

Nintendo

GAME BOY®

DMG - J5 - USA

INDIANA JONES®

and the
LAST CRUSADE™



INSTRUCTION BOOKLET

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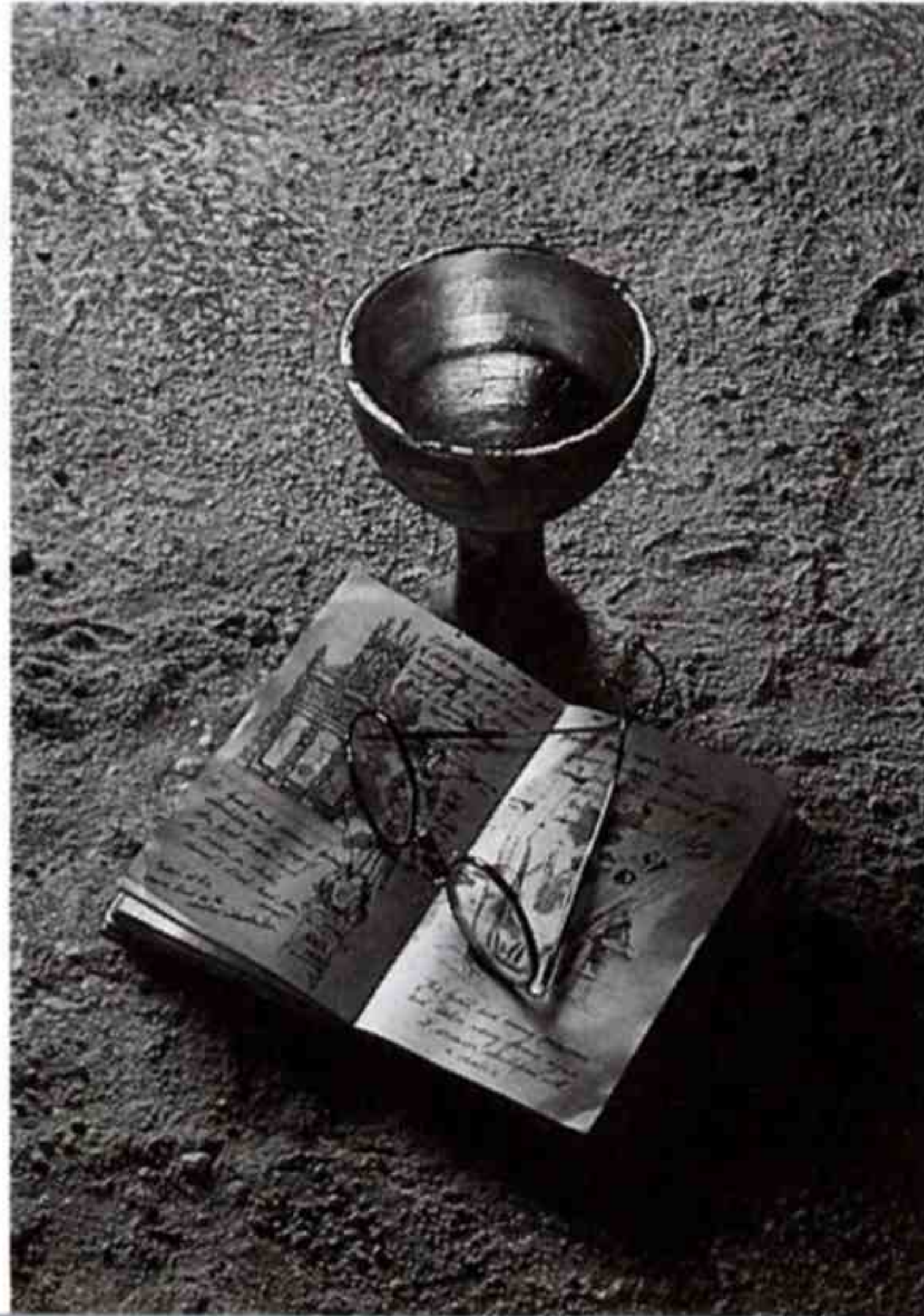


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INDIANA JONES® AND THE LAST CRUSADE™

Remember....

