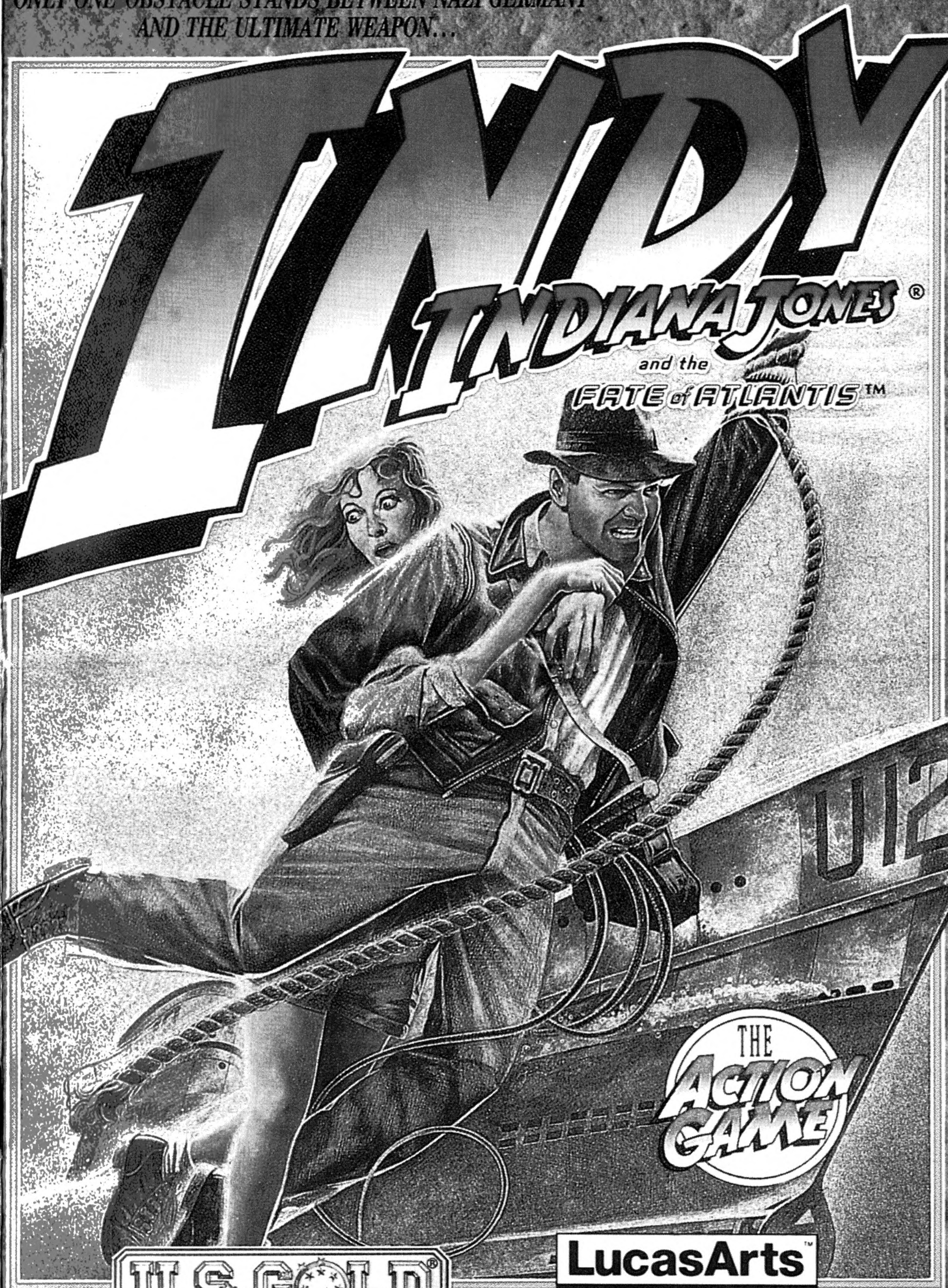ONLY ONE OBSTACLE STANDS BETWEEN NAZI GERMANY
AND THE ULTIMATE WEAPON...

INDY

INDIANA JONES ®
and the
FATE of ATLANTIS ™

U12

THE
Action
Game

U.S. GOLD ®

LucasArts ™
Lucasfilm Games ™

LUCASFILM GAMES™ PRESENTS

Indiana Jones and the Fate of Atlantis
The Action Game

About *Indiana Jones and the Fate of Atlantis*

THE YEAR IS 1938. Indiana Jones, famed archaeologist-adventurer, has come across two artifacts — a minotaur statuette and a mysterious bead — that he believes might be evidence that Atlantis did, in fact, exist. When the artifacts are stolen, Indy discovers that the thief had been carrying a magazine article about a psychic specializing in the lore of Atlantis. "Madame Sophia" turns out to be Sophia Hapgood, a long-ago colleague of Indy's.

