

NES-LR-USA

INDIANA JONES[®]

and the
LAST CRUSADE[™]

UBI SOFT Inc.

1505 Bridgeway
Suite 105
Sausalito CA 94965 USA

Printed in JAPAN



INSTRUCTION BOOKLET

Indiana Jones and the Last Crusade game TM & © 1989, 1993
LUCASARTS Entertainment Company - used under authorization. All rights
reserved. Indiana Jones is a registered trademark of LUCASFILM Ltd.
Conversion by NMS Software Ltd.
Published by UBI SOFT Entertainment software. (c) UBI SOFT 1993.



THIS OFFICIAL SEAL IS YOUR
ASSURANCE THAT NINTENDO HAS
APPROVED THE QUALITY OF THIS
PRODUCT. ALWAYS LOOK FOR THIS
SEAL WHEN BUYING GAMES AND
ACCESSORIES TO ENSURE COMPLETE
COMPATIBILITY WITH YOUR NINTENDO
ENTERTAINMENT SYSTEM. ALL
NINTENDO PRODUCTS ARE LICENSED
BY SALE FOR USE ONLY WITH OTHER
AUTHORIZED PRODUCTS BEARING THE
OFFICIAL NINTENDO SEAL OF QUALITY.

LICENSED BY



NINTENDO AND NINTENDO
ENTERTAINMENT SYSTEM
ARE REGISTERED
TRADEMARKS OF NINTENDO
OF AMERICA INC. ©1991
NINTENDO OF AMERICA INC.

WARNING

**PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND
PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR
NINTENDO® HARDWARE SYSTEM OR GAME PAK.**



INDIANA JONES® AND THE LAST CRUSADE™

Remember....