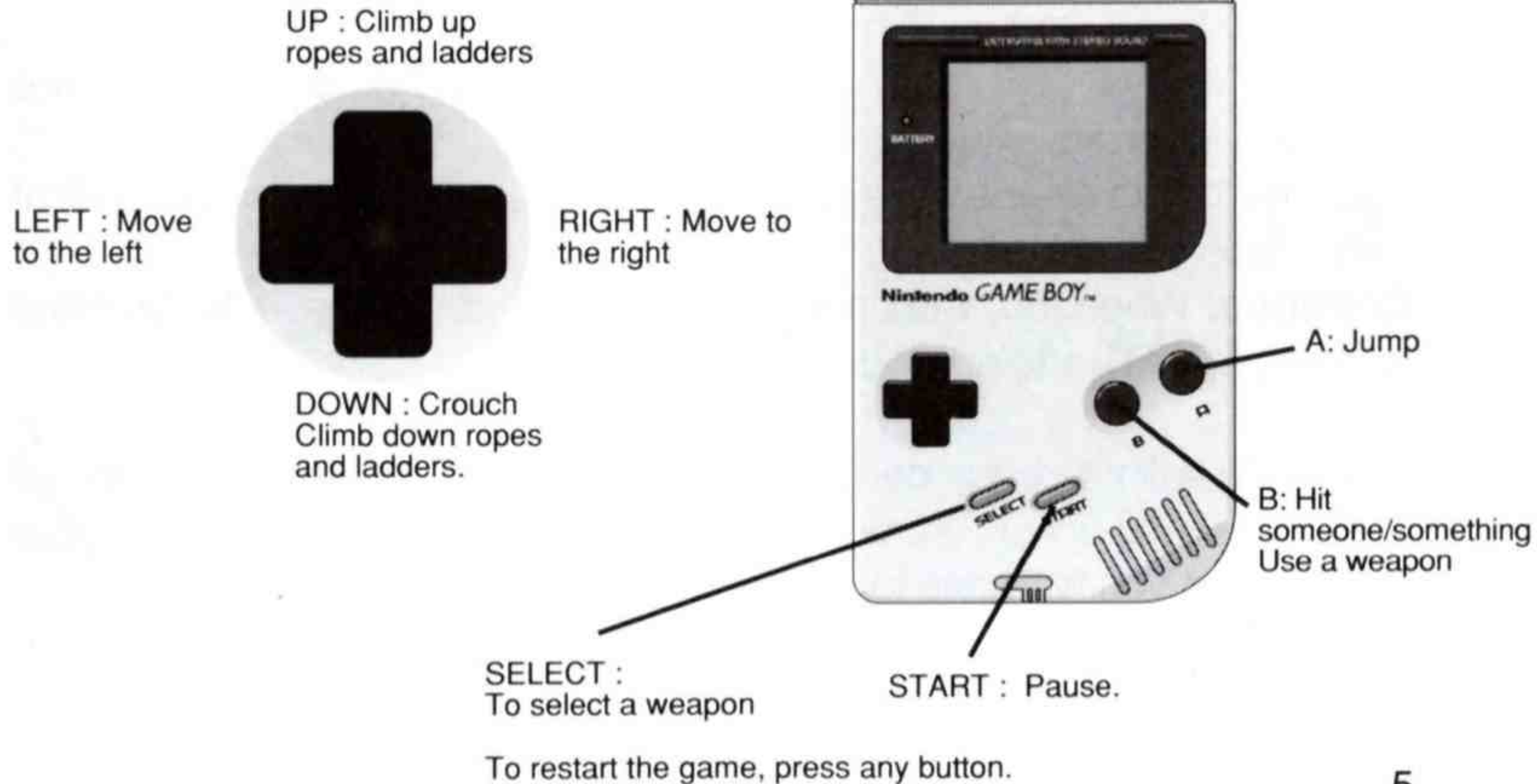
Indy's father, Professor Henry Jones, disappeared while looking for the Holy Grail. This precious cup contains an elixir which grants immortality and attracts many greedy people. Follow Indy as he sets off for new adventures, full of pitfalls...

Your mission is to find Professor Jones and the ancient Grail. Take your whip, your weapons, and get your fists ready! Run, jump, climb... from the Venetian catacombs to the secret caves of the Middle East. But keep a bit of energy for the ultimate fight!

CONTENTS

<i>Controls</i>	5
<i>To Begin</i>	6
<i>Enemies</i>	8
<i>Bonus Points</i>	11
<i>Weapons</i>	12
<i>Game Levels</i>	13

Indy's Control Buttons



Begin :

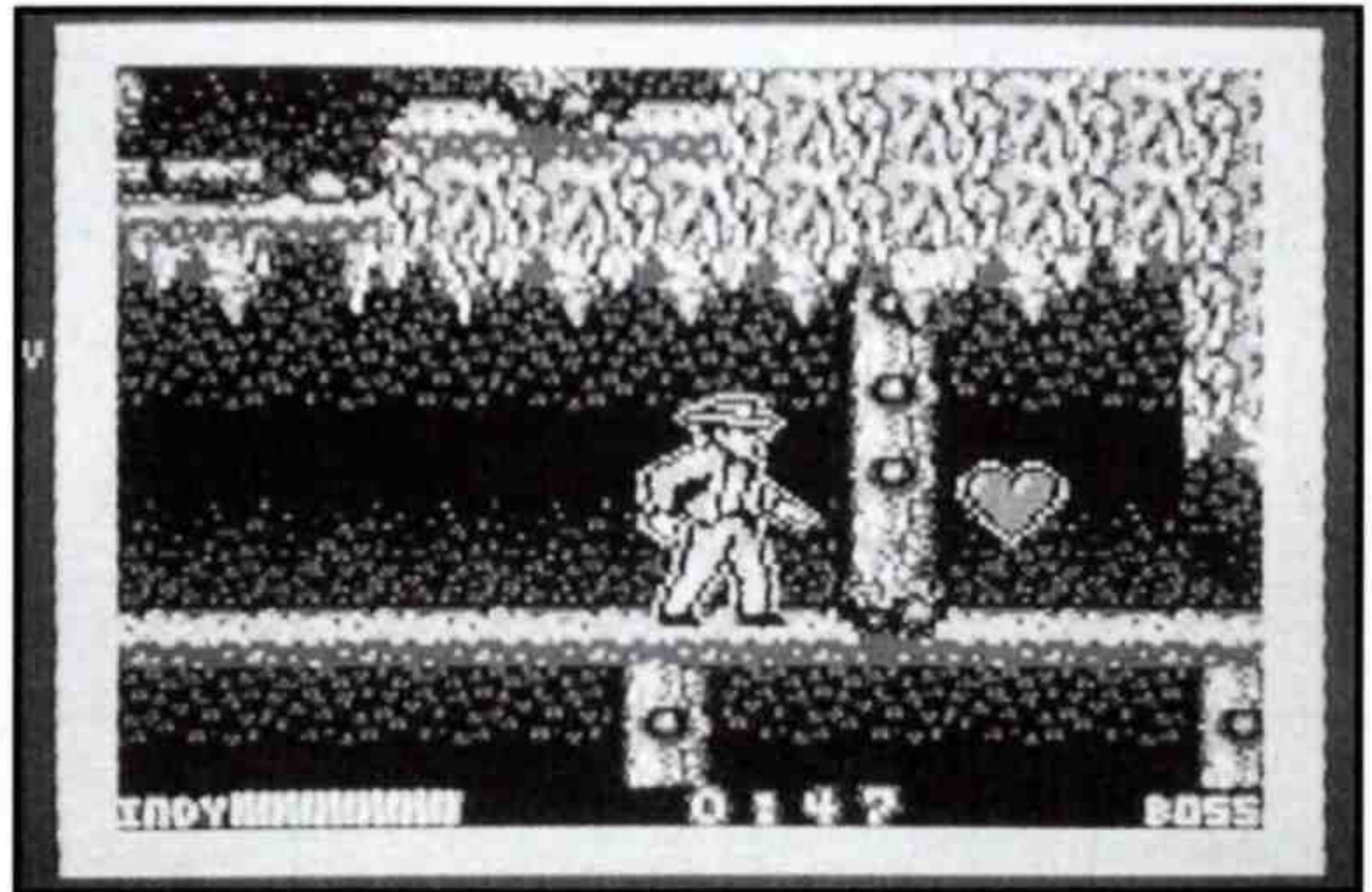
Make sure that your Game Boy (TM) is turned off. Insert the "Indiana Jones and the Last Crusade" Game Pak in your Game Boy TM, then turn it on. Press START and the main menu (Start Game / Music ON/OFF / Enter Code) will be displayed.

