



## 2. W A L K T H R O U G H

0002

```
+-----+
| Exploring the Caves |
|                       |
+-----LVL1-----+
```

Time Limit- 1:59

Run to the edge of the starting platform so that the spike will drop and avoid hitting you. Drop onto the platform below and grab the torch. This will light up the whole area for awhile. Drop onto the next ledge to the right and climb to the bottom while avoiding a knife thrower.

At the bottom go to the right and jump onto the first rope you come to avoid a bullet. Wait for an armed guard to come close to you and as soon as he turns around drop off the rope and kill him. Climb the rope and run to the right for health if you need it.

If not continue along the bottom of the screen. Kill anythings along the away and avoid spikes from the roof. Halfway along the way will be a time pick up. This will add some more time to the clock. When you reach some water jump from the bottom of the rope to the next rope to get across the water.

On the other side grab the torch and then climb the rope. Keep climbing the rope until you have two paths. The one to the right will lead to a dead end with health along the way. Go here if you need health. If not then jump from rope to rope to the left.

Avoid the falling spike in the top hallway and head to the left. When daggers come flying onto the screen avoid them to the best of your ability and then drop down the hole at the end of the hall. Grab the torch at the bottom and head to the right.

Drop down just one floor and then continue to the left. Along the way will be a time pickup. In the next large room climb to the top if you want some extra pick ups. From the top jump into the next room. If you didn't want them follow the hall into the next room. Along the way is a health pickup.

Climb all the way to the very top hallway. Go down it to the right to find the boss. You will need to keep punching him in order to defeat him. He has a huge piece of wood that he swings every few seconds. When he swings it spikes will fall from the ceiling. Punch him and run all the way to the left.

Repeat this tactic in order to avoid being hit by the plank when he swings it and also by the spikes that fall when he swings it. He will be stunned for a few seconds when you hit him so use this to your advantage. With him defeated you will continue down the hall to the next level.

```
+-----+
|Escaping On The Train |
|       37H4GR46       |
+-----LVL2-----+
```

Time Limit- 1:59

This level doesn't require much explaining. Jump from car to car fighting any enemies on each car or picking up items. On the xars that say Zoo sometimes animal heads will poke up through the roof of the car. Wait for the head to

go down and then jump over it.

You will also be able to pick up your whip on this level. Continue to the last car to reach the boss. You will have to fight an indian whom is armed with a bow and arrows. Use the small walls made of logs to get close and then attack. When the indian aims low jump onto the wall.

```
+-----+
|Entering The Catacombs|
|      4FQ49RSR      |
+-----LVL3-----+
```

Time Limit- 1:59

Run along the top hall jumping over each gap. At the last rope climb down it and go into the small room on the right down one floor. Climb up each stair to reach the first of four tablets you will need to locate through the catacomb.

Diary February 1936  
The tablet was broken  
into four and scattered across the catacombs.

3 Pieces Left

Climb down the rope and grab the health on the right if you need it. Climb down each rope towards the bottom right hall. Don't step on the bone pits. It will do damage. Jump over the rat and then the gap. Climb down the rope at the end of the hall.

In the next hall go all the way to the left and jump from the rope to the small room with another tablet. When ready climb down the rope into the next hall. Kill the armed grunt and continue down the hall to the right. At the end of the hall climb down the rope.

Diary February 1936  
The tablet was broken  
into four and scattered across the catacombs.

2 Pieces Left

Jump from the rope to the small platform in the bottom left corner for the third tablet. Now jump back to the rope and then to the hall to the right. Go all the way to the right while avoiding the water holes. Then climb up the rope at the end.

Diary February 1936  
The tablet was broken  
into four and scattered across the catacombs.

1 Piece Left

From the rope jump to the next and then to the platform. Jump to another rope and then to the ledge with the remaining tablet. With all four tablets climb up the rope you had previously jumped past and on the next floor run past the altar to the right into the boss fight room.

Diary February 1936  
The tablet was broken  
into four and scattered across the catacombs.

0 Pieces Left

This is an easy boss fight. The fire blower on the altar will drink from the canister and then use the torch to send out a fire ball. As soon as the fire ball is made move away to avoid being hit. Keep hitting him until he dies while avoiding his attacks.

```
+-----+
|Assault On Castle Brunwald|
|           FFSDDRDO       |
+-----LVL4-----+
```

Time Limit- 1:59

Hop onto the right platform if you need a whip. When ready from the starting platform jump onto the wooden plank on the wall and climb up. At the top grab the part of the note. Its part of a diary. The rest of the pieces are scattered throughout the level.

