

1935
JOURNAL

INDIANA JONES
AND THE
EMPEROR'S TOMB™



jan 5
Marcus says I need a calling card for when I'm out in the field and not "immersed in academia." I've scribbled some lettering to mull over, and attached it to the cover. I think it suits me.

My colleagues at the College think I focus too much on my duties outside the classroom. What's the use of research if it has no practical application? Still, I need to make sure I have this semester's curriculum outlined before I get too involved in another assignment for the museum.

If it weren't for the steady pay I'd take a job less strenuous than teaching! The artifacts from the class field trip only date back a few hundred years, but I know Marcus will still be interested.

jan 6
Contents

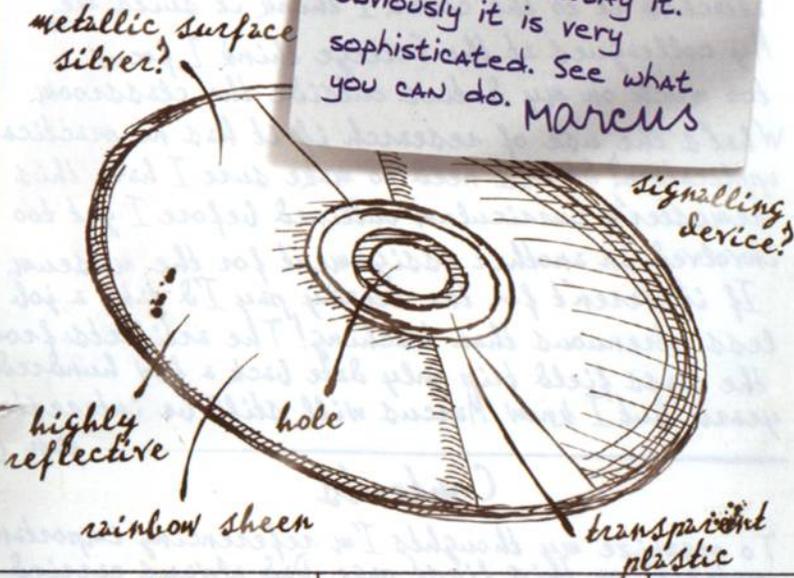
To organize my thoughts I'm referencing important material on this first page. Dad always carried a journal so he'd remember every experience. Unfortunately for me, Dad never forgets!

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龍之心

SETUP & II

RENDITION



Indy- this artifact comes from our museum Archives and so far our researchers have been unable to identify it. Obviously it is very sophisticated. See what you can do. **Marcus**

061281

CATALOGUE #: 052384
COLLECTION: *undetermined*



DERIVATION: *unknown*

NOTES:

GETTING STARTED

INSTALLING THE GAME:
There are two ways to install **Indiana Jones™ and the Emperor's Tomb™** on your computer. First, insert the game CD into your CD-ROM drive. If you have Autorun enabled, the game's Launcher will appear. Click the Install button. If Autorun is not enabled, open My Computer from your Windows desktop and double-click on the CD-ROM drive showing the Indiana Jones and the Emperor's Tomb icon. Double-click on the Setup Program icon to start installation.

Once the setup program has started, on-screen instructions will guide you through the rest of the installation procedure. If you experience problems with the installation, click the Help tab on the game's Launcher menu. NOTE: We recommend turning off background applications and virus scanners during installation.

STARTING THE GAME:
The game CD must be inserted in the CD-ROM drive to play. If you installed a desktop icon for the game, locate and double-click it to launch the game. Alternatively, open the Start menu from your Windows desktop, select Programs, then LucasArts, then the Indiana Jones and the Emperor's Tomb folder. Click on the Play Indiana Jones and the Emperor's Tomb menu selection.

Once you load the game, the Launcher screen appears. From this menu you can start the game or read the Help files and troubleshoot your system. View the game's Readme file for last-minute information not covered in this manual.

THIS DOCUMENTATION IS COMPLETED IN ACCORDANCE WITH THE INTERNATIONAL TREATY FOR THE PROTECTION OF ANTIQUITIES

RESEARCHER: *Prof. H. Jones Jr.*

CURATOR: *Marcus Brody*



NATIONAL MUSEUM

DATE: *08 Jan 35* SITE: *Allen dig-K* LOT #: *12*

ITEM: *Origin unknown but created by an extremely advanced civilization. For ritual ornamentation?*

MATERIAL: *Man-made high-impact composite.*

DESCRIPTION:
I could get this artifact to function only by observing the rules I've attached to this form. This "disc" seems to be a conveyance of knowledge. Its function, however, is difficult to determine. I am reminded of the prayer pillars used by Tibetan monks, so perhaps by spinning the artifact we can release its secrets.

