

# Indiana Jones' Greatest Adventures FAQ/Walkthrough

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Indiana Jones' Greatest Adventures  
FAQ/Walkthrough

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Welcome to my Indiana Jones' Greatest Adventures FAQ.

Any questions, comments, corrections, or contributions are welcome, my email is tarrun75(at)gmail(dot)com. Please make sure to add something related to Indiana Jones in the subject line so I don't have to figure out what game you're talking about. Questions regarding something that's already covered in the guide will not be answered. Credit will be given to anything sent to me that I add or major corrections. For corrections, please email me only if it's something really important, something that will clearly confuse anyone reading.

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Version History:

First Submission: Version 1.0

II - Game Basics and Codes

001.0 - Controls

B - Jump

A - Nothing

X - Throw Grenade

Y - Attack

L and R - Punch

Up - Climb up a ledge

Down + B - Drop down from a platform

Down + Left or Right + A - Roll

Select - Switch Weapon

Start - Pause

002.0 - Items

002.1 - Weapons

- Whip - Indy's trusted bullwhip, which can be used to attack enemies as well as swing from hooks or pegs.

- Pistol - The pistol is actually less powerful than the whip, but it has two distinct advantages - attacking from long range and being able to shoot and run at the same time. You won't be using it as often as the whip, but make sure to pick one up if you stumble upon it just in case.

- Grenades - A sort of sub-weapon that can be found littered throughout the various stages. Throw a grenade using the X button and watch any nearby enemy get caught in the blast. You can only carry up to nine grenades at a time.

002.2 - Miscellaneous Items

- Hearts - Just like in the Super Star Wars games, hearts are your life source in Greatest Adventures, and they'll recover about one-eighth of your life at a time. You won't find them from fallen enemies, however, but scattered around in item containers.

- Jewels - Tiny yellow and red stones that can be found in up to groups of six. Each jewel earns you fifty points towards your total score.

- Extra Lives - These are small, square Indiana Jones icons that are usually tucked away in areas off the beaten path. If you see an optional route, feel free to explore it - you may be rewarded for your efforts!

- Kidnapped Children - Found only in the Pankot Palace levels, the kidnapped children are basically an upgraded form of jewels. They're not as common, but they're ten times better, rewarding you with five hundred points instead of fifty.

003.0 - Passwords

Wrote down that password but lost the sticky note it was on? Accidentally turned off the game without writing it down? Simply stuck in an area and just want to skip it entirely? If any of these scenarios applies to you, then you're in luck, because what follows is a list of passwords for every area in the game for all three difficulties.

The passwords use letters of the Greek alphabet, so for those who aren't familiar with them, here's a simple legend to identify each symbol.

Delta - A triangle.

Sigma - An "E" with the vertical line bent inward.

Phi - The letter "O" with an "I" overlapping it.

Psi - Trident-shaped, or an "I" with a "U" over it.

Omega - A horseshoe.

#### Raiders of the Lost Ark

|                |                          |
|----------------|--------------------------|
| Nepal (Easy)   | Phi, Sigma, Psi, Omega   |
| Nepal (Normal) | Delta, Psi, Delta, Sigma |
| Nepal (Hard)   | Phi, Omega, Omega, Sigma |

|                |                          |
|----------------|--------------------------|
| Cairo (Easy)   | Omega, Delta, Sigma, Phi |
| Cairo (Normal) | Sigma, Delta, Sigma, Psi |
| Cairo (Hard)   | Phi, Phi, Omega, Psi     |

|                 |                          |
|-----------------|--------------------------|
| Island (Easy)   | Psi, Sigma, Sigma, Phi   |
| Island (Normal) | Sigma, Omega, Psi, Psi   |
| Island (Hard)   | Omega, Delta, Omega, Psi |

#### Temple of Doom

|                   |                          |
|-------------------|--------------------------|
| Shanghai (Easy)   | Delta, Phi, Delta, Omega |
| Shanghai (Normal) | Sigma, Psi, Psi, Phi     |
| Shanghai (Hard)   | Omega, Delta, Phi, Psi   |

|                |                          |
|----------------|--------------------------|
| India (Easy)   | Delta, Phi, Omega, Sigma |
| India (Normal) | Sigma, Phi, Delta, Omega |
| India (Hard)   | Sigma, Phi, Omega, Sigma |

|                        |                        |
|------------------------|------------------------|
| Pankot Palace (Easy)   | Phi, Delta, Phi, Psi   |
| Pankot Palace (Normal) | Sigma, Psi, Omega, Phi |
| Pankot Palace (Hard)   | Omega, Psi, Psi, Omega |

#### The Last Crusade

|                 |                          |
|-----------------|--------------------------|
| Venice (Easy)   | Phi, Omega, Psi, Omega   |
| Venice (Normal) | Phi, Delta, Psi, Sigma   |
| Venice (Hard)   | Omega, Omega, Delta, Phi |

|                   |                          |
|-------------------|--------------------------|
| Salzburg (Easy)   | Delta, Psi, Phi, Omega   |
| Salzburg (Normal) | Phi, Psi, Delta, Omega   |
| Salzburg (Hard)   | Psi, Delta, Sigma, Sigma |

|                 |                            |
|-----------------|----------------------------|
| Berlin (Easy)   | Sigma, Omega, Delta, Sigma |
| Berlin (Normal) | Phi, Delta, Delta, Sigma   |
| Berlin (Hard)   | Psi, Omega, Delta, Sigma   |

|                       |                      |
|-----------------------|----------------------|
| Alexandretta (Easy)   | Phi, Psi, Delta, Phi |
| Alexandretta (Normal) | Phi, Psi, Phi, Sigma |
| Alexandretta (Hard)   | Psi, Psi, Phi, Omega |

#### IV - Walkthrough

##### 001.0 - Part 1: Raiders of the Lost Ark

"You want to talk to God? Let's go see him together,  
I've got nothing better to do."

##### Level 1: Chachapoyan Temple

Take a few steps forward and keep an eye on the top of the screen. Before you're close enough to punch the item container, you should see one of the stalactites begin to wobble. Step back and let it fall in front of you, and then punch the container to gain the whip. Afterwards, run to the edge of the water and jump to the other side, continuing to run after landing. If you stand around near the edge of either side, one of the two stalactites will drop on your head.

Once on the other side, continue deeper into the temple, collect the grenade, and whip the bat flying around. As you run down the slight decline, whip the two bats - you should be able to take them both out with a single swing - and pick up the jewels. Jump over the Hovito native and attack him from behind. If you attack him quickly enough, he won't get the chance to fire a dart at you. In the next area is a heart and an extra life guarded by nothing more than a few stalactites. Make sure all three of them have dropped, and then whip the hook above you to reach the extra life.

Continue up the incline until you reach more pools of water. Take down the bat hovering above you, as well as the two piranhas that jump out of the water to attack, before leaping to the next small platform. Kill the lone piranha between you and the next ledge, and then jump to it. Run forward and jump over the bamboo spike traps that come out from the floor as you walk over them - you can just see the tips when they're concealed - as well as the crude spike trap in your path. Run down the ramp and whip the spider web to pass through, but make sure to jump over the spider that quietly sneaks up to you.

Behind the web is a pool of water too wide to jump over. Luckily, there's another whip hook conveniently placed in the middle, so latch onto it and leap to the other side. Make sure to jump as far as you can to pass under the stalactite, though. Whip the spider web, collect the jewels on the other side, and whip the three bats flying around near the top of the incline. Afterwards, collect the heart and jump over the two bamboo traps. There's another item container beyond the traps, as well as another bat and a native. Whip them both and jump over the two pairs of bamboo traps, collecting the heart and jewels in the process.

Jump over the spikes and quickly jump to the floating platform, since the stone head will fire darts at you. Jump to the next four platforms, and then once more to the main level. In front of you is a large black background with two totem poles on either side. Position yourself so that Indy is just touching the black background, and roll forward - doing so will allow you to avoid the three spike traps that fall onto you. It is possible to simply run past them without being injured, but it's safer to roll under them. You can jump over the gap and quickly leap up to the next ledge to avoid the stone head's dart attack, but you can also use the whip hook to reach the higher area and bypass the trap entirely.

Collect the jewels and jump over the bamboo traps. Eliminate the three bats hovering over the spike trap and continue up the incline, jumping over the bamboo traps and spiders in the process, and kill the Hovito native at the top. Drop down to the lower level and run forward. You'll see sunlight shine into two specific areas - a stalactite will drop where the first spot is, and a spike trap will appear where the second one marks. Past the spike trap is a wall that can only be rolled under. However, there's a stone head in the small niche, so jump over the dart before rolling under the wall. As you appear on the other side, continue running forward and jump to avoid the stalactite and spider. At the end is a native in front of a pool with a pair of piranhas, so kill them all and jump over the water. On the other side is a bat and another native, which you should take care of before whipping the item container to obtain another whip item. Jump over the pair of bamboo spikes and whip the spider webs - and possibly the native in the process - and run to the end of the level.

