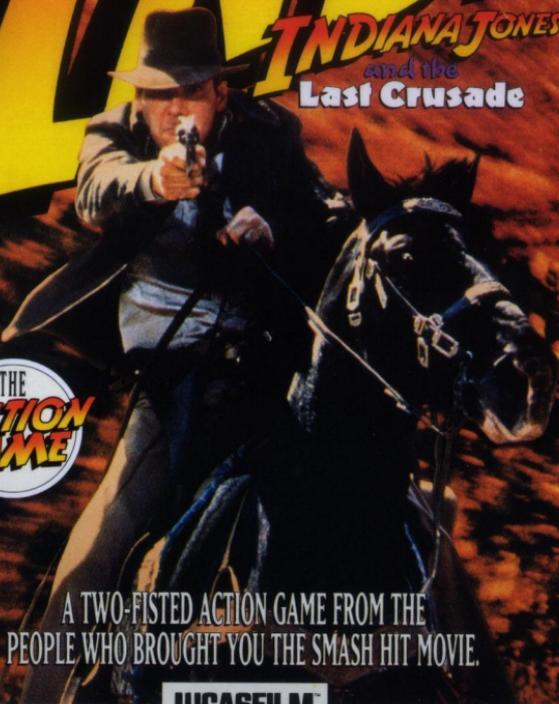


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LUCASFILM AND US GOLD PRESENT

INDY

INDIANA JONES
and the
Last Crusade



A TWO-FISTED ACTION GAME FROM THE
PEOPLE WHO BROUGHT YOU THE SMASH HIT MOVIE.



For use on AMSTRAD/
SCHNEIDER CPC Computers

INDIANA JONES

THE TEMPLE OF DOOM*™ & THE LAST CRUSADE

LOADING INSTRUCTIONS

C64 CASSETTE

Insert the cassette in your date recorder. Hold down the **SHIFT** key and press **RUN/STOP**.

C64 DISK

Insert the disk in the drive. Type **LOAD """, 8, 1** then press **RETURN**.

C128

Hold down **C=Key** when switching on computer to play in **C64** mode. Follow **C64** loading thereon.

SPECTRUM CASSETTE

Insert the cassette in your tape recorder and type **LOAD """** then press **ENTER**. Press play on the tape recorder.

AMSTRAD CASSETTE

Press **CTRL** and the small **ENTER** key. Press play on the cassette recorder.

AMSTRAD DISK

Insert the disk in the drive. Type **RUN" DISK** and press **ENTER**.

INDIANA JONES & THE TEMPLE OF DOOM*™

SCENARIO

INDY stumbles across the remote village of MAYAPORE in India which was once protected by the sacred and powerful SANKARA STONE. Devastation followed the theft of the stone and the children of the village disappeared. INDY discovers them enslaved in the evil PANKOT PALACE—the home of the Maharajah. The palace is the secret worshipping ground for the THUGGEE death cult. MOLA RAM the ruthless High Priest has forced the village children to dig in the THUGGEE mines for precious gems and the other missing SANKARA STONES.

The action takes place below the palace where INDY is pursued. He uses his whip to swing across dead end crossways and defend himself against a variety of hazards.

The player assumes the role of INDIANA JONES in his quest to recover the SANKARA STONE.

LEVEL 1

INDY must free the children along the way and escape the pursuing THUGGEEs through the mine caverns; a labyrinth of narrow passages, ladders, chutes and conveyor belts.

LEVEL 2

Upon reaching the tunnel entrance INDY rides a mine car still trying to escape THUGGEE guards and avoid derailing on the unpredictable tracks. As INDY progresses he must watch out for missing rails, jumps, giant bat and a THUGGEE GIANT.

LEVEL 3

In THE TEMPLE OF DOOM, INDY must reach the SANKARA STONE which is placed in front of KALI the four armed goddess of death. Once the stone is retrieved, INDY exits into the mine caverns. The action continues until INDY recovers 3 stones. INDY is then faced with escaping over a perilous rope bridge. A "bonus round" is awarded if the escape is successful.

Use the fire button/key to whip. You will then whip in the direction that you are currently facing. Use your whip to:

- Stun thuggee guards
- Kill bats
- Swing across whipping posts
- Free imprisoned children (whip the locks on the cages).