2 Discover



Barnett College

Jones -
I expect you will
not follow convention
but the trustees
require me to review
this with you
shredly

INTERDEPARTMENT MEMO 01/09/35
Department Heads route to all instructors. These guideline
and changes take effect immediately. Use as outlined below
ATTN: New departmental procedures concerning the manipulat
regulatory controls. See diagram for specifications and ex

IN-GAME CONTROLS

Jan. 1, 1935. 1,985,884

FORWARD / UP	W	JUMP / SWIM	SPACEBAR
BACKWARD / DOWN	S	USE / ACTION	E
LEFT	A	CLIMB UP ROPE / CHAIN	UP ARROW
RIGHT	D	CLIMB DOWN ROPE / CHAIN	DOWN ARROW

INVENTORY SELECT	UP ARROW
PREVIOUS INVENTORY ITEM	LEFT ARROW
NEXT INVENTORY ITEM	RIGHT ARROW
INVENTORY EXIT	DOWN ARROW
PUT AWAY / EQUIP LAST ITEM	T

BLOCK	LEFT SHIFT
STALK	LEFT SHIFT
ROLL (while running)	Q
PRIMARY ATTACK	LEFT MOUSE BUTTON
SECONDARY ATTACK	RIGHT MOUSE BUTTON
GRAB	LEFT+RIGHT MOUSE BUTTON
RELOAD	R

LOOK / MOVE CAMERA	MOUSE
CENTER CAMERA	C
FIRST PERSON LOOK	C (HOLD)
PEEK LEFT (while wall-hugging)	Z
PEEK RIGHT (while wall-hugging)	X

PATENT OFFICE

Filed Dec. 14, 1932

4 Sheets-Sheet 1

28 Cl. (Cl. 74-2184) Serial No. 641,137

MENU CONTROLS

UP	UP ARROW	SELECT	ENTER
DOWN	DOWN ARROW	BACK	ESC
LEFT	LEFT ARROW	DELETE	DELETE
RIGHT	RIGHT ARROW		

Any instructors who do not adhere to these procedures wil

Jan 10
Misplaced my Webley again. Maybe I left it
in my desk. That's what I get for not using my
holster. Read in the paper about Abner's recent
discoveries in the north Orient. Seems like
his obsession with religious antiquities is
paying off. Which reminds me, Marcus wanted
me to check out some of the recent finds of
the early Manchu Dynasty. If I can shake off
some of this academic responsibility I should
head off to Shanghai. Made a few promises I gotta
live up to. And a few bets too.



Jan 12
I've been spending more time than I'd like
at the library. There must be a connection in
Topkapi's treasury that links the Sultan
to the grave robberies in North Africa. Certainly
the fiancee inlay on the dagger is from the
Old Kingdom. I've had Marcus check related
pieces in storage but he's found nothing. I
had hoped to discover something during the
Omega Expedition that would shed some light...
I guess I'll be visiting Istanbul on my next
~~sabbatical~~ sabbatical. So much for Hawaii!

Diagrams and information provided by the campus Board of Education, courtesy of the Patent Office, reg. 052489

STEAMER LINES

I overheard a wireless message coming from the cabin next to mine.



小心德人

SCHIFFSKART

TE KLASSE

SHIP TICKET

RD CLASS



RAILORDER
ISSUED

POS. 123-24
T 09633

europäischen Hafen.
European port.

INES

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the UNITED STATES
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36
Hague 17

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in dritter Klasse des
in the third class of the

on NEW YORK
urther from

Schiff - Eisenbahn (III. Klasse)
ail (Third Class)
te folgt vereinbart
n agreed and paid as follows

für die Weiterbeförderung
for continuation of journey

DUKIST

To 6047

35

\$ -

\$ -

8.-

Gepäcktransport (abgesehen von
beyond this amount, nothing
europäischen Hafen nichts mehr
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urrency

INDIANA JONES AND THE EMPEROR'S TOMB

NEW GAME
LOAD GAME
OPTIONS
ARTIFACTS
CREDITS

MAIN MENU

a	Surname Family name	Vornamen Given names	b
0			
1	START	Select after loading a previously saved game or after choosing to begin a New Game.	
2	NEW GAME	Before you can start a new game, a session must be created so your progress can be saved. To create a session, enter a name from the alphabetical menu by navigating with the ARROW keys and pressing the ENTER key. Up to ten games can be saved.	
3	LOAD GAME	A list of previously saved games is available through this selection. Saved games may also be deleted from this screen. See page 28 for more information on loading.	
4	OPTIONS	To enhance your gameplay experience, you may want to adjust the following: Controls: You can reconfigure the controls scheme with the provided presets. Camera: You can reverse the vertical viewing direction for your first-person views, and the vertical and horizontal views for your third-person view. Audio: You may set the volume levels of the game's Music, Sound FX, and Voice. Display: You can calibrate the screen brightness and turn the subtitles ON/OFF.	
5	ARTIFACTS	Find all the artifacts in the game to unlock a bonus.	
6	CREDITS	See the adventurers who brought you this incredible Indy experience!	