Number of Players: Indiana Jones and the Last Crusade is a game designed for one player.

The End of the Game: The game is over when you have used up all of Indy's lives.

Continue: When the "Continue" screen appears, you have 10 seconds to press START and continue the game.

There are a limited number of "Continues". If you have used them all up, the "GAME OVER" screen will appear when you have used up your last life, and you will have to start again from the beginning.



Indy's Energy

Time

Big Boss's Energy

When all your energy is used up, you lose a life.

When the time to complete a level runs out, the screen will indicate "OUT OF TIME"; you will just have to start over, going faster this time!

Enemies



Armed Man

Levels 1, 2 and 3
He shoots bullets which you can only avoid by dodging or by jumping. You lose energy if you are hit by a bullet.



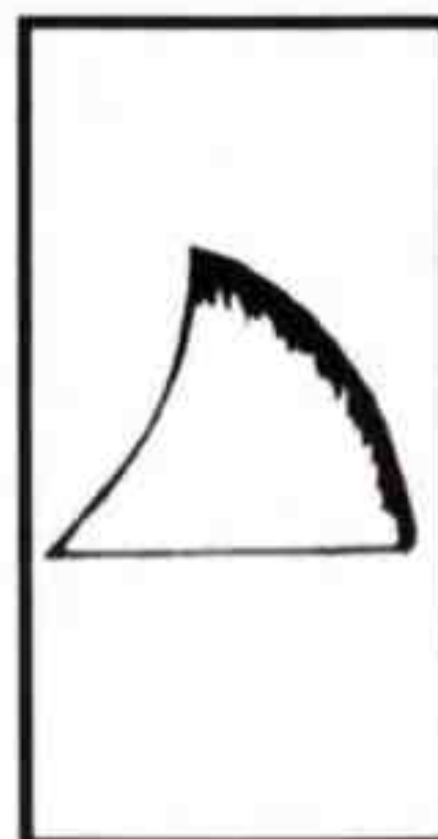
The Climber

Level 1
He climbs up and down the ropes, and gets in your way. If you touch him, you will fall down.



The Indian

Levels 1 and 2
He throws knives which you can only avoid by dodging or by jumping. You lose energy if you are struck by a knife.



Rhinoceros Horn

Level 2
If you touch it you lose energy

Enemies



Giraffe

Level 2

If you touch it you lose energy



Rats

Level 3 and 4

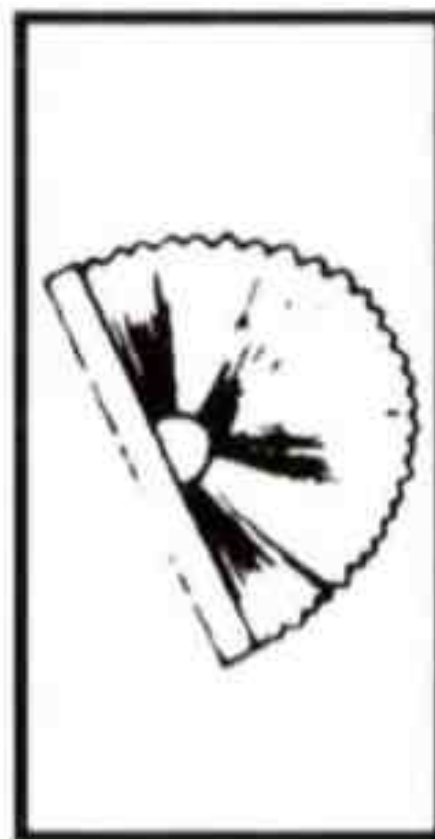
To get rid of the rats, you must use your whip. If they touch you, you lose energy.



Fireballs

Level 3 and 4

Avoid them! They are deadly!



Circular Saws

Level 6

These must be avoided at all costs. They are deadly!

