



INSTRUCTION MANUAL



INDIANA JONES™ and the Last Crusade



INDIANA JONES™

and The Last Crusade

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INTRODUCTION

The dry desert wind sucks the moisture out of your body, while the steady swaying of your horse lulls you into a daydream. Always the desert....years ago in the barren wastes of Utah confronting grave robbing opportunists and now in the ancient sands of Egypt taking on the moral desert

of the enemy war machine. The enemy want to use the Holy Grail in their twisted bid for world domination. Even worse, they've kidnapped your father! You must stop them before they torture him for the secrets of the Grail. Grabbing your whip, you kick your horse into a gallop. You will get the Grail. Nothing will stop you!

STARTING UP YOUR SYSTEM

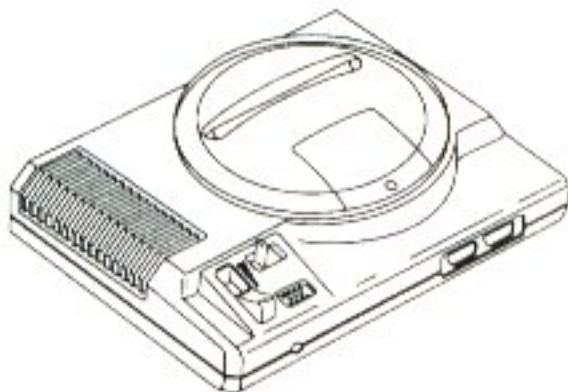
1. Set up your Mega Drive System, following the instructions in your Mega Drive System Instruction Manual. Plug in Control Pad 1.
2. Make sure the console's power switch is turned OFF.
3. Insert the Indiana Jones and the Last Crusade cartridge into the console with its label facing towards you. Press the cartridge firmly into the slot.

4. Turn the power switch ON. The Sega screen appears.

Note: If nothing appears on screen, turn the switch OFF. Check your cartridge to make sure it is inserted correctly, and check all cables to make sure they are properly connected. Then try again.

IMPORTANT: Always make sure your Mega Drive System is turned OFF before inserting or removing the game cartridge.

5. Press the Start button on Control Pad 1. The Adventure of Indiana Jones and the Last Crusade begins.



JUMP START

Breeze through this section to get right into the action.

- Press the Start button to advance to the Menu screen.



- Press the D-button to choose PLAY GAME or OPTIONS.
- Press the Start button to confirm your choice.

OPTIONS

Options allow you to adjust the game. Read the following section to find out how.

- From the Menu screen press the D-button to highlight OPTIONS.
- Press the Start button to advance to the Options screen.
- Press the D-button up/down to highlight OPTIONS.
- Press the D-button left/right to change option settings.
- Press the Start button at anytime to exit.

Difficulty	- Choose from Easy or Hard.
Control Pad	- Configure the Control Pad to your liking.
Sound	- Allows you to hear the various sound effects.

- Press the Control Pad left/right to select a sound effect.
- Press the A, B, or C-button to listen to the effect.

Music	- Allows you to hear the various pieces of music.
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- Press the Control Pad left/right to select music.
- Press the A, B, or C-button to listen to the music.

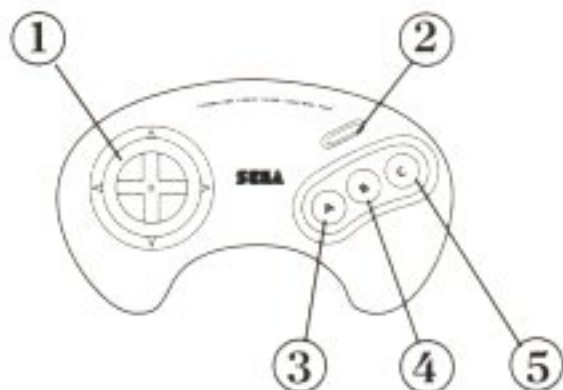
Leave Options	- Returns you to the Menu screen.
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- Press the Control Pad up/down to highlight.
- Press the A, B, or C-button to advance to the Menu screen.



THE ADVENTURE BEGINS

Indy has his work cut out for him. Read this section very carefully, to learn the ropes and help him on his way.



1. D-button: Press left/right to move Indy left/right.
Press up to climb.
Press down to crouch.
2. Start button: Press to pause during game play.
3. A-button: Press to punch.
4. B-button: Press to whip.
Press to swing on whip.
5. C-button: Press to jump.

NOTE: Buttons above are as in the default joystick configuration, and can be changed within the Options screen.

Action Controls:

Jumping: Press the Jump button briefly but remember there is only one height Indy can jump up, so don't keep your finger on the button or you'll find you'll be making more jumps than you planned.

Ducking: Press down on the D-button.

Crawling: Press left/right while holding down on the D-button.