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

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

CONTENTS

Controls 5

To Begin 6

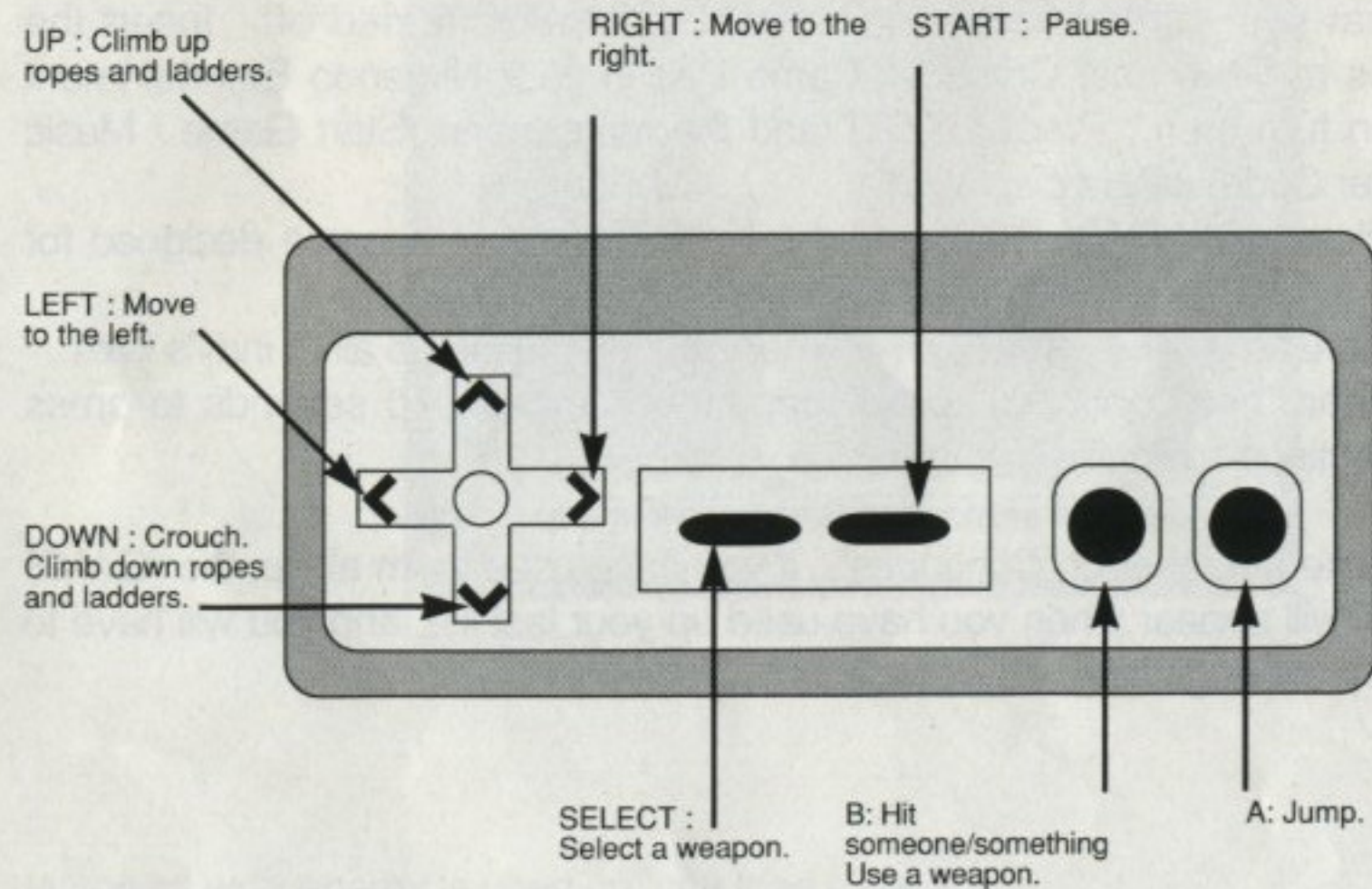
Enemies 8

Bonus Points 11

Weapons 12

Game Levels 13

Indy's Control Buttons



To restart the game, press any button.

Begin :

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

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

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

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

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



Indy's Energy

Time

Big Boss's Energy

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

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

Enemies



Armed Man

Levels 1, 2 and 3

He shoots bullets which you can only avoid by dodging or by jumping. You lose energy if you are hit by a bullet.



The Climber

Level 1

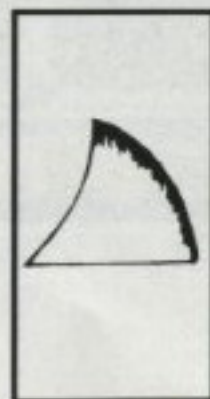
He climbs up and down the ropes, and gets in your way. If you touch him, you will fall down.



The Indian

Levels 1 and 2

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



Rhinoceros Horn

Level 2

If you touch it you lose energy.

Enemies



Giraffe

Level 2

If you touch it you lose energy.



Rats

Level 3 and 4

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



Fireballs

Level 3 and 4

Avoid them! They are deadly!



Circular Saws

Level 6

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

Enemies



Soldier

Levels 4,5 and 6

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



Bonus Points



The Hourglass

All levels

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



The Torch

Level 1

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



The Heart

All levels

This will replenish your energy when you pick it up.

Weapons



Your fists

All levels

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



The Gun

Starting from level 4

When you pick up a gun, it is loaded with 3 bullets. It's a very powerful weapon. We recommend that you use it when you encounter Big Bosses.