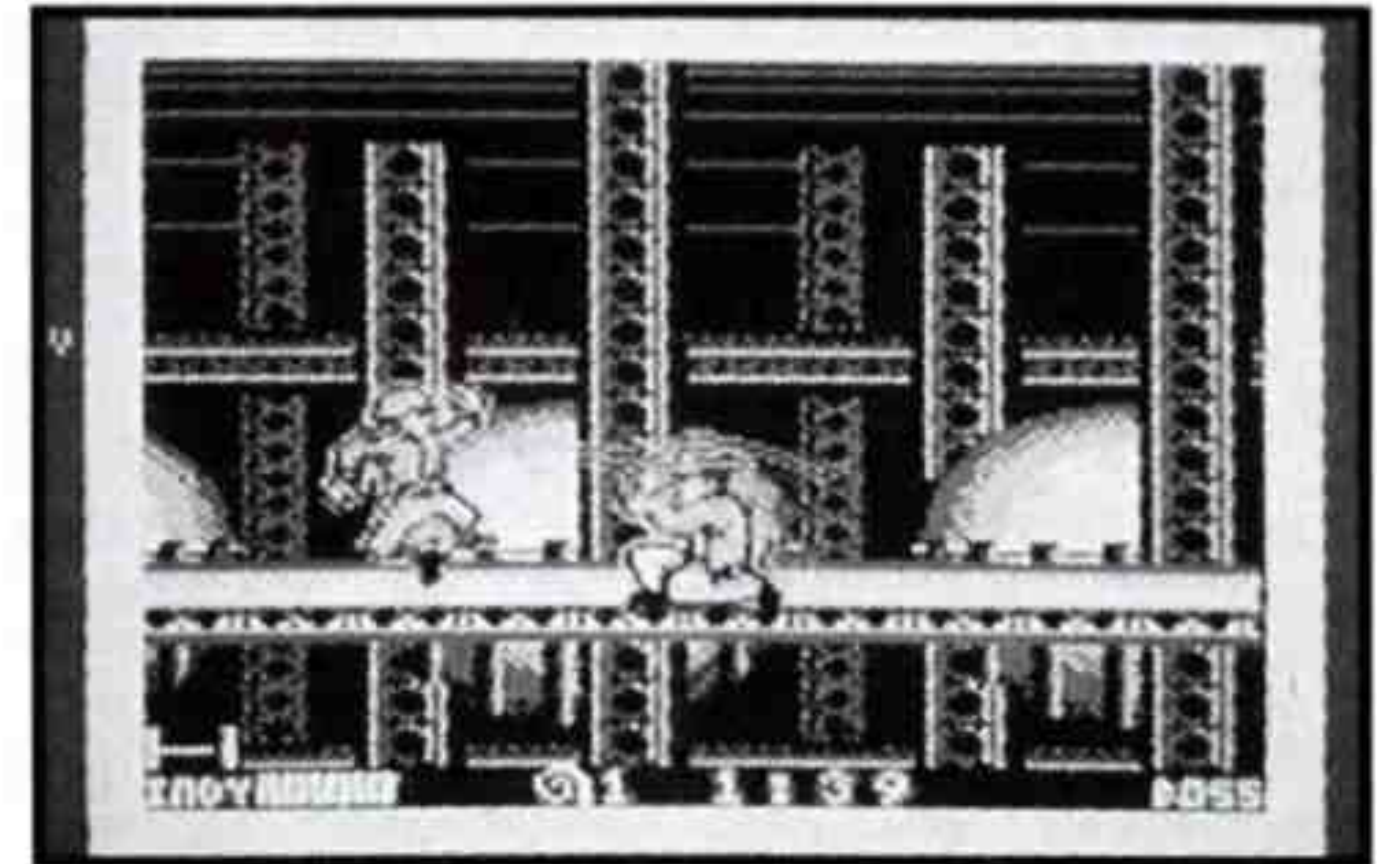
Enemies



Soldier

Levels 4,5 and 6

He shoots bullets that you can avoid by dodging or jumping. You lose energy if you are hit by a bullet. Soldiers have great powers of resistance.



Bonus Points



The Hourglass

All levels

This will give you extra time if you pick it up.



The Torch

Level 1

The torch lights your way while you are exploring the caves.



The Heart

All levels

This will replenish your energy when you pick it up.

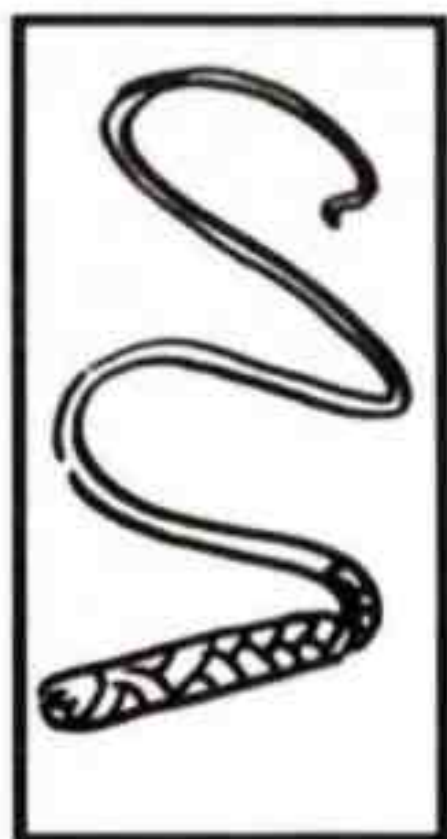
Weapons



Your fists

All levels

To use your fists, you must be close to the enemy - this is dangerous.



The Whip

Starting from level 2

Your whip strength increases each time you pick one up. There are 4 levels of strength. When you have reached the end of a level, you start the next level with zero strength.



The Gun

Starting from level 4

When you pick up a gun, it is loaded with 3 bullets. It's a very powerful weapon.