RAILORDER ISSUED No.

Two
for Persons über 10 Jahre
for Persons over 10 years
Stab von 1 bis 10
for Child from 1 to 10
Stab unter 1 Jahr
for Child under 1 year

TEAMSHIP TICKET SCHIFFSKART
for transportation to a non-European port.

Der Fahrpreis
The passage

After starting the game at the Launcher Screen, the Main Menu appears. Press the UP and DOWN ARROW keys to highlight your selection, and press the ENTER key to confirm. Press the ESC key to exit a menu.

Follows the river
Northern Range
Est...

Feb 3
After almost 2 week of digging we've...

CLUB DOBI WA



特威利史考

Indy-
Check out this
place. Many
possibilities.

比德俱樂部隆重登場
美國著名藝人每晚於澳

WILLIE SCOTT
Famous American Entertainer

appearing nightly

Base camp

... is only a century old.
The Kelsey Museum claims Terenouthis, a
Ptolemaic Roman site in Soknopion Nesos,
though it was MY research which located it!

4
ave
ms
4

RESEARCH



Feb 7

I've contacted the National Archeology College Association regarding Barnett's contributing budget for field work. Recent funding from the WPA has increased my overall expense margin, but the Board seems to think I'm more of a grave robber than a historian. Apparently, the Works Progress Administration specifies ~~within~~ rigid guidelines for "conservation archeology." At least the Museum knows I'm only interested in preserving and protecting antiquities from profit hunters.

Feb 8

Good news! Marcus wants me to help locate an artifact in Ceylon, and the campus Board of Directors is more than happy to send me on a sabbatical. Maybe I shouldn't have used Marcus' government connections to have FDR straighten out my budget dispute! I've cabled my friend at the Consulate for the inside scoop. I'll head out in search of the lost city of Anurapura and the Savarati Idol as soon as I hear back from him.

Feb 11

Allrecht Von Beck (?) is after the idol as well. This tip comes from a most unlikely source: Belloq! Though Belloq and I fiercely compete for the same artifacts, it appears the rivalry between Von Beck and Belloq is even greater!

I was greeted with a traditional ceremony. "Ayubowan" with hands clasped



Feb 19

Studying Savarati morning nurse or



secondary system is still in circulation!

Dr. Jones,
 Continued is the routine I've recommended for improving your mobility. Though you've not sustained any lasting injury from your last expedition, you seem to have a knack for getting punched in the face. Take care of that whip arm as well. Proper exercise is the best treatment I can offer, but I've also approved a prescription for minor muscle pain. Your diet could use improvement too.
 Try eating dates. A stiff belt of whiskey ... don't hurt either!

Jan 14, 1935



Dr. B. Frodente
 NY Medical Clinic (Poughkeepsie)
 Plsnt Val-10-05

Dose	Quantity	Refill
2mg	30 count	No
Date:	01/14/35	

R/x: salicylic tannis benzedrine
 Directions: Take daily in the morning or whenever pain is prevalent.
 Doctor: B.M. Frodente

Feb 27

Doc says I need to participate in less strenuous digs. If he only knew! I'm still aching from that mishap near the Marquesas Islands. I think I'll avoid the water for awhile! Checked into my hotel in London. A cable from Dad was waiting. Though the impending war hasn't really affected home yet, he sounded pretty concerned about me ~~being~~ flying back and forth across European borders. A lot of ruckus in Ethiopia lately and the French control in Somalia is falling apart. It's just diverting attention from the real troublemakers though.

I've heard that Duke Ellington is playing in Paris



BASIC MOVES

01/14/35

Per your Doctor's recommendation, follow this routine daily.

- All control descriptions use the default configuration. You can change the configuration at the Options Menu (see page 7).
- NAVIGATE:** Use the W, S, A, and D keys to move in any direction.
- JUMP:** Press the SPACEBAR while standing, walking, or running. Note: Only your whip can be used while jumping.
- CLIMB:** You can climb low obstacles by pressing the W key. Higher obstacles will require a jump. Press the W key up while hanging to pull yourself up, or press the SPACEBAR to dismount from a hanging position. To climb certain vertical obstacles, look for ladders, vines, stone blocks or scaffolding. Approach the wall and press the W and S keys to climb up and down. Pressing the SPACEBAR before reaching the top will cause you to let go and drop.
- ACTION:** The E key can perform a variety of operations depending on the situation. These can include activating the appropriate inventory item, picking up an item, opening a door, lighting a torch and more.
- COMBAT:** Pressing the left or right mouse buttons will make you punch/jab/kick, or utilize your weapon if one is equipped (see Combat Moves on page 20).
- DRAW/HOLSTER WEAPON/LAST ITEM USED:** Pressing the T key will draw or holster the last selected weapon (see Combat Moves on page 20) or item. Pressing this key will also access the last selected Inventory Item, or place an item in your satchel (see page 27).
- RELOAD:** Pressing the R key will reload any equipped gun with ammo from your inventory.
- MOVE CAMERA:** Press the C key to center the camera, and the mouse to rotate the camera.
- LOOK:** The mouse allows you to adjust the camera view at any time. Press the C key to center the camera, and hold down the C key to switch to a first-person view, which is very useful for aiming. While in first-person view, you can also see your Status (see page 25).

from the offices of Dr. B. Frodente

Anyone would do the same for fortune and glory.