## Level 2: Boulder Chase

Obviously, any game based on Raiders of the Lost Ark would have to include a level that involves being chased by the boulder. While this relatively short level can be fun, it's also ridiculously difficult for first-time players since a single mistake will probably result in death. In all likelihood, regardless of what I were to write here, it will still take anyone new to Greatest Adventures several times to recognize every trap. To reduce the number of mistakes and frustration the player is bound to feel, there are a few strategies you can use to give yourself the best odds of coming out in one piece.

First of all, always try and stay about one-fifth of the screen away from the right side. If you're right next to the edge of the screen, you won't have enough time to see the traps and react to avoid them, and if you're any farther away you run the risk of being crushed by the boulder.

The other trick that may help you is that of the two traps you'll run into (besides the boulder itself), the bamboo traps actually serve as a warning. If you stay far away enough from the edge of the screen they'll have retracted back into the ground, so they can never injure you. Instead, however, it's a signal for you to jump since it means that a spike trap is about to appear in front of you. There are some spike traps that are by themselves without any sort of advanced warning and not every bamboo trap will precede spikes, but this still can be used as a tip to stay alive.

And finally, there are several jewels scattered on the ground. Certainly don't avoid them, but don't waste any time going out of your way collecting them. If you accidentally jump over one, keep going, even if it looks like the boulder is far enough away to get it. It's definitely not worth.

Now on to the actual walkthrough.

When you gain control of Indy, you'll have a few seconds before the screen begins to move and the boulder rolls after you. Wait for the screen to jerk forward and sprint after it. Jump up the incline - it's faster than running - and jump at the edge to avoid the two spike traps below you. Continue running over the bumpy, irregular ground, and jump over the spike trap after the bamboo trap.

Keep going and you'll start up an incline and back down again. Run past two lowered bamboo traps - there isn't a spike trap this time, but that still doesn't stop me from jumping over the second bamboo trap out of habit anyway - and over a spike trap after a bamboo trap about half of a screen away. Run up another incline and begin heading back down, at the bottom is a jewel, followed by another bamboo-spike trap combo. Whatever you do, don't accidentally jump over the jewel thinking it's a trap or you'll land right on the spikes and more than likely get crushed by the boulder.

Continue running over more irregularly leveled ground and jump when you reach the bottom of the highest bump to avoid an unannounced spike trap. Run over a small, square gap that looks as if it's been cut out, and jump over another spike trap that doesn't have a bamboo trap to foreshadow it. Keep going over a spot of safe, flat ground and pick up the jewel lying on the ground before heading up the incline. Jump over the spike trap at the top, and pick up the jewel after a set of bumps in the ground.

Run up the incline and jump over the spike trap preceded by a pair of bamboo traps, and repeat for the same series of traps about a screen later. Head up the incline and past the two bamboo traps until you reach a spot with two small inclines and flat land in the middle. A spike trap is hidden in this flat area, so jump over it. There's another one in the next area of similarly flat land, but that marks the final trap. Simply run off screen to finish the level.

### Level 3: Nepalese Mountains

In this snowy level, drudge forward until you reach a wooden crate. A fist icon will appear over you, indicating that you should crouch down and punch the crate. Doing so will send it tumbling down the icy hill, where it comes to rest near the base of a rock wall. Use the crate to reach the top, and punch the item backpack to obtain your whip and collect the jewels on the ground.

Use the whip to swing over the crevice, and jump over the bear trap in between the two jewels. Standing by the tree, whip vertically to kill the raven flying above you, and then take out the wolf pacing back and forth ahead. Knock the second raven out of the air, and leap over the snowballs that come rolling down the mountainside. Eliminate the wolf on the ledge above you, and roll into the small niche to collect the heart if you need to replenish your life. Jump over the two bear traps and crouch to avoid being shot by the gunman. Inch your way forward in between shots until you can get close enough to attack, and then do so. Jump over the bear trap, and coax the one below it into going off if you need the heart it's protecting. Afterwards, whip the raven flying near the ledge and jump onto the tiny, snowy platform. Collect the second heart if you wish, and then jump down flush against the left-most cliff wall to find a secret cave containing a pair of hearts, a pair of jewels, and an item backpack containing a whip item.

To get back to the main level, you'll see a whip hook stuck in rock of the

narrow platforms. There are a total of four, and you absolutely need to latch on to at least the last one. You can use all four if you want, but I personally find it easier to make full, long jumps and use the second and fourth hooks. This method comes off as more natural instead of having to stop halfway through a swing and try to whip a hook two inches from your face. Swinging from the final hook, simply jump to the final platform and collect the jewel.

From the platform, jump to the main land and over the bear trap. There are a pair of item backpacks, which contain a pistol and a whip item. Make your way up the hill, jumping over the snowballs rolling down, and attack the gunman at the top. If you stand below him, you can use either the pistol or whip to attack from this safe zone. Continue up a slightly steeper hill, hurdling over more snowballs of death, and take care of yet another gunman aimlessly firing away at nothing at the top.

Follow the path, collecting the jewels scattered around, and jump over the bear trap. Equip the pistol and shoot down at the gunman in the hole. When he's out of commission, continue on, jumping over the two sets of bear traps, until you reach another cliff. Jump to the other side and collect the pistol in the item backpack, and then drop down to yet another secret cave in the rock of the cliff on the left. Collect the heart, the grenade, the whip, and all of the jewels, and then head back outside. If you whip the first hook and jump as far as you can, you can land on the narrow platform without having to use the second one. Standing here, whip straight up to collect the heart from the item backpack, and then jump to the wooden platform in the hollowed out rock. From here you can either run across the ice bridge or swing across using the hook if the ice has broken up. Land on the wooden platform and enter the next area to complete the level.

#### Level 4: Ravenwood Bar

Pick up the grenade behind you and punch the item container to get the whip before entering the bar. Explore the lower level, jumping over any rats or flaming barrels that get in your way, and collect the heart at the end. Push the barrels to find another heart and a grenade, as well as another whip icon.

Climb the stairs up to the second floor and head right, collecting the hearts and jewels until you reach another set of stairs. You'll notice that as soon as you step on the second floor, the main level will burst into flames and slowly follow you up. Go up, picking up more items, and push the box under the ledge to the third floor and use it to climb up. Use the whip hook to your right to swing to the long platform, and then repeat with the next hook to reach a set of stairs leading up to the fifth floor. Allow the rat to crawl up the stairs before you and follow after it.

Jump to the platform with the barrel on it and push it to find a grenade, and then head to the other end, avoiding the flaming barrels and collapsing floors. Pick up the heart in the corner if you need it, and then run up to the next floor. Jump across the gap, you'll see a set of stairs to your left and a wide collapsible floor to your right. Above this floor is a whip hook, which you can use to swing across should the floor crumble away by mistake. As a bonus, you can use the hook to reach an extra life, but hold off for a moment before doing that. Collect the heart and run across another collapsible floor, avoiding the occasional rat, until you reach the end, where you'll find a heart and a pile of jewels. Make your way back, and before returning to the stairs, collect the extra life. The fire chasing after you moves up as you proceed higher up, and jumping up to reach the

extra life triggers it to rise up to the next floor, which is why it needs to be done last. Afterwards, continue up the stairs to your left.

On this floor, pick up the heart at the top and jump to the platform on your right after the flaming barrel rolls off of it. There's another hook above a wide collapsible floor that can be used to obtain a grenade, but once again, there's more to do on this floor so this must wait until the end. At the far right end of this floor - beyond the stairs - are two item backpacks, which contain a whip and a pistol. Collect them both, return for the grenade if you want, and head up to the next floor. Here, jump over the crate and collect the heart if you need it, and then punch the crate from the right so it slides down the stairs. Now you have a platform high enough to reach the next level, so climb up onto the crate and leap up to the next floor.

The stairs to the next level is right in front of you, but there's a grenade in the far left corner. Grab it if you want, and then head up the stairs to the final floor. Check out the left side for some last minute hearts, jewels, and items, and then run over to the right for the boss.

#### Boss - Arnold Toht

Toht is an agent for the Nazis whose mission is to find the Ark of the Covenant. He is searching for Marion Ravenwood for the same reason Indy is - she has the headpiece for the Staff of Ra, an ancient relic which can reveal to the owner the location of the Ark. Toht is holding Marion hostage above you, and his attacks consist of jumping from platform to platform, throwing flaming bottles that bounce around the screen. There's also a small area on the right that will collapse if you step on it, so be sure to keep an eye on where you're standing.

You should have picked up a pistol somewhere in this level - there are two that you actually come across if you've followed this guide - so that's what you'll use to fight Toht. Shoot the item container to pick up the whip so you don't accidentally collect it later, but immediately switch back to the pistol.

You can attack him two different ways: standing directly below him and shoot the parts of Toht that are over the side of the platform, or standing about two platforms away and shooting diagonally. To avoid falling through the collapsible floor, stay on the left side of the screen and use whichever method applies at the moment.