We recommend that

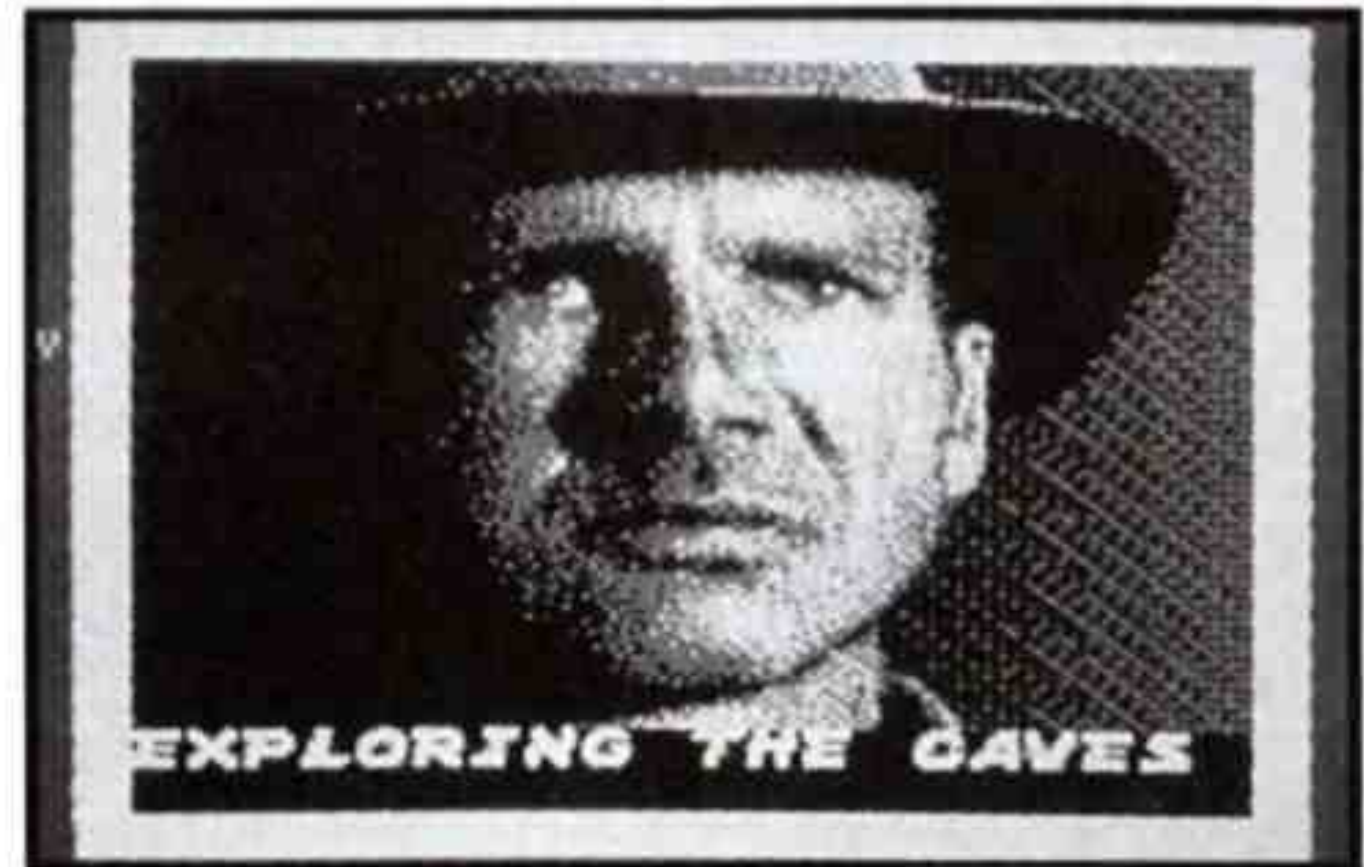
you use it when you encounter Big Bosses.

Game Levels

During your mission to find the Holy Grail, you must complete six levels of action packed adventure. Time is of the essence.

Level 1: Exploring the caves

You must find the Cross of Coronado which is located somewhere in the caves. Look for torches to light your way, but be careful, they don't last very long. Towards the end of the level, beware of the Big Boss. He uses wooden beams to try to hit you.

