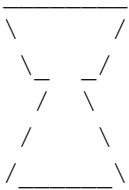
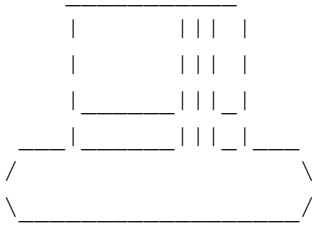


Indiana Jones and the Last Crusade Walkthrough

by The Lost Gamer

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Indiana Jones and the Last Crusade (Taito) Walkthrough
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001-General Information

This is a walkthrough for the Nintendo Entertainment System (NES) game called Indiana Jones and the Last Crusade. There are two such games; this guide is for the one made by Taito. You can e-mail me about this guide at ilovecartoonssomuch@yahoo.com, but make the subject blank if you do. If you want to use this guide for something, you should ask first.

002-Story

When Indiana Jones was a kid, his father never paid attention to him. His dad was too busy working on trying to find the Holy Grail, which is the cup that Jesus drank from the night before he died. It supposedly has special powers, including healing people and allowing someone to live forever.

Years later, Indiana Jones became an archeologist. He has had a lot of adventures, including finding the Arc of the Covenant (you can learn more about that by watching "Raiders of the Lost Arc", which has a disappointing ending).

One thing to note: this takes place during the World War Two era. One more thing to note: Indiana Jones hates Nazis. The Nazis, of course, want the Holy Grail just as much as Indiana's father does.

003-Characters

Indiana Jones: The whip-carrying, Nazi-killing, lady-catching, suave hero of this game.

Indiana Jones Senior: Indiana Jones' father, played by Sean Connery. (Indiana is played by Harrison Ford). Indiana's father calls him Junior instead of by his real name. He's also obsessed with finding the Holy Grail.

Marcus: Indiana Jones' long time friend who has helped him throughout all of his adventures. Little does Indiana know that Marcus actually works for the Nazis (which isn't covered in this game).

Dr. Schneider: A lady that Indiana meets in Venice. There may be some romance between the two of them, but she only has a cameo in the game and is therefore not that important.

Sallah: I don't know who he is. Apparently he's a good guy.

Knight: He protects the Grail from evil.

004-Walkthrough

Indiana Jones, "Indy", is finally getting a moment to sit and relax after a hard day of being an archeologist. But strangely, he's gotten a letter from Venice. It's his dad's grail diary!

Indy's dad has been searching for the Holy Grail for his whole life. The diary contains all of the information that Indy's dad has on the Grail. Why is he sending it to Indy? Sounds like something fishy is going on...

Indy also has a telegram from Marcus, his good friend. Marcus has located the Cross of Coronado on a ship. Indy's been searching for it his whole life...

What should Indy do? Should he see what's up with his dad, or should he see what's up with the Cross of Coronado? If

you pick one, you can pick the other later (and it'll be harder). I recommend going after the Grail first, as it's hard enough already, and having to do it while it's harder is a pain in the butt.

004a-Venice, Italy

Boy, this is tough. You have to move the blank square around until you've solved the puzzle. You have to do it fast, because time is running out. Here's where you should move the black square:

4 left, 1 up, 1 right, 3 down, 1 left, 1 up, 1 right, 1 up, 1 left, 3 down, 1 right, 2 up, 1 left, 2 down, 1 right, 3 up, 1 left, 2 down, 1 right, 1 up, 3 right, 1 up, 2 left, 2 down, 2 right. Press select to leave once you've done this.

Yay, now Indy's got a picture of the Holy Grail! This could come in handy...

Indy gets a message from Sallah. His dad is being held captive, and Marcus has disappeared. Now Indy's got to save his father, find Marcus, and get the cross. If we don't get the cross now, it will be impossible to get it later, so let's get it now.

004b-Cross of Coronado

Press Select to take out your whip. Press B to use the whip. Get used to that. Look at the top of screen. There's a health meter, and a life meter (One grail = one life). Walk off to the left (fall off the boat).

A bad guy will run in from the left. When he runs towards you, hit him in the head with the whip. However, if you miss, you'll have to put away your whip and punch/kick him to death. This doesn't really work, so you really need to kill them with the whip.

More people come in on Indy; kill them as well.

Now, this boat has a lot of doors on it. Enemies will come out of each door. You need to kill 30 people to get the Cross of Coronado. Always be ready for enemies.

Once 30 are dead, get to the upper left part of the ship. Kill the person who comes out from there (he's colored differently than the other people you fought before. Kill him for the cross. Indy jumps the boat.

Note that if you failed this part here, you have to restart the game.

Indy gets a telegraph from Sallah. We now know the location of the Holy Grail. But wait, didn't you forget about Indy's dad? Go save him next.

004c-Brunwald Castle

This place is a maze. Sheesh, this is really hard to do. However, with this guide, you won't have to go through all of the agony of trying to find Indy's dad. Look out for Nazis all throughout this level. Kill them like you did in Coronado.

Go left and enter the first door you come to (use up to do this). Go up the door there, and up the stairs. Go all the way left and go up the second to last staircase.

Go through the door here and then go right. Jump over the ramp by pressing A and B at the same time (the poor controls make it hard). Then go all the way right in this room. It takes a while. Once you're there, go down some steps. Go down the stairs and enter the door. Whip the light on the wall by pressing B and up. The wall opens up; go through it.

Stand in front of the chair. Press down; then go through the fireplace. You save Indy's father, who still calls him Junior.

Once you're done, it's time to go get Marcus. Can't be that hard, right?

004d-Saving Marcus

Great, this is hard. You have to fight about ten Nazis and kill them. The problem? You're fighting on a tank, so you can fall off and die easily. Same fighting rules as in Coronado. Also, you have to do it before the tank falls off the big cliff.

This is pretty hard to do. Once you've killed a lot of bad guys, Marcus (in blue) jumps out. If you can't do it, the Nazis steal your dad's diary AND you have to try to save Marcus again. You can go to Berlin to get the diary back, but you don't need to (instructions are included in here).

Good luck.

004e-Getting to the Grail

Now there's nowhere to go but to the Holy Grail now.

You have to walk in the name of the Lord here, which was Jehovah when the Holy Grail was lost. You can only step on plates with the letters of Jehovah on them. Indy's candle burns low while this happens, so move fast.

Go three up, two right, five up, two left, one up, seven left, five up, four right, and up as far as you can go.

If you played this game the way it was supposed to be played (without using a guide), you'll know that you passed an

obstacle by following this directions. But I digress.

004f-Finding the Grail

You're in the inner sanctum of the Holy Grail now. One of the knights that protects the Grail (he drank from the Grail, so he lives forever) is there. He has a variety of cups, and you can only choose one. Can you choose which one is the Grail? How?

Wait! You sketched the Grail in Venice! Use the sketch to figure out which one is the Grail. And in case that doesn't help you, the Grail is eighth from the left (on the top row). You choose wisely. Now you get to see the ending!

005-Game Genie Codes

I'd go with more lives on the ship and tank section.

PAVKGALA	Start with 1 life
IAVKGALA	Start with 5 lives
YAVKGALA	Start with 7 lives
PAVKGALE	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

006-Credits

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