The key to fighting Toht is to not take any unnecessary risks. Fire away when he's jumping around, but as soon as he stops to attack you, hold up so you can dodge them. As long as you aren't stuck in an attack animation, it isn't terribly difficult to avoid being hit, since the bottles bounce in a logical pattern, making it fairly easy to predict where they're going to land. As you drain Toht's life, the bottles will bounce more and stay on screen longer, but the same strategies apply. After taking about twenty to twenty-five gunshots, Toht will flee. As soon as your points-counter is finished updating, the level will end.

#### Level 5: Streets of Cairo Part One

Jog over to the basket and roll into it. The basket will slide across the ground and crush the rat crawling towards you. Knock the basket to the right again or push it until it's underneath the ledge, and use it as a step to climb up. Leap over to the higher ledge in the far left corner, collect the



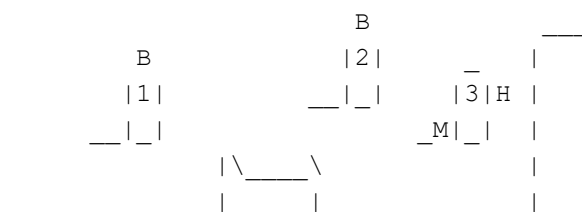
jewels, and then jump up to the ledge just below the roof. At this height, you're eye level with the rat crawling around, so punch it before jumping up. Drop down over the right wall and run along the parapet, collecting more jewels as you go. Jump off the side and land on the overhang. As you're bouncing up and down, jump to the ledge, but make sure to climb up on the left side since the veiled woman in the window will drop a jar on you.

Punch the woman when she appears out of the window, and then jump from the right side of the ledge and climb up to the lower of the two roofs. There's a Cairo swordsman on the roof to your left, but since you don't have a weapon yet it would be unwise to try and take him on. Follow this to the end and punch the item container to finally find a whip. Use it immediately to kill the two soldiers above you - luckily, you can hit them while still standing safely below them. Whip the item container they were guarding for a heart, and then drop down and land on the overhang. There are two wooden pegs hanging above the jar women that you can swing from, so latch onto the first one and use them to reach the ledge with the basket on it. Hop onto the basket, and jump up to the rooftop from there to find an item container with another heart in it. Afterwards, drop back down to the basket and push it over the edge before following suit.

Roll into the basket from the left to crush the rat, and again to injure the soldiers beyond it. Finish them off with your whip, and continue knocking into the basket, killing any rats you come across in the process. Stop when you reach the overhang, and grab the pistol from the item container before jumping onto the overhang. Afterwards, climb up to the ledge with all of the jewels and swing from the peg to reach the rooftop on the right. There's a rat crawling around, so shoot it with your pistol, but watch out for the monkey at the far end throwing rocks at you. Avoid one of its projectiles and roll towards it to quickly get within striking distance, and whip the monkey three times to eliminate it as a threat. Jump as far as you can to the right and land back down on the streets - you may see a gunman guarding an extra life, but you can't reach it just yet.

Back on the ground floor, roll into the basket to kill the rat and do some damage to the swordsman. Finish him off, and continue pushing the basket to the overhang. There's also a heart right before it, so collect it if you took any hits from the swordsman. Climb up to the overhang, and then to the ledge right above it with the three jewels.

There's another monkey almost directly above you, so kill it if you want - you'll have to jump if you're using your whip - before swinging across the wooden pegs and landing on the parapet. Jump to the ledge on the left, and kill the gunman safely out of his line of fire before climbing up and claiming the extra life prize we saw earlier. You can also whip the item container above the ledge for a heart, as well. From the rooftop, leap over the parapet to the adjacent roof and kill the soldier and rat you'll find here. The monkey will also have returned, so take it out, too. Jump down to the streets again and crouch to avoid the soldier's gunfire before whipping or shooting him. Continue on and you'll see a scene that looks something like this:



Climb up to the first ledge and punch the basket over the wall so it drops down to the streets. Roll it over the rat, kill the soldier, and jump onto the overhang. Bounce up to the second ledge, and knock this basket over the side as well - doing so should conveniently take out the monkey on the third ledge as a bonus. Now, drop back down to the street and climb up the third ledge - you can now climb up to the top using the basket you placed there as a step. From here, you can either jump over the wall and continue with the game or drop down in between the two sides and collect the heart - just be aware that you may have to repeat the entire puzzle if the baskets disappear.

There's another swordsman, along with several rats and a gunman, on the roof to the left guarding a heart, but quite frankly you shouldn't need it, so avoiding fighting them and head right. Kill the monkey and leap off the rooftop as far right as you can. You should land on an overhang, which you can use to reach a ledge with a basket on it. Ignore the monkey below you, and push the basket as close as you can to the left corner without knocking it over the side. Use it to jump to the ledge on the left, which will allow you to reach the roof. There you'll find two hearts and a pistol, guarded by a soldier and a stationary gunman. Afterwards, drop down to the wooden shingles just below you, and whip the wooden peg inside the walled-in area. Release just as you're coming up and you'll jump onto the ledge; after killing the rat, you can destroy the item container above you for an extra life.

Drop back down to the ledge with the basket and push it over the left side. Follow after it and roll it into it, sending it into the monkey and several rats. Continue pushing it, taking out more monkeys and rats as you go, until you reach an overhang. There's a swordsman on the right side, and you can kill him with your pistol without being attacked if you stay out of his range. When he's taken care of, continue pushing the basket to the dead end, where you'll find a veiled woman dropping more jars. Whip her to death, and then use the basket to jump onto the ledge. Jump once again to the ledge above the overhang, kill the rat and soldier walking along the roof, and climb up to the top. Drop down to the parapet and then the streets. When you attempt to exit the stage, you'll be stopped by a large, menacing swordsman. He'll twirl his sword around but won't attack, so the only way to lose health is by walking into him. You'll notice that the whip doesn't inflict any damage, but fans of Raiders of the Lost Ark should recognize this guy as the unfortunate fellow on the receiving end of Indy's lazy substitute for sword-fighting. Sure enough, a single pistol shot will take him down, allowing you to exit the level safely.

#### Level 6: Streets of Cairo Part Two

When the level begins, pick up the pistol and stay on the right half of the screen. The screen will automatically move, and someone off screen will begin throwing bales of hay at you. Hurdle over them, and begin shooting while you run to keep up with the screen. Eventually the perpetrator will be revealed as a Nazi goon on a horse cart. Continuing avoiding the bales of hay, but now focus your shots on him. He takes a few more gunshots to go down, but you shouldn't have a problem getting rid of him in time. However, if you come into contact with the cart you'll take damage, and if you don't keep up with the screen, you'll automatically lose a life. When he's dead, the game will tell you to jump onto the cart. Do that, and do it quickly, because eventually the cart will escape and you'll have to start over.

Once you're safely on the cart, a very large, menacing thug will join you and knock your pistol away, forcing you to fight hand-to-hand. If you stay near the right side of the cart and perform punching combos, the thug shouldn't be able to fight back since he'll either be taking hits or attempting to position himself for a counterattack. After about five or six good punches, Indy will emerge victorious and this fairly short but fun level will come to an end.

#### Level 7: Streets of Cairo Part Three

Punch the item container in front of you and pick up a whip. Whip the rats walking along the roof above you, but watch out for the Nazi soldier on the ground in front of you. Whip the wooden peg at the end of this row of shacks - you'll have to jump to reach it - and swing backwards to land on the roof. Follow it back to claim a heart if you'd like, and then jump to the next building and whip the Nazi on the rooftop. Pick up the heart sitting on the edge, and jump straight down to the streets. Roll into the Nazi to stop him from shooting, and take him down with the whip.

A little farther down the street is a Cairo swordsman, and unfortunately you don't have a pistol to kill him from afar. Allow the rat to pass you and inch towards him until he leaps forward, jumping over him afterwards before he swipes at you. From here, you can either whip him or simply run away if you don't feel like fighting. Push the basket down the street, avoiding the woman dropping jars above you, and jump up to the overhang. Use the wooden pegs to swing to the left side of the building and climb onto the ledge there. Kill the Nazi on the roof and then make your way back to the right side of the area, killing the swordsman in the process - there's a heart at the end if you lose any life. Drop straight down to the streets flush against the wall.

Here, run down the street and fight through a pair of swordsmen. At the end, you'll find a basket. Use it to jump onto the roofs of any of the shacks after you get rid of the rats and Nazis patrolling them, and whip straight up in the air while jumping to find a grenade, an extra life, and a heart on the three shacks, going left to right respectively. On the third shack, jump as far right as you can, and you'll actually leap over a swordsman, allowing you skip fighting him. Kill the Nazi patrolling the next building and run to the dead end, where you'll find a pistol and a basket. Take the former, and push the latter to the overhang on the other side of the building. Whip the wooden peg to your right and swing to the ledge in the right corner. Kill the Nazi above you and climb up to the rooftop. To your left are a rat, a swordsman, and a stationary gunman guarding a heart and a grenade, so eliminate the entire group and collect your reward.