Frei durch Dienstmarke!

SPECIAL MOVES

The Monarch Hotel. "Where the World Comes For Holiday," is proud to offer our full-service spa as part of your stay. In addition to tennis, golf and massage, we provide a wide range of invigorating activities:

SHIMMY: While hanging from a precipice, pressing the **A** or **D** keys will make you shimmy along the edge. Pressing the **W** key will pull you back up (if possible). You can dismount by pressing the **SPACEBAR**, but be careful you don't fall!

WALL HUG: Walk forward by pressing the **W** key, and then press the **E** key to hug your back to the wall. This is useful for traversing narrow ledges. To stealthily see around corners without revealing yourself to other enemies, press the **Z** key to peek to your left and press the **X** key to peek to the right. Press the **E** key again to disengage from the wall. **NOTE:** If you are carrying your gun while hugging a wall, press the **Z** or **X** key to lean around a corner, and then press the left mouse button to fire your weapon.

SWIM: Press the **SPACEBAR** to swim, and the **W**, **S**, **A**, and **D** keys to control your direction. Remember, you can only hold your breath for a limited time. Watch your Air Bar and resurface, if you can, to get more air. A lack of air detracts from your Health Meter (see page 25). Don't drown! You can pull yourself out of the water by pressing the **W** key only at an area that is close to the water level.

ROLL: Pressing the **Q** key while running will perform a roll. The roll can be used to navigate through low spaces, and is useful in evading certain traps and enemy attacks.

Our full-service accommodations also include complimentary post and cablegram services, in-room telephones, nightly live music in our World-Famous Ballroom, a Smoking Room, and a Lounge Bar open twenty-four hours.



Should you require anything, simply utilize your room telephone and our ever-ready staff will immediately assist. Enjoy your stay in London.

ROOM NO.

2005

Thank You!

GUEST LEISURE ACCOMMODATIONS

WHIP SWING: The whip is your most valuable tool. Not only can you crack it at an enemy (see Combat Moves on page 20), but you can also use it to swing across a chasm. You can swing from a wide variety of objects that extend from walls or ceilings. Not all whip swing anchors may look like this, but if you are able to perform a whip swing a Whip Swing Action Icon will appear in the upper-right corner of the screen (see page 24). Press and hold the left mouse button to grab the marker with your whip. If you release the left mouse button before you reach the bottom of your swing, you will fall. If you hang on too long and stop swinging, press the **W**, **S**, **A**, or **D** keys in the appropriate directions to resume your swing. Furthermore, with good timing you can also swing from one target to another by releasing the left mouse button and quickly pressing the button again to strike another target.



ROPE SWING: If you encounter a rope or chain, press the **SPACEBAR** to jump and grab on. To swing, press the **W** or **S** keys. Press the **A** and **D** keys to face the appropriate direction. To climb a rope, press the **UP** and **DOWN ARROW** keys. You can release the rope (don't fall!) by pressing the **SPACEBAR** again.

SETTING A CHARGE: If you find a Demo Charge, you can strategically place it on destructible walls or floors by pressing the **E** key and running to a safe distance before the fuse runs out. An icon of a bomb will appear in the upper-right corner of the screen if you are near an area that can be affected by a Demo Charge (see page 24).

A note on falling: If you hold down **LEFT SHIFT** key while carefully walking off a precipice, you will automatically catch the edge. This technique allows you to safely lower yourself from dangerous heights. Otherwise, you will sustain varying damage from a fall. If you fall too far, you will surely die (see Health Meter on page 25). However, you will not be hurt if you fall into water, unless from a great height.

Visit Our World-Famous Sun Lounge and Ballroom

MONARCH HOTEL LONDON

Mar 1
I arranged this hotel. Swanky!
must really think I can help.
journey. I'm
must be spoiled.

梅影

Mei Ying has
been teaching
me calligraphy.
It's like to
watch her
thing be two!