The Whip

Starting from level 2

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

Game Levels

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

Level 1: Exploring the caves

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



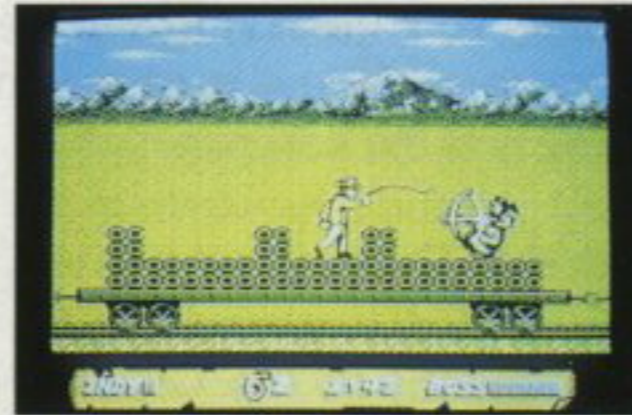
Game Levels

Level 2: Escaping on the train

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

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

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



Game Levels

Level 3: Entering the Catacombs

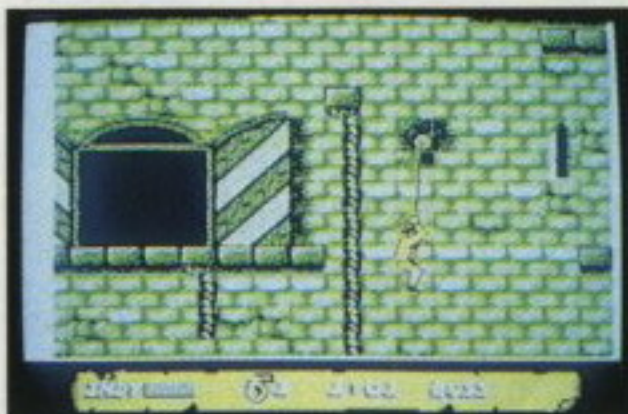
In order to complete this level, you must find the four pieces that, when put together, form an X. You must also find the shield. You will be faced with the frightful fireballs, rats, protectors of the Holy Grail and towards the end of the level, the horrible Fire Breather!



Game Levels

Level 4: Assault on Brunwald Castle

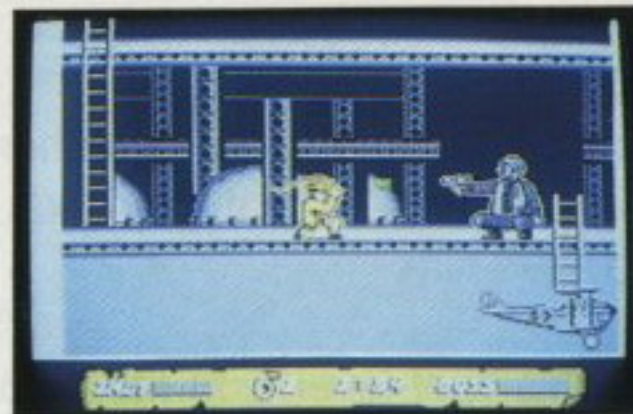
You must scale the walls of Brunwald Castle to find the 4 missing pieces of Professor Jones' (Indy's father) notebook which will give you important information about the final level. German soldiers are everywhere and, towards the end of the level, beware of the sniper's bullets. If you're afraid of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



Game Levels

Level 5: Escape from the Airship

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



Game Levels

Level 6: The Three Trials

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

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

After all your trials and tribulations, there is still one ordeal left...

The choice is yours!



Credits

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

Programming: Mark Haig-Hutchinson, Paul Gill, Donald Campbell
Graphics: Blue Turtle-Nick Pavis, Lee Christian, James Clarke
Music and Effects: Mark Tait
LucasArts Contribution to Design by Noah Falstein, Akila J.Redmer
Special Thanks to George Lucas and Steven Spielberg

Publishing: Dominique Baes

Coordinator: Frédéric Markus

Tests: Frédéric Markus, Serge Hascoet, Denis Muffat-Méridol

Marketing: Carole Degoulet

USA Marketing and Support: Marylynn Slattery, Sean Mylett

Manual: Cynégéthic

90 DAY LIMITED WARRANTY

UBI Soft, Inc. (UBI Soft) warrants to the original purchaser that this product shall be free of defects in material and workmanship for a period of 90 days from the day of purchase. If a defect covered by this warranty occurs during this 90 day warranty period, UBI Soft will repair or replace the product or component part, at its option, free of charge.

WARRANTY SERVICE

To receive this warranty service:

Please call UBI Soft at (415) 332-8749 during business hours, 9:00 A.M. to 6:00 P.M. Pacific time, Monday-Friday. If the UBI Soft representative is unable to solve the problem over the telephone, you will be given further instructions. In some cases it may be necessary to ship the complete product **FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE** to UBI Soft.

The warranty shall not apply if the product has been damaged by negligence, accident, commercial use, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship. This warranty shall not apply if any product serial numbers have been altered, defaced or removed.

UBI SOFT Inc.
1505 Bridgeway Suite 105
Sausalito CA 94965 USA

WARRANTY LIMITATIONS

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OR MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL UBI SOFT BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OF IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, to the above limitation may not apply to you. The warranty gives you specific legal rights, and you may have other rights which vary from state to state.