Follow the rooftop to the end and jump to the next building. There are three Nazi soldiers patrolling around and two Cairo swordsmen at the end, so use your pistol and take your time pressing forward. Drop back down to the streets, and run to the next building. Kill the swordsman, but make sure to dodge the gunfire from the gunman on the ledge above you. Stand underneath him and shoot straight up to take him out. At the end of the street is a dead end with two jar women and two baskets. Jump onto the one in between the two women and climb up to their ledge. Shoot the one on the left, and then jump to the next two ledges. Kill the two Nazis on the rooftop, but watch out for the Cairo gunman shooting at you from off screen, since you can't crouch low enough to avoid his gunshots. When the three of them are eliminated, collect the heart and grenade and hop down to the streets below.

Run forward and roll into the basket, which will send it into the Nazi and rat coming towards you. Finish off the Nazi and his comrade a few steps

behind and continue down the street to finish the level.

#### Level 8: German Dig Site

Punch the item container in front of you to find a whip, and look behind you to find a grenade and some jewels. Use the green barrels as stepping stones to jump up to the higher-level tracks, but watch out for ravens flying around and carts that dump rocks on you. The higher tracks are usually an easier route to take, as you only come across a few ravens and Nazis instead of the more densely packed lower regions, which also are home to German motorcycles. Of course, should you fall at any point, it's difficult, if not impossible, to get back up, but so it goes.

Jump over the rolling cart and run across the collapsing board. Climb over the barrel and make your way down the tracks, under the now-highest track above you. You'll see a grenade and a pistol at the end of the highest track, but unfortunately you aren't able to reach it just yet. Keep going along the path you're currently on, whipping the lone Nazi patrolling the track, until you reach a green barrel with several ravens flying around. Knock any of the ravens you see out of the sky and, standing around the middle of the incline, leap over to the track above you to your left - you should just be able to climb up to it if you make a good jump. Avoid the cart that rolls towards you and continue attacking the swarms of ravens until you reach the end, collecting your grenade and pistol as a reward. Now backtrack to where the two tracks intersected.

Back at the barrel, whip any remaining ravens and jump over the cart. As you follow this track, there's one other cart, but otherwise there aren't any obstacles in your way as you run down the long, descending track. At the end, there's a single raven flying around, so kill it and drop down. There are a few jewels in a line that lead to the end of this new track, which leads back to ground level. There's a Nazi underneath you randomly firing, but you can avoid him if you jump onto the raised mound of dirt with the two hearts sitting at the edge. Follow this path as it slopes down under the tracks, kill the Nazi near the end, and run off screen past the tent to finish the level.

#### Level 9: Well of the Souls Part One

As soon as the level begins, a rock wall will drop down and block your path. Three punches will destroy it, and then quickly run through before a new one replaces it. Punch the funny-looking orb on the other side to find a whip, and run over to the edge of the snake pit. Wait for one of the horizontal rock pillars to jet out from the side, and use it to reach the other side. There's another rock pillar blocking your path, and a Nazi patrolling behind it. Whip them both at the same time to kill two birds with one stone, and continue along this route until you come upon another pillar. Destroy it like the others, and head down the stairs, making sure to attack any bats that fly too close. At the end is a carved snake's head that releases a rock pillar that you can use as a platform, along with another one across from it. Jump onto the far one and take out the Nazi guarding the grenade and heart in the corner, and then jump down. You're welcome to jump from platform to platform and gradually make your way down, but as long as you aim for the center you'll be safe, and you're only missing out on a handful of jewels.

Wait for the Nazi to walk away before dropping down and attacking him. There are two more rock pillars blocking your path, but there are also hearts in each of the two orbs in between them. Beyond that is another pit of snakes,

so once again use the horizontal pillar to reach the slightly elevated platform on the other side. Continue up the steps, attacking the pair of Nazis in your way, and jump to the platform with the three jewels stacked on it. Use this platform to reach the ones above it, and in the far right corner you'll find an extra life and a heart blocked by a rock pillar, as well as a lone heart against the left wall.

Once you've explored the top of the area, begin heading down deeper into the chamber. There are only a few jewels to be found and a pair of hearts near the end in the right corner, so don't spend too much time here. At the bottom are two Nazis, so whip them and continue on. A bit farther down this passage you'll find a stone you can push around, but don't bother with it since you can't use it for anything. There are a few more snake pits and bats designed to keep you busy, but none of them should really give you any trouble.

At the end, drop down between the two pillars that attempt to crush you, and repeat this for a similar puzzle. Whip the Nazi waiting for you at the bottom, and head to the left to continue exploring. The final area in this level can be tricky since it requires you to make near-perfect jumps over the final set of snake pits. After jumping over all four pits, avoid the rat and whip the orbs to collect some hearts and jewels, and then destroy the rock pillar to continue. You should time it so that the horizontal pillar is just about to jet out as you destroy the vertical one, so you can simply run through and jump to the final platform where you'll find the Ark of the Covenant and complete the level.

#### Level 10: Well of the Souls Part Two

It's fairly dark, but you can just make out an orb in front of you. Punch it to collect a whip, and then jump over the snake pit to the other side. Kill or avoid the rat and run to the end of the area, you'll see some platforms above you with some jewels. Climb up to the second one and take a side trip to collect a heart and some extra jewels if you'd like, and then continue up.

At the top, jump to the main passage on the left and make your way forward until you come across a pair of Nazi soldiers. Crouch down and whip them before they get a chance to attack, and then push the block in front of you over to the wall. Use it to jump up to the platform above you, and make your way to the top left corner for the next area. However, there are some hearts and a stack of jewels along the right wall that's easy to snag, so they're definitely worth grabbing.

Standing on the highest platform, you'll notice that you aren't able to jump high enough to reach the next level. You may also notice that a pair of horizontal rock pillars come out from the walls and crush you if you aren't crouching. To reach the next area, wait for the rock pillars to recede back into walls, count out three seconds, and then make your jump straight up. If all goes well and you timed it correctly, you just be at the apex of your jump just as the pillars come out, allowing you to safely land on top of them. Pick up the heart on the left if you took any damage, and then continue right down the passage.

On this level, you'll come across a sole Nazi soldier that's fairly easy to dispatch, but the danger here is the falling trap like the ones from Level One. After you whip the Nazi, roll along the floor until you reach the steps and you'll safely pass right under it. Jump over the fairly small snake pits, kill another Nazi, and then leap over a large snake pit. When you come down on the other side, whip the orb in front of you for a heart and a whip icon. There's another Nazi in the next step, but otherwise this level is clear. Run

to the end and jump over the rock pillars trap to pick up the heart. Afterwards, wait for the pillars to recede into the rock and drop down.

As for fall down, you'll land on a platform against the right wall just below the top. Pick up the heart, and use this platform to see where the next one is. Make your way down, and avoid the two rats on the ground floor. Head to your left, pick up the jewels and hearts on the first few steps, and run through the third step to avoid the falling spike trap. There's a Nazi that will come at you as you pass under the trap, so be ready to attack as soon as you're safe.

At the edge, you'll see a series of platforms leading back down with handfuls of jewels on each one. However, what you may miss is the bat flying around the top of the area that conveniently blends in with the darkness. Whip it from the first platform, collect all of the jewels, and jump down to the bottom. Follow this corridor until you reach another set of snake pits. Jump over the first two, but use the whip hook to swing across the third and jump to the raised platform with a heart and some jewels on it. Drop down to the main level after grabbing them, and run out of the Well of the Souls to finish off the level.

#### Level 11: Island Surface

There are two ravens flying just in front of you when the level begins, and the one farther away is carrying a rock. I'm sure there's a Monty Python joke to be made here, but for everyone's sake I won't attempt to figure out what it is. Wait for the two ravens to start flying back to the right, and then quickly jump on top of the crate, dropping back down on the other side before they make their return. Pick up the grenade and break the item container for a whip, and immediately knock as many ravens out of the sky as you can. There is a pair of Nazis down the slope on the level area at the bottom, so jump over them and attack. Alternatively, you can lob the grenade you just found and be done with the whole thing - there's even a replacement a few feet in front of you. One would think that the placement of the moveable crate here would indicate that you'll have to use it for something, but you can simply jump over the strange-looking rock formation in front of you.

Stand under the spot light and whip the two ravens you can reach from here. There's still another raven carrying a rock, though, so wait for it to fly off screen to the right, follow after it, and whip it out of the air before it returns. Also be sure to take out its partner flying just below it, as well. Run along the island's irregular land formations until you come upon a moveable crate that you will need to use. Pick up the jewels and whip icon first, and then push it so it's flush against the wall. Before jumping up, though, take this opportunity to attack the Nazi walking around on the higher level. It will take two jumps to actually reach the top, and you may want to whip vertically to take out and ravens flying above you as you make the second one. Jump over the next rock that sticks out, and attack first the two ravens to your right carrying rocks followed by the lone raven directly above you. Follow this path down until you come across a series of gaps.

Before jumping to the first platform, whip both of the ravens in your view. Unlike in Nepal, there aren't any secret caves below you, so resist the temptation to make a leap of faith to find one. On the first platform, stand as close to the edge as you can and whip the next two ravens that appear just on screen. If you don't, there's a good chance they'll knock you off the side and send you tumbling to your death. As you stand on the second platform, you should see a Nazi walking around the on the next one, so attack him from where you are before taking his place on the third rock.