Diary

5th of Jan 1938  
I have found that  
a man can only

Jump over the gap and kill the Nazi. Climb the rope and at the top jump from a platform to another rope. From the rope jump to a platform with another piece of the diary and another Nazi. Kill the Nazi first and then go and collect the next part of the diary.

Diary

5th of Jan 1938  
I have found that  
a man can only  
collect the cup  
if he can prove  
his belief by

Return to the rope you were on before the platform with the note and the Nazi and climb up. Grab the whip from the platform on the left and then whip a small piece of wood coming out of the wall next to the rope you climbed to swing to over a gap to another platform.

Climb the wooden plank on the right side and kill another Nazi on the next platform. Climb the wooden plank and grab the note on the right platform. After reading it use the wooden plank to reach a platform on the left and climb the plank above it.

Diary

5th of Jan 1938  
I have found that  
a man can only  
collect the cup  
if he can prove  
his belief by  
performing a  
Leap of Faith

Grab the gun and climb yet another wooden plank to grab the last note. Return to the platform where you killed the Nazi. Hit the wood on the wall in the middle of a gap to the left to reach another platform. Climb the wooden platform to find a Nazi. Kill him and climb another wooden platform.

### Diary

5th of Jan 1938  
I have found that  
a man can only  
collect the cup  
if he can prove  
his belief by  
performing a  
Leap of Faith  
But what can this mean

At the top climb the rope and then from the top platform swing across a gap and continue off the screen to the right. This is a simple boss fight. Get close to the Nazi General by dodging his bullets. When he aims high duck and when low jump. Get close and just keep hitting him.

```
+-----+
|  Escape The Airship  |
|      6DZN9R29      |
+-----LVL5-----+
```

Time Limit- 1:59

Climb each ladder until you come to two to pick from. Go up the ladder on the left first. Climb to the top to find a key. Now return to the second ladder and climb the one on the right. From here on it is a very linear level where you only need to go to one hall then down or up a ladder. Follow the path until you reach the boss.

This guy is very tough. He is armed with a pistol do dodge is high shots by ducking and his low shots by jumping. If you have any pistol ammo left use it all now. It will do the most damage to him. If not move in and just keep hitting him.

```
+-----+
|  The Three Trials  |
|      HX39GRBQ      |
+-----LVL6-----+
```

Time Limit- 0:00

Whoo the last level. Just jump from each platform while avoiding any blades until you reach what seems to be a huge gap. There is actually a bridge here so walk across it. You must now choose the correct cup. Choose the plain looking cup and you have beaten the game.

Choose Wisely  
All but one of the  
cups is poisoned

Well done Indiana, you chose wisely go home in peace.

### 3. C H E A T S

0003

#### Official Game Genie Codes

PAVKGALA - Start with 1 life  
IAVKGALA - Start with 5 lives  
YAVKGALA - Start with 7 lives  
PAVKGAL - Start with 9 lives  
PEUZPALA - Continue with 1 life  
IEUZPALA - Continue with 5 lives  
YEUZPALA - Continue with 7 lives  
PEUZPALE - Continue with 9 lives  
KYSTEGGE - Infinite lives  
SZUEEIVG - Infinite lives on bike section  
PAVAGYIE - More lives on ship section  
PAVAGYIA - Fewer lives on ship section  
PAEPIITE - More lives on tank section  
PAEPIITA - Fewer lives on tank section  
PEXPTALE - More lives on castle section  
PEXPTALA - Fewer lives on castle section  
VYONKZGE - Infinite energy, you can get trapped in certain areas  
AEKPXLPA - Heart does nothing--May goof up energy bar  
SXXXIEVK - Infinite credits  
AEEOYTPA - Infinite time  
IAVTKAPA - Super jump  
PAVTKAPE - Mega-jump  
PANGPAAA - Play level 2  
ZANGPAAA - Play level 3  
LANGPAAA - Play level 4  
GANGPAAA - Play level 5  
IANGPAAA - Play level 6

#### Level Passwords

37H4GR46 - Level 2  
4FQ49RSR - Level 3  
FFSDDRDO - Level 4  
6DZN9R29 - Level 5  
HX39GRBQ - Level 6

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### 4. D I S C L A I M E R

0004

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