Indy finds Sophia in New York City, where the thief appears again, this time relieving Sophia of *her* Atlantean artifacts. Despite his skepticism about Sophia's mystical approach to Atlantis, Indy agrees to let her accompany him in his search for the fabled island.

Indy and Sophia have no way of knowing that the thief is Klaus Kerner, a top Nazi agent working for Dr. Hans Ubermann. Using the stolen artifacts and one of the beads (called "orichalcum"), Ubermann confirms his theories regarding the incredible energies stored in the beads. Kerner is dispatched on a hunt for the presumed source of orichalcum: Atlantis. He is determined to succeed in his quest, and isn't about to let Indiana Jones stand in his way.

Meantime, Indy and Sophia have made their way to Monte Carlo, seeking one Alain Trottier, a dealer in antiquities who, they hope, can help them in their race against the Nazis to discover... *The Fate of Atlantis*!

Getting Started

TO START THE GAME on your computer, please use the reference card included with the game. It contains all the instructions specific to your computer.

The game opens with a series of stills depicting the events leading to the arrival of Indy and Sophia in Monte Carlo, followed by the credits screen, the high score table, and a "movie" showing gameplay hints and highlights. During the movie, you can change the camera angle (see the section entitled "Keyboard Controls" below, and your reference card, for more details about this feature), or you can press the space bar to restart the sequence. Pressing the space bar during the title screen will load the actual game.

Once you've started the program, a screen will appear displaying a two-character code and a window designation. Align the first and second characters on the outer and inner sections of the code wheel, and enter the corresponding code revealed in the designated window. The game will begin after the correct code is entered.

At any time during the title, credits or high score screens, you can press the F3 key to access the Options Screen and use the arrow keys and space bar to change the game's default control settings. Check your reference card for a list of the default settings on your computer.

The Display

THE DISPLAY CONSISTS of the following elements:

☞ The *Action Screen* is the largest part of the display. This is where the animated action takes place.

☞ The *Health Meter* appears in the upper right-hand corner of the display. It shows the currently selected character's health, and will drop if the character is hurt (health can be partially restored by eating chocolate). If the health level drops to a critical level, the character is knocked out, captured and imprisoned by the Nazis... it will then be

necessary for the remaining character to rescue him or her. If both characters are captured, the game ends.

☞ The *Compass* is located in the upper left-hand corner of the display. It shows the direction of the exit from the level, relative to the **current character**'s position. The compass needle will spin when you are at the exit point.

☞ The *Timer* appears on the left-hand side of the screen. It is activated when certain time-sensitive events are set in motion — if it completes a full sweep, the game is over.

☞ The *Selected Character Icon* indicates which character you are currently directing, and appears in the lower left-hand corner of the display.

☞ *Other Character Status* is shown on the bottom of the display. The moving sine wave represents the health of the **other character**: green indicates that health is good, yellow means that health is critical. If the sine wave turns red, the **other character** has been captured. The sine wave begins to flash when the **other character** is engaged in a fight. The green button means that the **other character** is in "go" mode; a red button indicates that you have told the **other character** to "stop". For further information, see "Controlling the Characters and the Camera Angle", below.

• The *Inventory*, located in the lower right-hand corner of the display, shows the item currently in use.

Controlling the Characters and the Camera Angle

AS THE GAME BEGINS, you are directing Indy in Trottier's casino in Monte Carlo. Sophia is elsewhere in the building.

You can move either Indy or Sophia by using the keyboard, joystick or mouse. The keyboard is always active; other devices must be selected on the Options Screen prior to starting the game. See your refer-

ence card for a description of the keyboard, joystick and mouse settings for your computer.

By pressing the *Switch Character* key, you can switch control to Indy or Sophia. You have full control over the character to whom you have switched (the "**current character**"); the **other character**'s actions are determined by the mode in which they have been set.

"Go" mode allows the **other character** to wander freely through the location under computer control. "Stop" mode limits the range to a smaller area. To change the **current character**'s mode, select the appropriate button (red for "stop" or green for "go") in his or her inventory, and press the *USE* key. To quickly change the **other character**'s mode, select the appropriate button and press the *USE* key *twice*.

Indiana Jones and the Fate of Atlantis features the ability to view the action from any of four angles. Using the cameras, which are placed north, south, east and west of any game action, will give you a better idea of the areas you're exploring, and can sometimes reveal objects — even doorways — that

would otherwise remain concealed. Your reference card lists the keys that control camera angle switching.

During their quest, Indy and Sophia will often find it necessary to defend themselves when attacked. To fight with an opponent, make sure you have a weapon selected, then face your opponent and press the *USE* key. At first, Indy can *USE* only his fists or his whip, while Sophia delivers a surprisingly effective kick if you have selected the shoe in her inventory. As the game progresses, you'll find other, more effective weapons.

If you fight well enough, you will knock out your enemy. This can be your chance to escape the conflict, though your opponent might have dropped useful items such as chocolate or money. But be careful: an unconscious enemy will soon recover and renew his attack.