Unfortunately, three of the four ravens flying around the fourth platform actually are too far away to whip from where you are, so jump and quickly whip the two ravens carrying rocks to avoid any unnecessary concussions. Knock the final raven out of the sky, and then jump to the next two platforms that, thankfully, are sans any ravens.

However, the following area more than makes up for the lack of ravens, so any ornithologists playing won't be disappointed. To greatly simplify things, do yourself a favor and just toss a grenade as soon as you reach the first crate. This will eliminate all of the birds in the area save for a single one at the very end, which you should easily be able to take care of. As a bonus, all of the item containers you destroyed in the blast contain hearts, so be sure to pick them up as you go. There's a replacement grenade in front of the final crate, and beyond that is the end of the level.

## Level 12: Rene Belloq Opens the Ark

Boss - Rene Belloq

The greedy and foolish Rene Belloq can't resist opening the Ark, and it results in the face-melting and head-imploding deaths of his comrades Arnold Toht and Colonel Dietrich. Belloq himself is spared in this version, however, so it's up to you to put a stop to all of this madness.

As soon as you take control of Indy, immediately run over to the backpack on the right and pick up a whip. You're attacking Belloq himself, but the attacks you're defending against come from the Ark of the Covenant. Fortunately, there are only two types of attacks, and both are fairly easy to avoid. As you focus on Belloq, the Ark will release the head of some sort of spirit that slowly creeps up on you. If you're on the opposite side of the Ark from where the spirit is, you can allow it to make its way over before jumping over it or rolling underneath. If it's directly above you, simply run over to the other side. The time it takes for the spirit to move from one end of the screen to the next is just about its lifespan, so you'll only have to avoid it once before it disappears. Alternatively, you can also whip the spirits to get rid of them as well.

The only other attack to watch out for is a snake-like spirit that spirals around the screen in your direction. By itself, this is a fairly easy attack to avoid, but if you have a poorly placed face-spirit it becomes impossible to dodge one without plowing straight into another. This is why it's so important to make sure any face spirits on screen are either on the other side of the Ark or about level with Indy, since it will allow you to either jump over both or have enough room to just jump over the snake-spirit.

With that in mind, there's really nothing more to this battle other than trying to cut down on the number of mistakes you make. You can usually get about three to five whip swings in on Belloq before having to defend against the Ark, so it quickly becomes somewhat repetitive. After inflicting enough damage on Belloq, the Ark's cover will close and open again, and its attacks will become more aggressive, with two spirits appearing at a time. However, your strategy shouldn't really change at all, so just keep focusing on Belloq and dodging spirits when you have to.

Eventually, the Ark's cover will come to rest for good, and the level will end. One movie down, two to go!

"Mola Ram! Prepare to meet Kali... in Hell!"

#### Level 13: Club Obi-Wan

The Temple of Doom portion of the game opens with a bang. This level is short, but it can be pretty challenging since a single misstep can result in nearly all of your life being drained. The goal is make it from one end of the club to the vial of antidote sitting at the exit. Unfortunately, there are falling chandeliers, flaming dinner carts, and Chinese gangsters standing in your way.

When the level begins, punch the item backpack and pick up the pistol. You'll see a pair of crosshairs floating around the screen, and eventually they'll settle on you and release a few rounds. These shots are extremely powerful, and if you get caught in the open there's a good chance you'll be killed.

To avoid this, use the various tables and pianos for cover. The crosshairs will wobble before firing off a half-dozen rounds, indicated by the brown smoke created. After collecting your pistol, immediately duck behind the piano or table in front of you for cover. When there's a pause in the shooting, run to the table and wait out the next group of shots. Afterwards, make a break for the next piano, though there's a lot of open space in between. You'll also have to jump over a dinner cart that someone rolls at you, and if you see the crosshairs begin to fire you can quickly change directions and jump to throw them off. Using the piano can be tricky since the chandelier above you will fall down and the ice on the floor will cause you to slide out into the open. To combat both of these issues, use the left side of the piano for cover instead of the center. Your rear end will be sticking out, but not enough that it will register as a hit.

Leave the piano and run to the next table, which has a whole slew of traps waiting for you. Not only is there another chandelier and ice patch, but there's another flaming cart as well as one of Lao Che's goons carrying a Molotov cocktail. As you pass under the chandelier, jump over the cart and immediately crouch and begin shooting to kill the gangster. Wait for the crosshairs to stop firing, and run to the piano on the next screen. Fortunately, there aren't any surprises. From here, you can actually run past three tables and before having to find cover, and after jumping over the cart there's a long dinner table that you can use. In the final stretch, simply run straight to the vial of antidote when the coast is clear to end the level.

#### Level 14: Shanghai Streets

After falling through the overhangs, Indy swiftly lands on the hood of a car and bounces up to the lowest overhang on the right building. If you fall down to the streets, you'll have to use the ledges on the left building to get back up. You should do your best to stay off of the streets, however, since you'll run into more Chinese mobsters and Auburn Speedsters that aim to run you down. You can explore the left building anyway, if you want, since you'll find a pistol on one of the ledges there - though you'll find another soon - and a heart, a grenade, and a stack of jewels on the roof. Just watch out for the thug on the highest ledge, he can be difficult to see if you aren't looking, as well as his buddy on the rooftop itself.

Bouncing on the overhang you take control on, bounce along the overhangs



until you reach the ledge on the right side of the building. From the second ledge, jump to the overhang up and to your left, but quickly climb up to the ledge above you since the overhang will collapse if you stay on it for too long. There's a ledge on your right that looks promising, but unfortunately it leads to a dead end. Instead, make your way over to the left. The next overhang you step on, which you won't bounce on, will also collapse. At the very top of the building just under the roof on the left is a grenade, and to the right is a ledge with an item backpack containing a whip. Use it to swing from the hook in front of you and land on the nearby rooftop below. Pick up the pistol and jewels, but watch out for the Chinese thug with a gun just off screen.

Below you on this roof are three Chinese thugs with pistols - one attacks from out of each window on the right side of the building - and there's a woman on the left that drops wooden planks on you, but below the plank woman is a heart, however, so grab it if you need it. Otherwise, you can just barely reach the next rooftop if you make a near-perfect jump and climb up, but you won't have to fight any of the plank woman, cars, and mobsters, and as a bonus you score some jewels, a heart, and a grenade. At the end of this roof, there's a whip hook above and to the right, but there are two thugs off screen shooting at you. Shoot back even though you can't see them to kill the first, swing to the balcony he was standing on, and kill his partner on the balcony just below you.

Standing on the first balcony's railing, jump to the overhang to your right and follow the path of overhangs over the three plank women. You'll notice you don't bounce on the final overhang, which means it's going to collapse in a few seconds. Quickly whip the hook in front of you and swing to the next building and run off screen to finish the level.

#### Level 15: Rafting Down the Himalayas

The quick-thinking Indiana Jones manages to escape from a stalling airplane by inflating a raft and using it to slow down enough to safely land on a snowy Himalayan mountain. Unfortunately, there's still the problem of having to navigate through - or over - the trees, rocks, and crevices littered around the area, and this is where the player picks up the slack.

This actually isn't a terrible level. The obstacles are mainly spaced far away enough that you won't ever get stuck in a position where you can't possibly pass through without crashing. The only annoying aspect of the level is when you jump over a crevice and land directly on a tree or something, since you pretty much have to make your jump before seeing that far ahead of you. Still, this just requires a bit of a practice and good old trial-and-error to figure out.

There are two points where Indy's raft bounces up, but there's only one where the player is required to manually make a jump. When you see a small hill that's entirely covered by snow, you do not have to jump, and the raft will simply bounce over it and knock Indy around. However, if you see a spot that has beige-colored rock, you do have to jump. Failing to do so will cause the raft to fall into a crevice and results in a game over.

Unfortunately, there's really no strategy or definitive walkthrough for this level, so the best advice I can give is to make sure you put plenty of space between you and a given obstacle. If you have extra room, use it so you don't brush against a rock or tree. You may think you didn't hit it, but there's a good chance it will register as a collision, forcing you to completely start over. Also, do your best to stay in the center of the slope. The game doesn't

let you know that you're at the edge, and you may not notice that you can't move to one side anymore until it's too late.

After about eleven or twelve jumps, Indy's raft will come up to the final jump, but the game won't allow the player to make it. Simply slide through it, fall down, and finish the level.

#### Level 16: Pankot Palace

Pankot Palace is a maze that requires Indy to correctly find the statues that lead to the entrance of the mines. If you make a mistake, poor Indiana will have to wander around the palace until he winds up back at the beginning. However, the positive aspect to this is that the nonessential areas are loaded with extra lives and jewels, so it may not necessarily be a bad idea to explore the relatively unguarded palace.

When you begin, pick up the whip off screen to the left and run over to the statue on the right. Push it a few feet until you step behind it and enter a new room. Push the basket to your right, kill the yellow Thuggee, and jump over the statue to find an extra life. There's a red Thuggee, but you really don't need to bother fighting him. Instead, take the pacifist's route and push the statue to escape to a new room.