Someone knows I'm here. This German Police envelope was slipped under my door during the night. It's empty, but says "Wir haben das zweite Stück" on the back. Are they ahead of



Herr A. VB.
Post B21 Ceskaolovenako
Praga



乙 1022
中華民國郵政總局
特別快車
天津東
至
北平
頭等
法幣 922 元
HANKOW TO SIAN MAIL
乙 頭等
天津東至
1022
ANNOW TO SIAN MAIL

a --- h ---
b o ---
c ---- p ---
d ... q ---
e . r ---
f ---- s ...
g --- t -
h u ---
i .. v ---
j ---- w ---
k ---- x ----
l y ---
m -- z ----
DEVELOPED BY SAMUEL F.B. MORSE

帝王之墓

Remstal-post

im NS-Zeitungsverlag
Gmünd / Postfach

VIA ZEPPELIN
FRIEDRICHSHAFEN



COMBAT MOVES

KNOW YOUR ENEMY

You will fight your enemies in either Close Combat or Ranged Combat.

Close Combat is bare-knuckled, no-holds-barred fighting involving hand-to-hand moves, your whip, and improvised weapons.

Ranged Combat is useful in situations where long-range firepower is more effective than bare-fisted brawling, and involves a variety of guns from your trusty pistol to enemy machine guns.

When in doubt, whip 'em!

CLOSE COMBAT

Hand-to-hand attacks can range from punches, jabs, elbow smashes, kicks, knee smashes, head-butts, shoulder throws and more, depending on which buttons you press and your position to the enemy.

To punch, press the left and right mouse buttons (which correspond to your left and right fists). These buttons may also kick an enemy if the enemy is down in front of you. Use the **W**, **S**, **A** or **D** keys to control the direction of your attacks.

To grab an enemy, simultaneously press the left and right mouse buttons.

Study the examples shown at right.



FIG. 1

Junior, though I don't approve of violence (or your methods in general), this guide from my training days in the volunteer corps may prove handy should you run into trouble again. Your father

12.21.3.1.19 — 1

WASHINGTON D.C.

Example punches:

Most Punch Combinations can be achieved with only three button actions. If your enemy is down, you will perform Kick Combinations as well.

LMB*-LMB-LMB (basic triple-left combination)
RMB*-RMB-RMB (basic triple-right combination)

*LMB=left mouse button / RMB=right mouse button

Example grabs:

Once you have grabbed an enemy, you can perform special grapple punches or knee attacks by pressing the left and right mouse buttons. You can also throw an enemy that has been grabbed by pressing the **W**, **S**, **A** or **D** keys. Grabbing an enemy from behind performs an especially powerful headlock grapple.

LMB+RMB (grab), then LMB-LMB (knee attack), then the **W** key (throw enemy forward)

Example combos:

In addition to the combinations above, alternately pressing the left and right mouse buttons will perform more advanced (and devastating) combinations. Furthermore, pressing the **W**, **S**, **A** or **D** keys while tapping out any of the button combos will result in different attacks.

LMB-RMB-LMB
RMB-LMB-RMB



FIG. 2

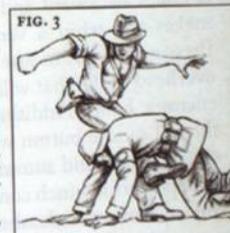


FIG. 3

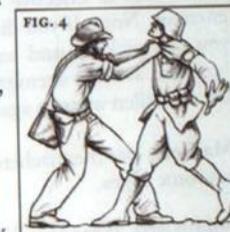


FIG. 4



FIG. 5

COMBAT MOVES

Your Close Combat weapons include your whip and a wide selection of improvised weapons you can pick up from the environment and wield for a limited time. Close Combat weapon attacks are performed with the left and right mouse buttons.

The Whip: To use the whip effectively in combat requires skill and practice, because the whip is not a particularly fast weapon. However, its ability to drive enemies backward and its variety of special attacks makes the whip a versatile and stinging weapon. Pressing the left mouse button will perform a quick, overhead strike that will knock a weapon out of your enemy's hand. Additionally, pressing and holding the left mouse button will wrap the whip around an enemy's neck and automatically pull him toward you for a powerful punch combination. Pressing the right mouse button unleashes a circular whip-clearing move that is effective in pushing back multiple enemies. Note: If you disarm an enemy, sometimes you can pick up and use his weapon. Be careful, however, as other enemies can do the same thing and use the fallen weapon against you.

Machete: Use the machete to hack your way through vine-covered passageways, or cut some ropes.

Improvised Weapons: You can use items in your environment as improvised weapons, such as a shovel, bottle, chair or even a table leg (if the table is broken first). Some improvised weapons can be used to parry blows, while others can only be thrown at an enemy. Unlike your whip, some improvised weapons may only be used a few times before they break! To pick up an improvised weapon, press the E key. Use the right mouse button to swing the object. Some objects (like bottles) can be thrown by pressing the left mouse button. Selecting a new weapon will make you drop the improvised weapon.

Grenades: Grenades will explode several seconds after you press the left mouse button. Make sure that you are out of range of the explosion!