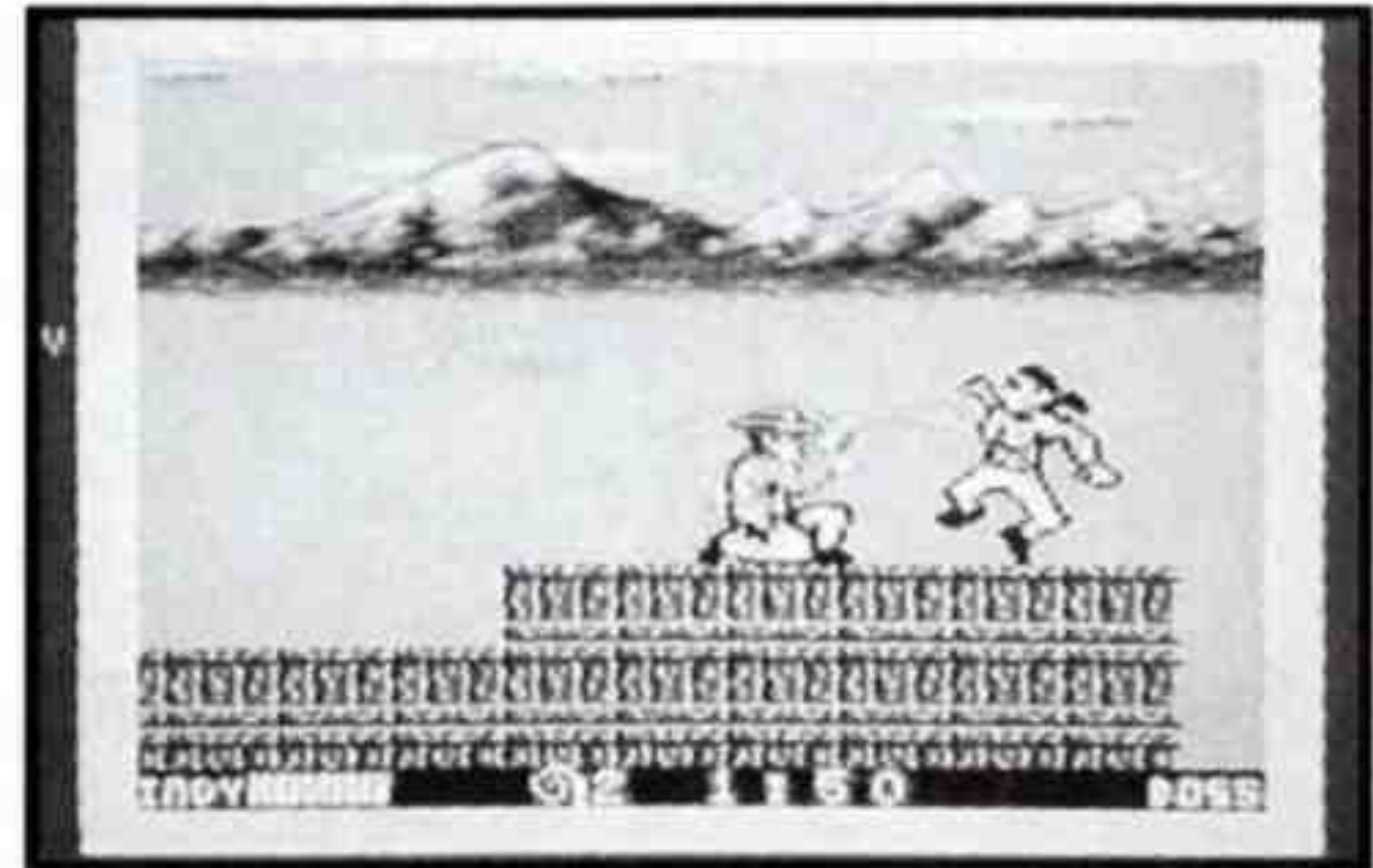


Game Levels

Level 2: Escaping on the train

You must escape on this circus train. You will come face to face with giraffes, rhinoceros horns, knife throwers and armed men.

It is during your escape from the train that you will find your first whip.

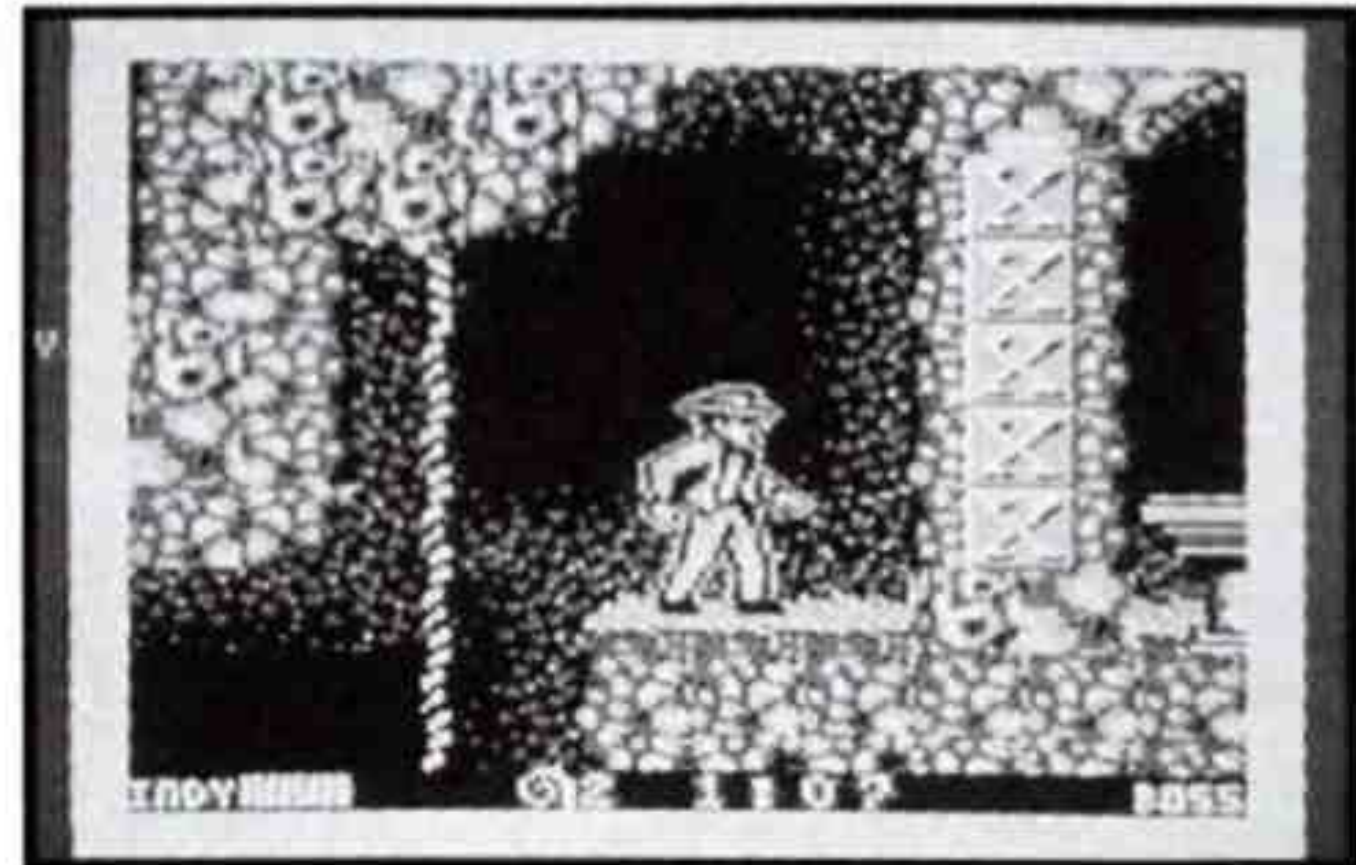


Towards the end of the level, beware of the archer and his dangerous arrows.