In this room, head right and find the basket. You'll see an extra life on the other side of a statue, but if you use the basket to jump over it you'll be taking the wrong path and will have to start over. Again, this may not be a bad idea if you don't mind wandering around. To continue on the correct path, take the basket and push it to the statue on the left. It does in fact matter which side of the statue you enter, so jump over it and enter from the left.

The final room is essentially the same as the one before it. There's a yellow and a red Thuggee, so kill them and run to the right to find a basket. Another extra life is teasing you behind the statue, but once again that's not the path you need to take. Push the basket to the left, jump over the statue, and enter it from the left to complete the level.

#### Level 17: Caves of Pankot Part One

Walk down the slope and punch the cross icon for a whip. Knock out the two bats flying around and use the hook to swing up to the otherwise unreachable area. Whip as many bats as you can, and then find the second hook and swing to the rock platform above the river of lava. Jump to the next rock platform, which is above a yellow Thuggee, and latch onto a hidden hook to reach another platform with a heart on it.

From here, there are two different routes to take. The higher path is an easier one, but it can be tricky to reach. No matter how far you jump, Indy will hit the top of the cave, which reduces the distance he jumps and prevents him from reaching the higher level. The only way I've found to land there is to land on top of a bat and use the knock-back as an extra bump. There are some bats and a Thuggee, but beyond that is a mine cart track with a pair of hearts under it to restore any life you lost in the process.

Follow the track to the end and jump to the area across the short gap to find a grenade and a heart. Left of here is a Thuggee throwing knives on the other side of a lava waterfall, so drop down and land on the floating platform below. Hop to the platform right next to it and pick up the grenade, but watch out for the lava geyser - stand on the left side to avoid it. When it

recedes back down, jump to the main area to find a seemingly dead end. However, there's a narrow hole that Indy can roll through, so do exactly that. Kill the bats on the other side and follow the area down, but make sure not to accidentally land on another bat. There's a Thuggee to the left, so eliminate him and continue on.

Roll through another narrow space in the rock and use the floating platforms to reach the next side. Grab the heart and roll through the space behind it. Whip the bats and Thuggees on the other side, but wait for them to turn away to avoid the knives they throw at you. Above the yellow Thuggee is a whip hook that you can use to reach a platform with a cross icon containing a pistol. Grab it and shoot the bats out of the air, and possibly the remaining Thuggee if he walks into range. Continue on and jump on the floating platforms - avoiding the lava geyser - and run up the slope. There are rocks dropping down in this area, but you'll pick up six hearts to make up for it, and at the top of this incline is the end of the level.

#### Level 18: Caves of Pankot Part Two

Punch the cross to find the whip, and use it to take out the bat flying around. Wait for the floating platform to come within range, and use it to pass over the pool of lava. On the other side, take out the bats and run up the slope to find a kidnapped child that's worth five hundred points. Jump up to the next area and follow it up to find another kidnapped child and a heart. Kill the bats flying above you, and then attack the Thuggee throwing spears - if you stand close enough the Thuggee will throw his spears right over Indy. The rock platforms you passed under are accessibly from here, and you'll find a pair of hearts and a grenade at the end. However, some of the jumps are tricky and there are quite a few bats, so it may not be worth it.

Follow underneath the tracks and drop down to the platform with a heart between it and the wall. There's another Thuggee with spears and quite a few bats, so to save time throw a grenade to wipe them all out in one shot. Drop down and rescue the kidnapped child and run allow the bottom path to find another child, but watch out for the rocks that fall from above. More importantly, the rocks breaks apart after they hit the ground, which are much more difficult to avoid. At the end is a Thuggee on an elevated track with another kidnapped child, so kill the former and rescue the latter. Use the track to jump to the rock on the left, which leads up to the main mine tracks in this area. If you check out the far right corner, above where you rescued the previous kidnapped child, is a grenade that you can drop down to. Follow the tracks up and head for the left side.

There's are two hearts placed under between the end of the track and the next rock level, but a knife-throwing Thuggee is positioned so that one of his projectiles will knock Indy right in the head unless he's crouching there. Throw a grenade to kill him, and then follow this short path to find another pair of hearts and a pistol being protected by a Thuggee with a spear and falling rocks.

Back at the end of track, follow it to the right until you reach another area of falling rocks. Wait for the debris to clear and quickly jump forward and whip the hook over the edge. Swing to a small ledge with a kidnapped child, and climb up to the main area. Take out any bats you come across, and watch out for the particularly annoying falling rocks that leave very little room to maneuver. It's nearly impossible to avoid taking hits here, so sprint through use the invulnerability time to your advantage - there are hearts and another kidnapped child at the end to restore any lost health. Stay on this level, continuing to kill bats and avoid falling rocks, and pick up another

heart and a grenade. There's a Thuggee that throws knives on the level just above you at the end here, so crouch in the very corner and attack in between throws. Follow this path until you reach a dead end on a track. Drop down to the bottom, killing the handful of bats that get in your way, and exit through the left at the bottom.

#### Level 19: Mine Cart Chase

This is another pretty fun level, and it's a recreation of one of the most memorable Indiana Jones scenes. Luckily, it's also infinitely easier than the boulder or rafting levels. The player controls Indy as the mine cart barrels down the track, and it's your job to fend off groups of Thuggees and shoot the switches to follow the correct track.

Honestly, there's nothing to this level. Holding down the Y-Button makes Indy shoot continuously, so just keep the crosshairs straight along the track and the enemy mine carts will go down one by one as they appear. The only trouble arises when you attempt to shoot the switches, because it's possible to switch them back to the wrong tracks. This is the only time you don't want to unload as many rounds as you can, but at the same time trying to shoot a single round can be difficult. Just be careful, and make sure to fix your mistakes if you accidentally hit a switch twice.

After about ten switches, the cart reaches the end and rolls to a stop.

#### Level 20: Rope Bridge Showdown with Mola Ram

Mola Ram is actually the easiest boss in the game, though at first he comes across as the most difficult by far. The level begins with Indiana Jones standing on the right side of the bridge from the movie with an item backpack a few steps in front of you. Grab the whip and walk onto the bridge - one way or another, you'll quickly figure out that the bridge will collapse if Indy stands on it for too long. On top of this, Mola Ram's personal army will leap down onto the bridge to attack you in groups of two or three, and Mola Ram himself is safely on the other side of the crevice throwing the burning Sankara Stones at you. This means that Indy has to avoid attacks from all directions, move around quickly enough to prevent the bridge from collapsing, and jump over the parts that already have. Oh, that's right, and you still have to worry about actually attacking Mola Ram. Yikes.

Don't worry, things aren't nearly as hectic as they seem. When you first make your way across the bridge, stop about halfway across and allow a sizable portion of the bridge to collapse - four to six spaces is plenty. By doing so, you'll prevent Mola Ram's henchmen from being able to reach you, making the fight much less dynamic and allowing you to focus on the big boss man himself. Jump from the left side of the gap you created to Mola Ram and attack him with the whip once. Mola Ram will throw a stone at you, but as long as you continue moving from the moment it's thrown it will fly right over you. If you attempt to whip him more than once, either Mola Ram will throw another stone that probably makes contact or the bridge collapses - neither of which is good. After a single attack, jump back to your safe zone off screen and repeat. It takes about a dozen hits to put an end to Mola Ram's reign of terror, and afterwards you simply need to survive for another two seconds before the level ends.

No time to waste. Two movies down, one to go!

"I like 'Indiana'..."  
"We named the DOG 'Indiana'."  
"You are named after the dog?"  
"I've got a lot of fond memories of that dog..."

Level 21: Catacombs of Venice

Rats... In the catacombs, make a very long jump over the pool of water and land on the pile of skulls below you. Take a few steps forward to the dip with the heart and crouch down there. In a few moments, a large blast of fire will pass by, but Indy's safely under it. When it passes, punch the item container to find a whip and jump over the rock to the next pile of skulls just in front of you. Another fire wall will appear, and when it passes run to the edge here, jump to the floating coffin, and drop down to the other side and crouch again in one of the two dips. When the wall of fire stops, jump over the gap and land on the narrow platform in front of the member of The Brotherhood of the Cruciform Sword, the protectors of the Grail.

The Brotherhood member will lob knives at you, but as long as you stand on the platform below him you'll be safe. Unfortunately, the trouble here is that another wall of fire is coming, and the majority of that platform is too high. Crouch down in the very left-most corner of the platform and whip the member of the Brotherhood until he dies, and then wait for the wall of fire to pass by. When it does, walk to the right side of the platform and whip the rat crawling around behind where the Brotherhood member was - since the platform is raised up, you can hit it. When the rat is eliminated, jump up and crouch where it was. Wait for the Brotherhood member in front of you to come closer, and attack him when he's about a two-rats length away from the edge of the platform and his knives will miss Indy - any closer and he'll make the knife's trajectory much shorter, any farther and the long-range throw will be enough to hit you.