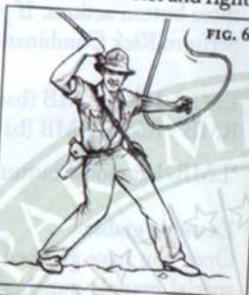


FIG. 6

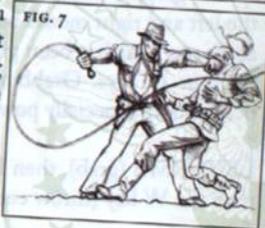


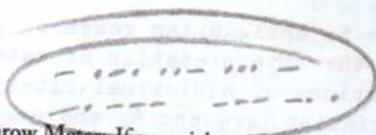
FIG. 7

OFFICIELLE
BRUXELLES 1935-EXPOSITION UNIVERSELLE

Mar 9
rusting Kai.
between him

19.16.9.5.12.2.5.18.7

WASHINGTON D.C.



Throw Meter: If you pick up certain throwable objects, like grenades, press the left mouse button to make a Throw Meter appear on screen. As the Throw Meter rises and falls, release the left mouse button to throw the object at different strengths.

Blocking (Guard Mode): To block Close Combat attacks, hold down the **LEFT SHIFT** key to enter Guard Mode and face your nearest enemy. While in this position, you will be able to block attacks from both in front of you and behind you. Also, holding down the **SPACEBAR** and pressing the **W, S, A** and **D** keys will allow you to quickly execute special evasive moves: dash left/right, or dash back/forward. Pressing the right mouse button executes a forward somersault.



FIG. 8

Trap Mode: Occasionally, when confronted with dangerous traps, you will automatically enter Trap Mode. While in Trap Mode, pressing the **W, S, A** and **D** keys will execute quick evasive dashes, but you cannot change the direction you are facing.

RANGED COMBAT

Your primary Ranged Combat weapons are your pistol and whip. Unlike the whip, guns only utilize the left mouse button. Pressing the right mouse button will bash your opponent (if they are close enough) with the butt of your pistol. For weapons that fire, holding down the **C** key will initiate the Look Mode and an aiming cross hair appears (see page 15).

As you select or fire your weapon, your Ammunition Status appears in the lower right portion of the screen. The ammunition is shown in two counters. The first indicates the number of shots you can fire before reloading, and the second indicates the number of rounds remaining in your inventory. You can reload your weapon at any time by pressing the **R** key.

trust your instincts!

CONFIDENTIAL FOR YOUR SAFETY AND THE PROTECTION OF YOUR COUNTRY.
AND OTHER TACTICAL DOCUMENTS

The Emperor certainly...

ARCHAEOLOGY 101
SPRING SEMESTER
PROFESSOR JONES

REQUIRED MATERIALS

This introductory course to antiquarian research covers basic field methods and the interpretation of material evidence from the excavations of historical sites; with emphasis on strata association (sequencing and seriation techniques) and the prevention of site contamination. Excavation is inherently destructive; therefore the history of excavation methodology and the ethics of disturbing sites of cultural significance will also be examined. This is a hands-on course, and requires each student to become familiar with the following in order to properly interact with the curriculum:

ACTION ICONS

The Action Icons are informative graphics that appear in the top-right corner of the screen when a special action can be performed. These Icons can provide valuable hints if you are uncertain about what to do. Note: These Icons do not appear if the game difficulty is set to Hard.



Whip Swing



Fill Canteen



Cut Item



Lever/Interactive



Pick Up Object



Level End



Push



Zip Line



Demo Charge



Look



Operate Crane

Jan 07, 1935



STATUS

Your Status appears whenever you are in Look Mode (when the R key is held down).

HEALTH METER: Your Health Meter ranges from green to red and reflects your current condition. Each time you receive damage (from a punch, pistol shot, fall or drowning), the Health Meter appears momentarily on screen. Watch yourself; as you become hurt, you will slump forward from exhaustion. Once your health drops below 20 percent, the Health Meter will remain on the screen. Once your Health Meter reaches zero, the game is over.

WATER METER: You need water to survive on your adventures. As you drink water, your Health Meter increases proportionately. You drink water from your canteen and refill it at the fountains found throughout the level (see Inventory on page 27).

figure, First Dynasty.

Found in Sian, not much patina.

about 150 cm high, bronze. kneeling warrior, possibly holding a wooden staff (missing). Lost wax casting

what does the right hand gesture mean?



recursor to the one the Chicago Museum

MEMO:

"He shall not bind his soul with clay."—Alfred T. Tennyson (1809-1892)

INDIANA

Because the condition of the Savarati Idol was, shall we say, LESS than satisfactory, our exhibit on religious idolatry is being postponed, much to the disruption of the Museum's operating budget. I'm not giving up, however. The Museum has yet another relic it would like recovered in time for a special exhibit on the South American Chachapoyan Warriors, opening early next year. We have begun preliminary research and hope to locate the temple which we believe may contain a 2,000-year-old golden idol. Not much is known about the site; only that we are in competition with several other museums and collectors, which may add a modicum of danger to the expedition. This is YOUR area of expertise, and your chance to show the Museum that you are still our most profitable "expert of ANTIQUARIAN ACQUISITION."