Climbing ropes:

- Use the D-button to move Indy under a rope.
- Press the Jump button briefly and Indy will jump up and grab the rope.

- Press the D-button up/down to climb/descend.

Jumping from ropes

- Press and hold the D-button in the direction you want to jump.
- Press Jump button briefly to jump.

Swinging on the whip

- You can only swing in certain areas.
- Look for a knob on a post or pillar.
- Stand within whipping range of the knob.
- Press the Whip button to swing. Hold the D-button in the direction Indy is swinging to achieve a longer jump.

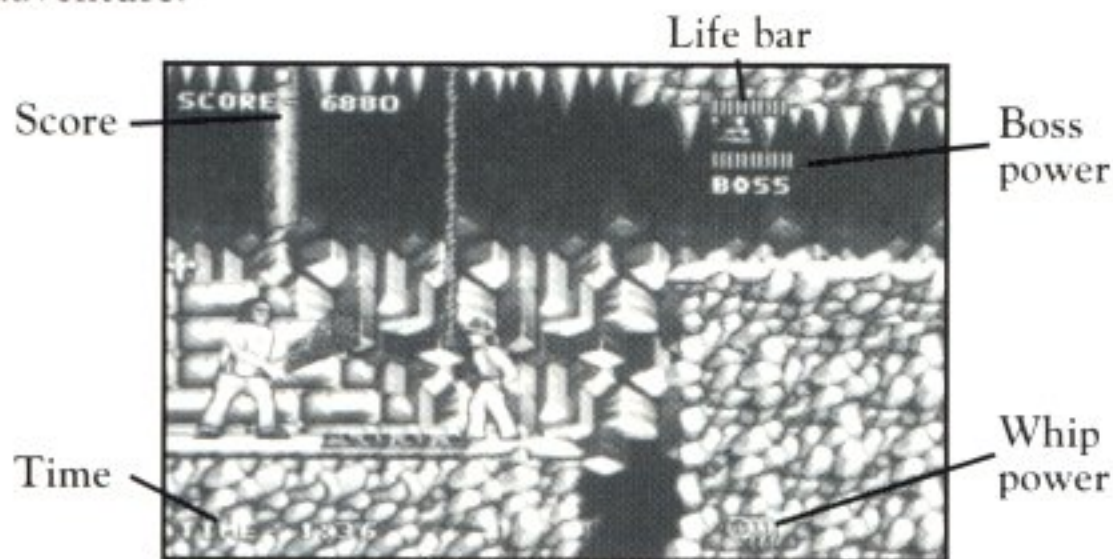
THE SAGA CONTINUES

You start each game with a full Life Bar. When the Life Bar is depleted Indy loses a life. Don't despair, there are three credits per game and three lives per credit. After losing a credit you will advance to the Continue screen. If no credits remain the game is over. To continue:

- Press the Start-button within 10 seconds or the game will end.
- When no credits remain the game is over.
- You receive an extra life if you score 30,000 points by the end of any level.

ADVENTURER'S HANDBOOK

Your mission is tough. Defeat the enemy attempt to steal the Holy Grail and save your father's life. You have to succeed. What you don't see or know can hurt you. Check out the following section for a crash survival course in archeological adventure.



- | | |
|------------|--|
| Score | - Indicates the current score. |
| Time | - Indicates the amount of time remaining. When time runs out Indy loses a life. |
| Life bar | - Indicates Indy's energy. When all his energy is gone Indy loses a life. |
| Whip power | - Indy never loses his trusty whip, but the length of the whip power bar indicates the strength of Indy's whip attacks. The more |

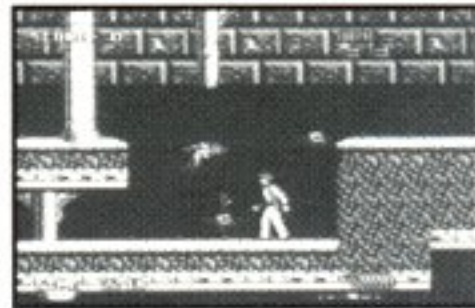
whips, the stronger his attack and the less hits it takes to kill an enemy. Remember, Indy can also punch to hit an enemy, so save your whip for special occasions.

Boss power - When the end of level boss energy bar appears it depletes each time he takes a hit. No energy - no boss!

You never know what you'll run into on a dig, but you'll never dig running into these creatures. Keep an eye out for them.



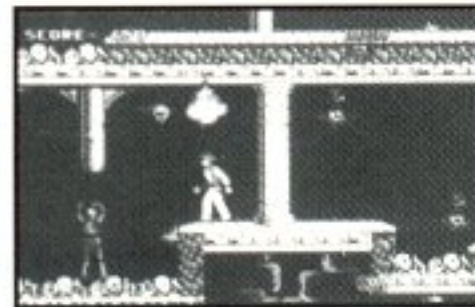
Take these guys out as soon as possible.