When he's dead, quickly make your way across this passage and jump to the floating platforms until you reach one that's low enough to avoid a wall of fire. Sometimes the fire will appear just as you drop down to the area where the Brotherhood member was, so if you want to play it safe you can return to the low platform behind you and wait for the fire to pass. From there repeat the same strategy, except this time the Brotherhood member won't be there and you'll have more than enough time to safely reach the next area.

After reaching the next area and avoiding the wall of fire, run along this passage and pick up all of the jewels scattered on the ground. When you reach a heart, crouch down there and wait for two walls of fire to pass. I'm not sure how the player is expected to know that you have to wait for another right behind it besides trial-and-error, but after it disappears, jump to the dry platform and whip the Brotherhood member. Pick up the grenade and jewels, and jump to the next platform with the rat and follow this area down. At the end, whip the hook and swing across the gap. On the other side, quickly land on the platform and jump down to the submerged area to avoid a wall of fire.

Use the floating coffins to continue deeper in the catacombs and reach the next main area. Whip the Brotherhood member standing there, and roll into the rats to get rid of them afterwards. With the coast clear, run off screen to finish the level.

Level 22: Castle Brunwald Part One

Punch the item container and pick up the whip before running down the stairs. Near the fireplace is a very large man, but when you attack or get close to him, he charges in the opposite direction. I suppose this is the game's way of letting you know how this particular enemy attacks, so be grateful. Jump onto the fireplace and leap to the next one to avoid the Charging Nazi, and drop back down to the floor. There's a heart in front of this second fireplace, so grab it if you need the health and continue down the hall. There's a plain old Nazi soldier up the short set of stairs, so take him out and head downstairs. There's another Nazi at the bottom of these steps that you can either jump over or attack. One way or another, drop down to the next floor.

On this floor, run up two of the three steps and attack the Nazi walking around above you. When he's out of the picture, whip the item container at the top of the stairs leading back down and grab a heart, and then head downstairs. There's a Charging Nazi just off screen, so jump forward in between the two Nazi flags to avoid him. Whip the Nazi soldier at the end, and drop down to the lower level.

Run down the stairs and jump onto the fireplace mantle. There's a heart and an item container with another above you, so grab them and jump to the next mantle in front of you. Grab the grenade here and drop down to the floor and fight the two Nazis patrolling here. Run up the stairs, but stop just before the top and whip the Nazi waiting to ambush anyone foolish enough to blindly run up the stairs. Follow this corridor to the end, grab the jewels, and wait for the Nazi below you to walk away before dropping down to the fourth level.

Attack this Nazi, and then his partner crouching down just off screen waiting to shoot at you. When they're both eliminated, run down the stairs and pick up the three hearts lying out in the open. Kill the Nazi by the fireplace, and do the same for his comrade just for good measure before jumping onto the first fireplace mantle. Use it to climb onto the gray pillar in between the suits of armor, and whip the hooks above you to swing over this level. At the end is a grenade, and when you drop down you'll land at the top of the stairs with a heart.

Head downstairs and jump over the Charging Nazi after you run past the portrait hanging on the wall. Immediately jump again to avoid the Charging Nazi on his return, but there's a good chance he'll hit you anyway. At the end of the hall is a Nazi crouching by some stairs, so take him out and follow this passage to the end. There is another Nazi below you, and he'll be shooting diagonally hoping Indy will jump onto his line of fire. Wait for a pause, and then leap to the stairs opposite you. Head down and take out your revenge on the Nazi before continuing on. At the bottom of the next set of stairs is another Nazi that blends in with the rest of the area, so be sure not to accidentally walk into him. Jump onto the fireplace mantle and, like before, use the whip hooks to swing over the floor. Not only will you avoid the Charging Nazi, but you will also find three hearts at the end when you release from the last hook as well as another two at the end of this floor. Hopefully back at full health, jump down and attack the Nazi walking around below you.

There's a Charging Nazi just after the fireplace, but luckily he charges away from you. Since the ceiling here is too low to jump over him, whip him every time he charges back to fireplace until he dies. Afterwards, run down the hall and kill the Nazi kneeling where the ceiling opens up again. Jump onto the fireplace mantle and leap to the next one where you will find Henry Jones. The elder Jones will say, "Junior!" before Indy runs off screen to complete the level.

## Level 23: Castle Brunwald Part Two

This is the only level where you really have any sort of time limit, because this level becomes infinitely more difficult if you wait around for too long in any area. There aren't too many enemies actually present, however, and the level design is heavily focused on using the whip hooks to swing from platform to platform. The trouble arises with the inclusion of the enormous windows, which will break and release bursts of flames. These are terribly difficult to avoid on the ground, but when you're swinging over a gap, there's a high probability of a cheap death. Many of the windows are placed very close to a whip hook, and even though you're invincible while actively swinging, you're vulnerable for the two seconds where you have to release from one and whip the next.

When you take control of Indy, punch the item container and grab the whip. Although there are plenty of whip hooks, don't bother swinging from them. At the end of this platform is a Nazi, so jump over him and leap off of the platform, whipping onto the first hook. Swing along the castle wall, catching every other hook to save time, until you reach the next platform. There's a pistol and two item containers that hold another pistol and a whip, but you don't need them so I wouldn't suggest picking them up.

Run along this platform and grab the hearts and grenade lined in a row, and jump over the Nazi soldier. The platform drops down, and there's a Charging Nazi here. Again, there's no point to fight him, and to make things easier you can catch a whip hook to swing through him. Just remember that if you picked up a pistol to switch back to the whip before attempting to latch onto a hook.

Continue swinging over the gaps until you reach another platform. There's another Nazi guarding some more hearts and another grenade. Pick them up and take out the Nazi before leaping off the platform and proceeding. On the final platform, take out the Charging Nazi and pick the items, including more hearts, a third grenade, another pistol, and a stack of jewels. Afterwards, run off screen to end the level.

## Level 24: No Ticket on the Zeppelin

As always, punch the item container in front of you for a whip. Besides your meat and potato Nazi soldiers, there are also mechanics that throw wrenches at you. They're little more than a variation of the Thuggees and Brotherhood members, so use the same method of crouching three-quarters of a whip length away from them to attack.

Also, should you ever get lost, your goal is to reach the bottom right corner of the zeppelin. This guide only covers traveling straight from Point A to Point B, but if you're interested in finding extra jewels and goodies, keep that in mind.

Whip in hand, run to your right and up the stairs - you can jump over the mechanic instead of fighting him. Kill the two Nazis above you from the stairs and continue to the right, up the stairs, and jump down to the platform on your right (instead of going up the stairs on your left). Follow this platform along until you come across a mechanic, and take him out before continuing.

Near the end you should find some stairs leading up. Take them, and stand

next to the green pipes. There's a mechanic on top of them, so take him out before exploring this level. Since you can't jump over the green pipes, check out the left side of the area and you'll find a crate you can push being protected by a Nazi. You can also use this crate to reach some stairs on your left that leads to some hearts and jewels if you want to do some exploring, but otherwise push it to the right until it's flush against the green pipes.

Jump over the pipes and continue right until you pass two sets of stairs - one leading up and another leading down. Instead, stand in the corner where you found a stack of jewels and manually drop down (Down + B) and you'll wind up in an enclosed area with jewels, hearts, and a grenade. There's a mechanic to your left, so crouch against the left wall and whip to avoid his wrenches. Leap out and follow this platform to the left until you find more stairs leading down. There's a Nazi and a mechanic patrolling near them, so take them out first.

The stairs lead to a very short platform a few feet above a much larger area, so hop down and continue on to the right. Attack the two Nazis patrolling here as well as the mechanic just behind some stairs. There's a heart in the far corner, so grab it before heading upstairs. Whip the Nazi from the stairs, and drop down to the small platform with the grenade on it, and then climb back up and take the next set of stairs just to your left. There's a mechanic standing on some green pipes at the top, and if you stand at the edge of these pipes and attack him his wrenches will fly over your head.

Jump onto the pipes and follow them right. At the end, drop straight down and attack the Nazi at the bottom. There's a small piece of green pipe sticking out in the corner here with a heart and some jewels on it, so drop down and pick them up. The exit is directly below you, so jump down and run through.

#### Level 25: Biplane Dogfight

Fans of the Super Star Wars games will recognize the basic design of this level. Indiana and Henry Jones are flying in the stolen biplane, and the goal is to shoot down twenty Nazi fighters. Far too many people like to call this level the most difficult one in the entire game, and like some of the other seemingly impossible levels in Greatest Adventures, it's actually fairly simple. However, this area requires a lot of patience, because it will only take one of two mistakes before the fighters blow your biplane out of the sky.

When you first begin, you'll see two or three fighters coming at you, and it's impossible to shoot all of them down without taking damage. This can seem overwhelming at first, but you do have a trick up your sleeve. It turns out that the enemy fighters are unable to hit you if you fly at the very bottom of the screen, so immediately drop down and begin flying in circles. You'll notice that the fighters appear off in the distance as a few tiny gray pixels and get progressively larger as they get closer before flying over you. You may also notice that the fighters don't begin shooting at you for the first four or five seconds, so that's your window to attack. Of course, you want to make sure that there aren't any other fighters in the area shooting at you at the same time.