Game Levels

Level 3: Entering the Catacombs

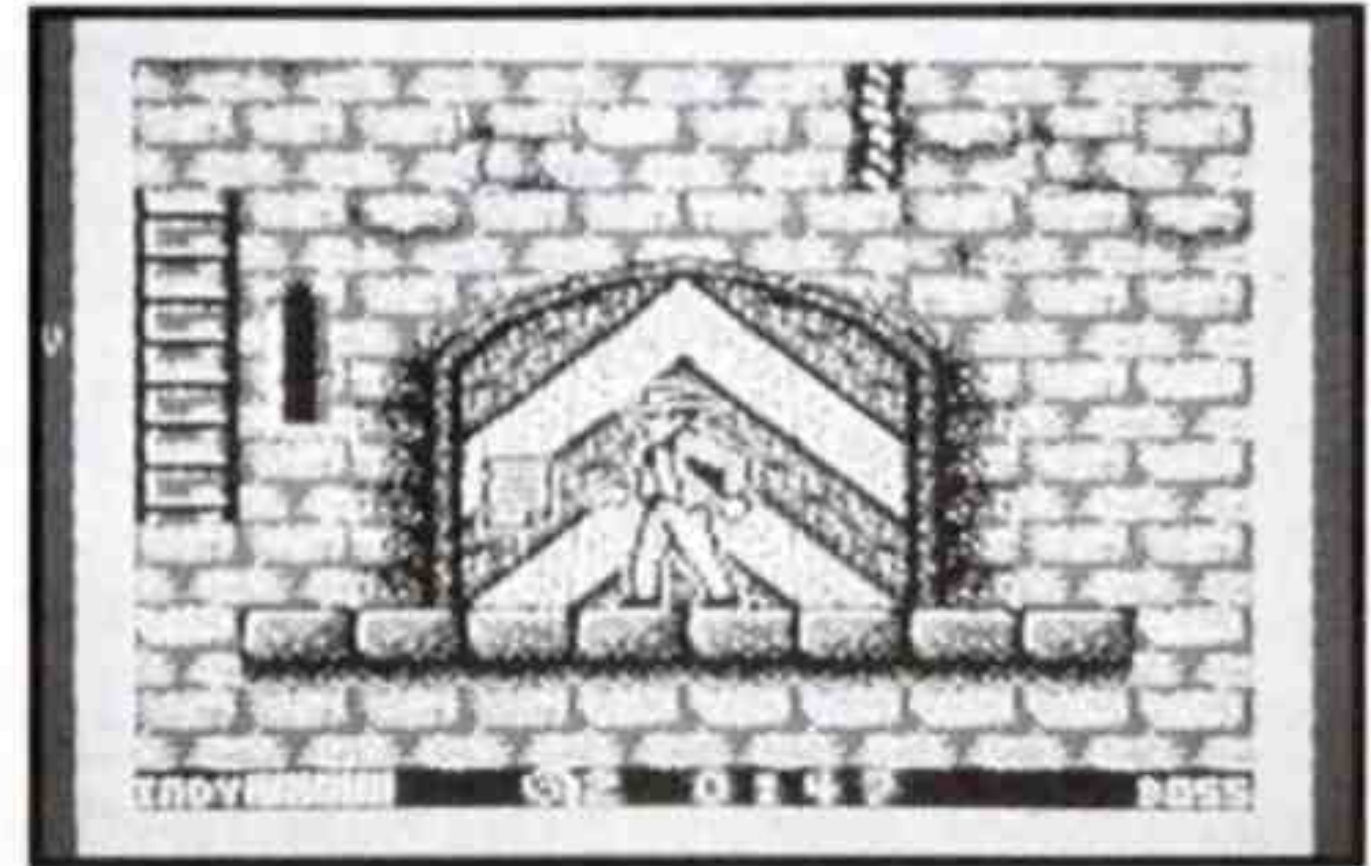
In order to complete this level, you must find the four pieces that, when put together, form an X. You must also find the shield. You will be faced with the frightful fireballs, rats, protectors of the Holy Grail and towards the end of the level, the horrible Fire Breather!



Game Levels

Level 4: Assault on Brunwald Castle

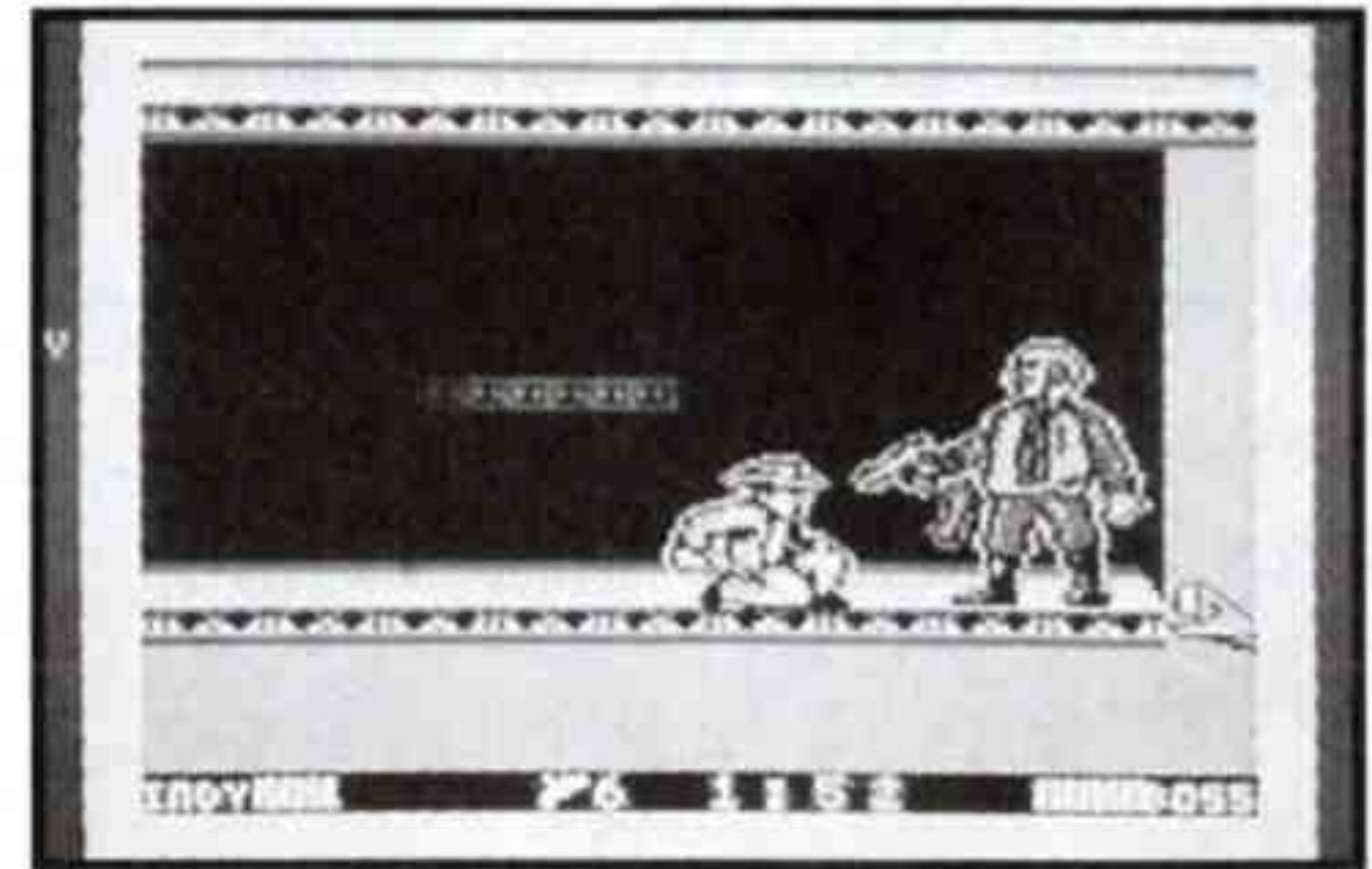
You must scale the walls of Brunwald Castle to find the 4 missing pieces of Professor Jones' (Indy's father) notebook which will give you important information about the final level. German soldiers are everywhere and, towards the end of the level, beware of the sniper's bullets. If you're afraid of heights, watch out, the walls are high!