Thanks again, Indy, and better luck next time.

MARCUS



much free time in the field
26 some polished ritual stone

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DEPARTMENT NATURAL SCIENCES

DATE 07/12/35

COURSE ARCHEOLOGY 101

PURPOSE

PROFESSOR JONES, H. JR.

FIELD SUPPLIES FOR ON-SITE RESEARCH (SEE ATTACHED)

SEMESTER FALL '35

DEPT. APPROVAL Dr. Smedley

MATERIALS

INVENTORY

The inventory in your Mark VII satchel changes as you acquire new items during gameplay. Your standard kit contains your whip, pistol, and canteen. To scroll through your inventory, press the LEFT or RIGHT ARROW keys, and press the UP ARROW key to select an item, or the DOWN ARROW key to exit the Inventory screen.



WEAPONS: Your whip, pistol, and other weapons are explained on page 22.

CANTEEN: The canteen restores your health by refreshing you with water. The canteen holds enough water to restore your health from 0-100 percent. You can drink water at any time by selecting it from your inventory and holding down the Left Mouse button until you reach the level you desire or until your canteen is empty. The canteen can be refilled at fountains found throughout the levels. To refill your canteen, stand at a fountain and hold down the E key. It's a good idea to fill your canteen at every opportunity.



MAP: If you should find a map, you can view it by selecting it from your inventory.

PLEASE NOTE: DUE TO NEW POLICY, AMMUNITION CANNOT BE SUPPLIED BY THIS INSTITUTION.

SPECIAL ITEM REQUESTS

Book: "Poisons, Antidotes, and the Medical Theories" by Addison. Khyber Bowie Sword
Textbook: "Learning to Fly: An Introduction to Private..."

Jones -
I'm approving this voucher for the above items only! The college will not replace another Webber! Smedley

Oct 7 1935

5-3
5

Mars

& that rickshaw through the city was

culture.



SAVING AND LOADING

SAVE GAME: Your game is automatically saved at various points as you progress through a level.

If you should die during the game, you will be presented with two options: Continue from last Save Point or Quit to Main Menu.

LOAD GAME: To load a game while a game is in progress, you must first quit the game in progress, after which you will be returned to the Title Screen.



6

M. Jorges

Paris 1966

CONSULAT ROYAL d'ÉGYPTÉ à PARIS

Visa d'entrée
No. 406 Date 8 FEV. 1935

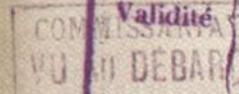
Durée de validité douze mois
pour un seul voyage

Validité pour tous les voyages effectués pendant la durée de la validité

Droits perçus 170
TOURISTE

Le Consul

H. H. Rouvenot



to wonder it's part of their

and I must translate this when I have time.

THE COMPANY WILL APPRECIATE SUGGESTIONS

FROM ITS PATRONS CONCERNING ITS SERVICE

2 with helmet 2ny day! should know better than but

Ship Radiogram

EXPRESS CABLE

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- NM = Night Message
- NL = Night Letter
- LC = Deferred Cable
- NLT = Cable Night Letter

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1. Complete product title.
2. Exact error message reported (if any) and a brief description of the problem.
3. A copy of your Direct X Diagnostics report. To access this go to Start - Run and type `dxdiag`.txt and press ENTER. The report will be found in your My Computer C: drive.

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1. What kind of modem is on each end (brand, model, speed, internal or external)?
2. Do you have more than one modem?
3. On which port is each configured?
4. Does Hyperterminal (or any other terminal program) work with your modem? This is an easy way to test whether or not your modem is configured correctly.
5. At what speed are you connecting?
6. Have you made sure data compression, error detection, and flow control is turned OFF? Refer to your modem's manual to do this.

If using an external modem:

1. What kind of serial card is being used?
2. Do you have a seven-wire serial cable?

If you are on a LAN:

1. Can you see other computers on the network?
2. What is your network configuration?
3. What brand of network card do you have?
4. What network software are you running? What version number?

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THE QUICKEST, SUREST AND SAFEST WAY TO SEND MONEY IS BY TELEGRAPH OR CABLE

*Why do British archeologists always look flyin
30 like they're on a safari? I'll take 2 fedora over none other than Amelia Carhart!*

CHIEF AGENT
No H 285.32
KONG
No H 285.32

FORM 1935-A

PAT. NOV. 3, 1915.
MARSH ENVELOPE CO.