The key here is to never try and do too much at one time. As you circle the area, wait until you see a fighter that isn't protected by any others that are already shooting at you, and then fly up and shoot it down. Afterwards, immediately drop back down and begin circling again. That's really all there is to it. Simply wait for a clean opportunity and take it, and once again - this level is all about being patient.



## Level 26: Desert of Iskenderun

Punch the item container and snag yourself a whip. Run along this path, collecting jewels as you go, and jump over the small gap and grab the heart. There's a member of the Brotherhood standing at the top of this slight incline, so crouch and whip him. As you begin to run down this steep slope, a group of four Brotherhood members will attack you, and it's difficult to dodge their knives and effectively attack them. If you have any grenade, I'd use them here - you can wait until two of them are close together and take them out in the blast. Alternatively, you can group them together and jump over them, though you run the risk of being on the receiving end of a knife to the back.

At the bottom are two hearts - one on each side of this valley, and two Nazis, so whip them both in submission and grab the hearts you probably need at this point. There's another member of the Brotherhood just beyond the heart, so take him out too. Follow this path until you come to another gap that, unfortunately, has a member of the Brotherhood on the other side. Dodge his knives until you see an opening, and jump to the other side and attack him. Run down the slope here, picking up any jewels on the ground, and climb up onto the tank to fight the mini-boss.

### Boss - Colonel Vogel

This boss is basically an upgraded version of the fight on the runaway cart in Cairo. The Colonel attacks you as the tank begins rolling along the desert, inching closer and closer to the cliff up ahead. Using just your fists, as indicated by the icon that pops up above the tank, you have to beat up Colonel Vogel before the tank drives off the cliff. You can tell how far away you are by the miniature tank rolling along at the bottom of your screen. As before, if you jump down and can't keep up with the screen, you will lose a life.

The most difficult part of this fight is actually staying on the damn tank, since you have to fight on the moving treads. Your best bet is to jump to the far end of the tank and allow the treads to pull you to the front. As you pass by the Colonel, throw in a punch combo before sliding off the front. Jump back onto the back end of the tank and repeat. Luckily, it only takes five or six hits to take the Colonel down, so you should be able to record a knock out with plenty of time to spare.

## Level 27: The Temple of the Holy Grail

When the Nazis capture Indy's group inside the temple, Walter Donovan shoots Henry Jones to force Indiana to recovering the grail for him. The Grail Temple is the older brother of the Chachapoyan Temple from the first level. It has the same basic level design, but with more traps and the more-difficult members of the Brotherhood replacing the Hovito natives.

Punch the item container to find the whip, and wait for the stone pillar to rise up. Run under it, and repeat the same strategy with the second stone pillar. There's a boulder waiting to fall on your head and there are traps in front of you, so stand as close as you can to the stone pillar and allow the boulder to fall in front of you. The next trap waiting for you is a pair of blades that leap out from the ground, so wait for them to recede back and roll through to come out in one piece. Immediately jump up to stop rolling,

however, since there's another falling boulder and a member of the Brotherhood just up ahead.

Inch up to the boulder to coax it into falling, and then run to the very edge of the platform and crouch down to avoid the Brotherhood member's knives. When he's dead, jump to the other side and avoid the falling boulder. There are three traps in a row here - two vertical spikes and another spinning blade - but they're spaced far away enough that Indy can stand in between any two. Simply run past one trap, pause to allow the one in front of it to recede back into the ground, and then pass over that one. Be on the lookout for a flying knife from a Brotherhood member off screen, however, since he'll begin attacking you just as you jump over the second vertical spike. Crouch near the stone pillar to safely attack him, and then run under the pillar itself.

Next up are four spinning blades in a row, and they aren't timed so that you can run or roll through them safely. Instead, wait for the first blade to drop back into the ground and stand where it would be. Wait here for just a moment until the next blade begins to fall back down, and then jump up and land where the blade just was - in the time that Indy is in the air, the blade will have receded into the ground. Repeat this for each of the blades, and at the end, run forward to avoid the two falling boulders.

There are two more blades, but these appear from the ceiling. Since this area is too low to run through, wait for the blades to rise up and roll underneath them. Safely on the other side, simply run forward to avoid the falling boulders, picking up the jewels and hearts on the ground, and pass under the stone pillar. Latch onto the hook and swing to the next area on the other side of the gap - even though there are two hooks, you only need the first one if you jump far enough.

Run up the slope, pick up the heart, and attack the member of the Brotherhood while crouching. There's enough room to stand in between the two blades, so take your time avoiding them, and then follow this path down. You can jump over the next set of blades, and dodge the Brotherhood member's knives in between to two sets of blade traps until he's close enough to whip.

There are three more blades beyond the member of the Brotherhood, with a vertical spike in between each one. Jump over each one, and be sure to grab the heart on the ground where the final blade appears. Afterwards, jump to the platform with the vertical spike on it. There are four more platforms - the last two having vertical spikes on them - and falling boulders in between, but if you don't stop and continue jumping you will land on each of the final two platforms just after the spikes have gone back into the ground. From the last platform, jump to the main area below and run under the stone pillar after the spike drops back down. Crouch down near the spike and whip the member of the Brotherhood, and then stand near the stone pillar surrounded by the two spikes. Run under the pillar as soon as the first spike drops down and you'll be able to avoid both the pillar itself and the second spike.

Beyond the pillar are some more spikes, but they can easily be jumped over, and a pair of stone pillars. Pass under them and run up the incline for some jewels and hearts, but watch out for the falling boulders as you go up. At the top, jump over the two spikes and land in front of the stone pillar on the lower level. Pass under the pillar and stand in between the two spikes. Wait for the second pillar to rise and the second spike to fall, and then run through.

Standing just in front of the rock wall, roll under the narrow gap and run

past the spike after it recede into the ground to avoid the Brotherhood member's knife. You'll see a brown pillar in the background, and if you stand just in front of that you will avoid both the falling boulder and the Brotherhood member's knives if you crouch. Follow this path until you come up to a small incline with another falling boulder and a member of the Brotherhood standing at the top, so crouch at the base of the incline and attack him.

There's another falling boulder just after the blade beyond the member of the Brotherhood, so coax the boulder to fall and quickly jump back to safety before the blade reappears. Afterwards, stand at the edge of the area and jump to the platform when the blade on it drops back down. Grab the heart, and crouch down in the very right corner to avoid the Brotherhood member's knives. When he's been eliminated, jump to the next area, over the blades and spikes, and run down to the stone pillar. Take out the member of the Brotherhood, pass underneath the stone pillar, and run up the incline to complete the level.

#### Level 28: Inside the Grail Room with Walter Donovan

It looks like someone chose poorly. Bedazzled by all of the shiny objects, Donovan drinks from a golden, jeweled grail that, unfortunately for him, is one of the many false grails. Prior to selecting, the knight had warned that, "For as the True Grail will bring you life - the False Grail will take it from you" and that is exactly what happens to poor old Donovan, who quickly ages into a mere skeleton. The wiser and more historically savvy Jones, however, realized that the only thing a humble carpenter such as Christ would have drunk from would have been the simple cup tucked away behind the larger, more appealing grails. However, before being able to save Henry Jones, the undead skeleton of Walter Donovan puts up one last fight.

When the fight begins, Skele-Donovan is standing in the center of the room motionless. Use this free time to punch the item container and get your whip, but don't attack just yet. After a few moments, Donovan will roll his head along the floor, so jump over it, but be sure to watch out for when it comes back. After dodging it twice, stand near Donovan and crouch down - Donovan will leap over you twice and pause on the other side of the room near the knight.

From here, Donovan can use a few different attacks. Besides rolling his head along the floor, he can also throw some of his bones at you. By this point, between the Thuggees, zeppelin mechanics, and the members of the Brotherhood, you've had more than enough practice dodging arcing projectiles, so this attack is easily avoidable. If you can get close enough, these two attacks offer your best opportunity to attack, so try and get a few whip swings in if you can.

Afterwards, Donovan will likely bounce around the room some more, and eventually he will use his final attack. He will separate his entire skeleton and his bones will spin around in a circle. Make sure to stand in the middle while this is going on, and roll out when the skeleton reforms. Once again in a single piece, Donovan will bounce around some more or use another attack. The most difficult part of this fight comes from avoiding Donovan when he's jumping around, but I've found that if you're standing in the corner and jump as he's coming down you'll miss each other entirely.

There isn't much more to this fight. Dodge Donovan when he's jumping around, and attack him when he's vulnerable, particularly while tossing his head or a random bone at you. There aren't any secret tricks to use, but then again,

there really doesn't need to be. It takes roughly a dozen hits to put Skele-Donovan down for good, and afterwards the ending cinematic kicks in.

With Walter Donovan out of the picture, you've successfully finished the third and final movie in Indiana Jones' Greatest Adventures. Sit back, relax, and watch the credits as the Super Nintendo version of the theme song plays.

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