Whip the rats or suffer the consequences.



Avoid the Giraffe or take a hit.



Dodge them or they'll burn a hole in your life bar. Check out their pattern of dropping before you venture forth. It could save your life!



Take out these goons for points, or just for the fun of it.

Field work has its rewards; it's not all bad guys and beasts. Pick up the following treasures and thwart the enemy in their quest for world domination.



Bust open these boxes for bonus items.



“Time”
Nab this goodie for extra time.



“Whip”
Snag this item for increased whip power.



“Energy”
Swig this potion to increase energy.



“Cross of Coronado”
Save the Cross from greedy grave robbers.



“Grail Shield”
Find the shield and you’ll be one step closer to the Grail.

HIGH SCORE

If you’ve scored high enough, you will get your name in lights! To enter your name:

- Press the D-button to highlight a letter.
- Press any button to enter highlighted letter.
- Highlight End and press any button to exit.



HIGH SCORES		
1ST	010000	AAA
2ND	009000	BBB
3RD	008570	AAA
4TH	000800	AAA
5TH	000450	AAA
6TH	000400	CCC
7TH	000350	DDD
8TH	000300	EEE
9TH	000250	FFF
10TH	000200	GGG

THE SCRIPT

Brace yourself for non-stop action! To save the Holy Grail and your father from the brutal enemy, you'll have to undertake many missions. Read the following section to prepare for the adventure of a lifetime.

Scene 1 - Caves of Utah

Your mission is to find the Cross of Coronado hidden somewhere in a maze of nasty caves choked with poisoned streams, deadly drop-offs, and falling stalactites to avoid. If that isn't bad enough, a posse of deadeye cow pokes are out to stop you. Escape from them on a runaway mine cart, but you'll need lightning reactions to dodge the boulders and grab the rope. If you don't get to the second torch in time, you'll be fighting in the dark and no one can survive long doing that... can they? So you'd better make it quick. And there's still the tangle with Terrible Tex Thompson, the creep guarding the Cross. Slug it out with him, or use your head, because there could be another way around him!

Scene 2-The Great Escape

You've got the Cross, but the goons are hot on your tail as you make your way across a rickety circus train. The roofs are rotting, so watch out or you'll fall in, which could be good or bad luck, depending on the truck. It definitely isn't fun to end up in the snake pit, but lions look friendlier and magicians can work a spell! Keep an eye out for obstacles or they'll cancel your ticket. Speaking of tickets, Chief Quiver,

the arrow spewing boss doesn't allow any free rides, so get in close and jump and duck and in the end you'll have good luck!

Scene 3 - The Catacombs

Deep in the bowels of Venice lies Sir Richard, a knight of the first Crusade. His shield holds one of the clues needed to find the Grail. Explore this foul tomb reeking of rats and oil. Stay alert for ancient traps that send spears shooting your way. Remember, "he who hesitates is lost" so jump straight into the spear section if you want to succeed. Just for laughs Abdoul Arson, the fierce fire breathing guard of the tomb, has set the catacombs on fire, even the rats. Even if you defeat him, remember to jump the right way, if you don't want to get your feet burnt. Hot enough for you?

Scene 4 - Castle Brunwald

You'll have a swinging time, deep in the heartland of the ruthless enemy empire. Under the cover of a raging storm, you have to scale the fortress and rescue your father. Avoid probing searchlights while ducking chunks of the castle's crumbling masonry when the lightning flashes. Confront Gustav, the marching goon, guarding your father, who can only be whipped from behind. You'll need "lightning" reactions to bolt from this screen, if you defeat him.

Scene 5 - The Holy Grail

The enemy have shot your father. Now, more than ever, you need the Grail's healing power. First you must overcome three devastating traps: the Breath of God, the Word of God, and the Leap of Faith. Keep moving 'cause the clocks

always ticking'. You have to keep cool under pressure and remember your schooling. Latin might be a dead language, but it could save your life! Before you get to the Grail, you still face one more mighty challenge to the faith in your own abilities. Remember, in the Grail Room "all that glistens is not gold!"

POINTS SCORING TABLE

End of level bonus:	
Each energy bar left	5
Each second left	5
Torch	15
Opening Chest	50
Energy Bottle	50
Time Icon	50
Whip Icon	50
Rats	100
Cow poke	200 (standing still or walking) or 250 (firing)
Enemy Soldier	200 or 250 (depending on how tough they are to kill)
End of level Icon	500 Shield or Cross
Jumping into mine cart	1000
Cross of Coronado	500
End of level Baddies	5000 (easy level)
End of level Baddies	10000 (hard level)
Holy Grail	50000