Sept 5

I couldn't have gotten through this without help from a lot of people— Special thanks to Marcus, my Father, Barnett College, and the National Museum. Oh, and George and Steven too.
And all those to whom I owe credit:

The Collective

PROJECT DIRECTORS	Level Design	Additional Engine Technology
VP Production	David Kelvin	Boris Batkin
Douglas Hare	Nick Parde	Additional Tools Technology
	Trey Turner	Lee Cooper
Creative Director, VP	Additional Level Design	Sound Designer
Richard Hare	Tony Giovannini	Steven von Kampen
VP Development	Trent Martinez	IT Support
Gary Priest	Richard Starr	Laniel Salzedo
PROJECT LEADS	Character Design/Scripting	Human Resources
Lead Artist	Fred Corchero	Kelly Krumpitsoch
Brian Horton	Additional Character Design/Scripting	Administrative Support
Lead Designer	LJAMES	Shelley Campion
Brad Santos	Lave Winstead	Susan Horton
Lead Programmer	Environment Art	Production Testing
Robert Hobbs	David Robert Donatucci	Brian Zenna
Lead Engine Programmer	Animation	Hikitova LLC- Cinematics, Modeling
Nathan Hunt	Paul Belmore	Olya Hikitova
Lead Tools Programmer	Paul 'Grim' Lee	Andrei Pozolotin
Jason King	Lavid Milson	Sergey Golubchuk, Lead
Producer	Additional animation	Roman Isuba
Rick Watters	Roberta Browne	Vyacheslav Kondrashov
PROJECT TEAM	Modelers	Alexey Manita
Technology	Greg Baldwin	AtGames- Cinematics, Modeling
Kevin Christensen	Allen Kerry	Michael Gates, Lead
Patriok Cyr	James Ma	Jackie Liu, Lead
Paul Im	Storyboards	Mandy Cheng
Michel de Messieres	Hong Ly	Merlin Cheng
Jun Zhang	Additional Technology	Andy Liu
Brett Cook	Engine Technology	Shark Liu
Adam Croston	Rachid El Guerrab	
Warc McCall	Mike Singleton	
	Andi Smithers	

著名考古学家

LucasArts Entertainment Company

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Jim Tao	Scott Taylor	Larragh O'Farrell
Assistant Producer	Tim Temmerman	Lead Voice Editor
Mate Schaumberg	Jonny Rice	Cindy Wong
Level Design	Erik Rauch	Voice Editor
John Drake	Manager of International Production	Will Beckman
Quentin Wescott	Warren Hedges	Assistant Voice Editor
Matt McManus	International Producer	Burke Pemberton
Story/Dialog Consultants	Karen Finch	Voice & International Dept. Coordinator
Michael Stemmler	International Testers	Jennifer Sloan
Justin Lambros	Erik O'Keedy, lead	
QA Testers	Mark Montuya	
Hugh 'BOBO' Moore, Lead	Matt Chang	
Roger Romero, Asst. Lead	Lead Sound Designer	
Bryan Finoki, Asst. Lead	Nick Peck	
Bertrand Estrellado	Sound Assistant	
Bob McGehee	Andrew Cheney	
Eric Knudson	Music Composer	
Jeffrey Gullett	Clint Bajakian	
John Lowenthal		

"The Raiders March" From the motion picture RAIDERS OF THE LOST ARK Written by John Williams. Published by Bantha Music (BMI) and administered by Emsign Music Corporation throughout the world.

Voice Credits

Indy	Homonculus, Triad Ghoul	Gestapo Agent 1, SS Colonel
David Each	Kevin Michael Richardson	Torsten Voges
Wei Ying	SS Soldier 2	Gestapo Agent 2, SS Officer
Vivian Wu	Jim Ward	Matt Lindquist
Marshall Kai,	German PA Announcer,	Thanks to
Ch'in Shi-Huang-ti	Ivory Hunter (Russian)	George Cheung
Keone Young	Phil Proctor	Brooks Gardner
Von Beck, Ivory Hunter	Triad Grunt 1,	
(South African)	Triad Grunt 2, Waiter	
Mick Jameson	Arthur Eng	
Richter, SS Soldier 3	SS Soldier 1	
Kai wulf:	Herbert Primig	
Feng Twin 1, Feng Twin 2	Turkish Mercenary	
Jennifer Yen	Kerem Hancil	
Wu Han	Palace Guard	
Alan Drevin	Lei Yin	



Voices Recorded at Screenmusic Studios

Engineers	Manual Writing, art and Design
Ernie Sheesly	Gregory March, Beeline Group
Gordon Suffield	Manual Editors
Arnold Geher	Mollie Boero
Assistant Engineers	Brett Rector
Eric Lewis	Packaging
Lisa Carlson	Erez Struan, Illustration
Crystal Wright	Hamagani/Carroll & Associates, Design
Chicago Recording Company Engineer	Product Support Supervisor
Michael Mason	Jay Geraci
Assistant Engineer	CD Burning Goddesses
Lanny Karabala	Kellie Walker
Lucasfilm Licensing	Wendy Kaplan
Stacy Cheregotia	Very Special Thanks
Amanda Burns	George Lucas
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Kristi Kaufman	
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