GAME CONTROLS

CBM

Joystick and Fire button.

SPECTRUM 48K

Sinclair or Kempston Joystick or Keys—Q=Up, A=Down, O=Left, P=Right, Caps=Fire.

AMSTRAD CPC

Joystick or Keys—Q=Up, A=Down, O=Left, P=Right, @=Fire.

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INDIANA JONES™ & THE LAST CRUSADE

GAMEPLAY

Indiana Jones and the Last Crusade is an exciting multi-level game in which you control Indy in his search for various artifacts. There is an important

artifact on each level. The objective of the game is to fight your way through each level and collect the artifact. Once the artifact is collected, then you need to fight your way to the end of the level.

Each level presents a different challenge and tasks. On level 1 you need to collect the Cross of Coronado but remember to collect the torches or it will get dark and difficult to see your way around the caves. Once you have the Cross you need to escape over the top of the train.

Level 2 takes you deep within the catacombs. When the catacombs were built, secret archways were constructed to hinder false searchers. Presented with 6 arches, the true searcher finds the correct arch and continues on his search. The false searcher unable to choose the right arch is doomed to wander the catacombs in vain, unable to find the Crusader's Shield that lies there. When beginning this level you will see the arches, and above each arch is a coded hieroglyphic. These change daily and the date is shown above the arches. To find the correct arch, look up the date on the grid and enter through the arch that matches the code you find. Once you have found the shield, you need to scale the castle wall, but beware of the lightning.

Level 3 and the game moves onto the airship. Search for the Grail Diary that Indy's father has lost here. Be careful to pick up the passes as you move. They are made of flimsy paper and fall apart after a short time. If Indy does not have a pass the alarm will be raised, making your task more difficult.

And finally to Level 4. Dr. Jones Snr. has been shot and his only hope is that Indy can get to the Holy Grail in time. With dad's heart gradually turning to stone, you must guide Indy quickly, but safely past the traps set by the Crusade knights. Time is your enemy and only the brave will make it in time.

GAMEPLAY CONTROLS

CBM

Joystick operation in Port 2 only.

SPECTRUM

Joystick operation, either Kempston, Sinclair 1 or Sinclair 2.
Keyboard operation, QAOP & Space for Up/Down/Left/Right & Fire.
H will Pause and Unpause the game.
Shift T will abort the current game.

AMSTRAD

Joystick operation as normal.
Keyboard operation, QAOP & Space for Up/Down/Left/Right & Fire.
DEL will Pause and Unpause the game.
Shift/ESC will abort the current game.

	JANUARY	FEBRUARY	MARCH	APRIL	MAY	JUNE
1	AAA	AAA	AAA	AAA	AAA	AAA
2	AAA	AAA	AAA	AAA	AAA	AAA
3	AAA	AAA	AAA	AAA	AAA	AAA
4	AAA	AAA	AAA	AAA	AAA	AAA
5	AAA	AAA	AAA	AAA	AAA	AAA
6	AAA	AAA	AAA	AAA	AAA	AAA
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8	AAA	AAA	AAA	AAA	AAA	AAA
9	AAA	AAA	AAA	AAA	AAA	AAA
10	AAA	AAA	AAA	AAA	AAA	AAA
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26	AAA	AAA	AAA	AAA	AAA	AAA
27	AAA	AAA	AAA	AAA	AAA	AAA
28	AAA	AAA	AAA	AAA	AAA	AAA
29	AAA	AAA	AAA	AAA	AAA	AAA
30	AAA	AAA	AAA	AAA	AAA	AAA
31	AAA	AAA	AAA	AAA	AAA	AAA

	JULY	AUGUST	SEPTEMBER	OCTOBER	NOVEMBER	DECEMBER
1	AAA	AAA	AAA	AAA	AAA	AAA
2	AAA	AAA	AAA	AAA	AAA	AAA
3	AAA	AAA	AAA	AAA	AAA	AAA
4	AAA	AAA	AAA	AAA	AAA	AAA
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28	AAA	AAA	AAA	AAA	AAA	AAA
29	AAA	AAA	AAA	AAA	AAA	AAA
30	AAA	AAA	AAA	AAA	AAA	AAA
31	AAA	AAA	AAA	AAA	AAA	AAA

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