Game Levels

Level 5: Escape from the Airship

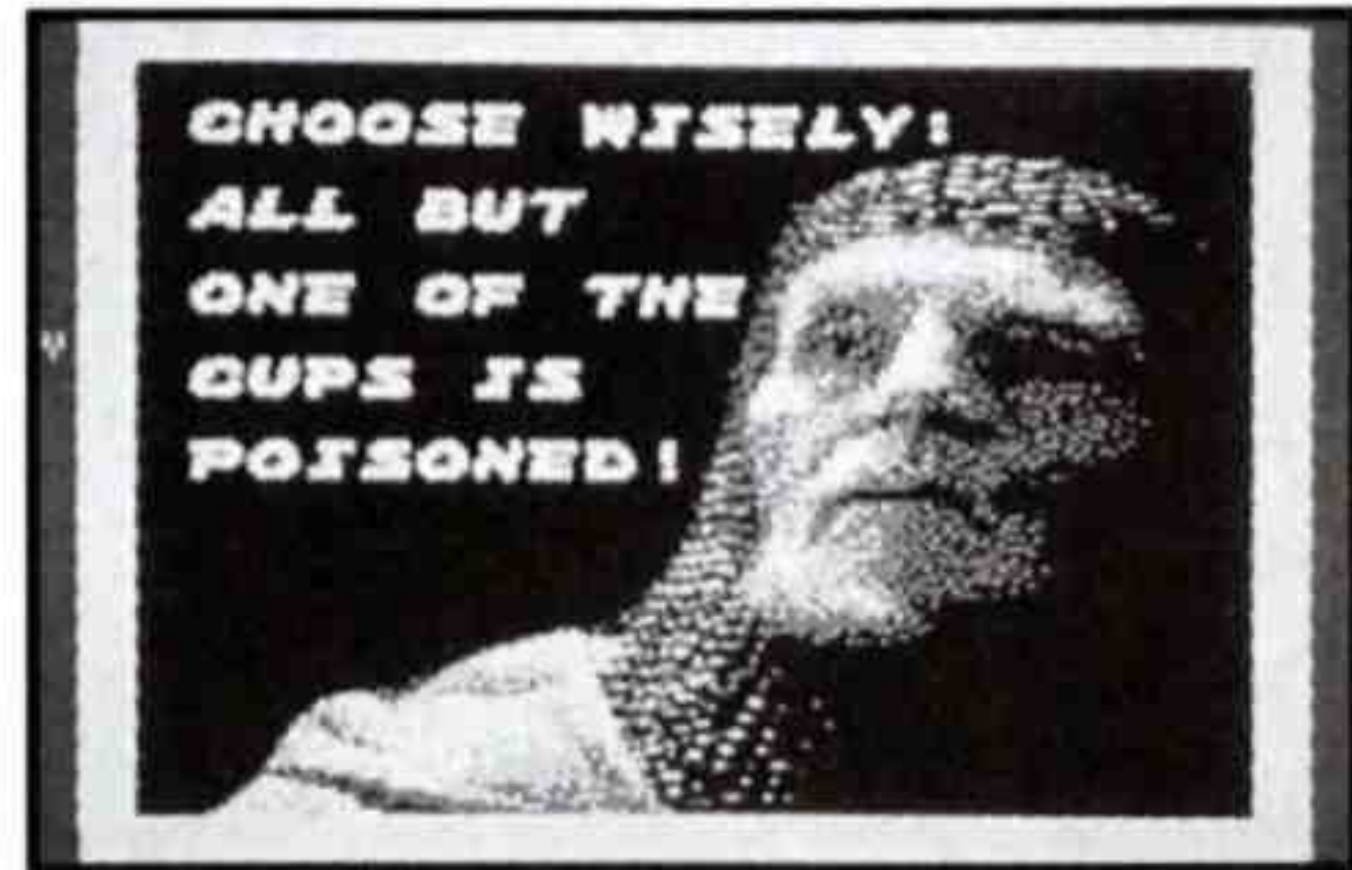
You must find the key to start the airplane's engine and then get out of the Zeppelin. The airship is crawling with German soldiers, and watch out for the pilot. Make sure you avoid the bullets!



Game Levels

Level 6: The Three Trials

Professor Jones, Indy's father, has been shot and his only hope is that Indy finds the Holy Grail in time to save him.



In this final level, you must go through 3 trials: you must jump over blades, step on the right letters to spell the word Jehova and make the leap of faith! Along the way, try to get rid of the soldiers.

After all your trials and tribulations, there is still one ordeal left...
The choice is yours!

Credits

Indiana Jones® and the Last Crusade™
by LucasArts Entertainment Company

Programming: Mark Haig-Hutchinson, Paul Gill, Donald Campbell

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