Remember, the **other character** might wind up in an altercation while your **current character** is engaged elsewhere. Keep an eye on the *Other Character Status* display; if the sine wave begins to flash, you might need to switch characters and take over the fight.

.Message Icons

FROM TIME TO TIME, characters in the game will need to communicate with you. Since nei-ther Indy nor Sophia speak the local languages, the messages appear in the form of icons which you will have to translate using the following chart:

● "Thank you. Here are your chips."

▲ "Thank you. Here is the cash value of your chips."

■ "Sorry, this table is closed."

✚ You cannot carry any more.

⧖ "I'm sorry, no cash at this table. Please see the cashier to purchase chips."

☰ "Bet forfeited — you must remain at the table until your bet has been resolved."

✖ "I'm sorry, you have lost your bet."

✔ "Congratulations, you have won your bet."

╱ Do not hit the hotel guests.

● ● "Place your bet."

● ▲ "This is what I have to offer. What interests you?"

● ■ "Make me an offer."

● ✚ "Do not insult my intelligence with such petty amounts!"

● ⧖ "Enough haggling! I have lost patience with you; go away for now."

● ☰ You can't leave without both a map and the Lost Dialogue.

● ╱ "Enter security code."

● ⊙ "The security code is concealed in the lost dialogues."

▲ ● *Periscope Navigation Console*

Select Destination...

▲ ▲ You need wire cutters to defuse the bomb.

▲ ■ Choose first wire to cut.

▲ ✚ "To defuse the Mark II explosive device, cut the wires in the following sequence:"

▲ ⏳ "Tread not upon the Great Machine."

▲ ≡ "None shall pass until our king is pleased."

▲ ◉ "The king expects tributes in sufficient number."

■ ● Choose second wire to cut.

■ ■ Selected destination has been reached.
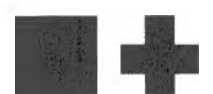
■ ✚ *Message Decoder* (to be used with German Morse code).

■ ⏳ Both of you should leave now.

The Levels
Casino

YOU'LL START OUT in the Casino in Monte Carlo: the roulette tables are rigged; can you crack the system and beat the house? Find Monsieur Trottier and strike the best deal you can for the artifacts and weapons he offers for sale — keep an eye out for Part One of the Lost Dialogue of Plato.

Now that the Nazis know you're here, you won't be able to get back out through the front door... once you've figured out your next move, you'll have to find another way out of the Casino.

Naval Base

EVADE THE SEARCHLIGHTS outside the Nazi-controlled naval base and try to get both Indy and Sophia inside the perimeter fence. Find the secret entrance to the submarine bay below: you'll need to crack a code to access the elevator.

Submarine Bay

NO COMBAT HERE, just quick thinking and even quicker action. Ubermann's research submarine is about to depart — destination: Atlantis. The alarm has been sounded; the Nazis know you've escaped the naval base.

Get Indy and Sophia aboard that submarine before the timer counts down and the sub leaves (the loading crane looks like your best bet...)

Submarine

THE NAZIS KNOW you're aboard, and they've booby-trapped the conning tower. Before you can search the sub, you'll have to

somehow deal with that bomb... before the timer counts down!

Make your way into the secret laboratories on board the sub. You'll be confronting Nazi agent Klaus Kerner in one of those labs — and he's armed with acid bombs!

Find the periscope so you can steer the submarine to the islands... one of them *has* to be Atlantis!

Islands

THESE ISLANDS MIGHT seem identical, but beneath one lies the lost continent of Atlantis. You'll have to find a way to appease the islands' chief before the natives capture you. You'll have to get into the chief's sacred cave... otherwise, you'll never learn whether you're on the right island.

Atlantis

NAZI SOLDIERS ARE everywhere on the race to the heart of Atlantis — you'll have to fight them off as you work out how to activate the Atlantean machines in the outer sanctum.

Once you've made your way to the inner sanctum, you'll be under attack by some pretty gruesome creatures... find out where they're coming from and try to put a stop to it... before it's too late.

INDIANA JONES® and the FATE of ATLANTIS™

ACTION GAME

REFERENCE CARD

CONTENTS

Your *Indiana Jones and the Fate of Atlantis* package should contain the following:

- Your game disk/ cassette.
- One User Manual.
- One Code Wheel (Atari St, Amiga and PC formats only.)
- This Reference Card.

GETTING STARTED
PC & COMPATIBLES

Note: We recommend that you first make backup copies of all disks and put the originals in a safe place. The disks are not copy-protected, so to copy them, just follow the instructions that came with your computer. Since the game saves files to disk, use your backups rather than the originals.
(For clarity, the instructions given below assume that you are using the A drive. If you are using drive B, substitute **B:** for **A:** and **B>** for **A>**. The hard drive installation utility will also work from drive B.)

To play *Indiana Jones and the Fate of Atlantis* from a floppy drive:
- After booting your computer, place Disk 1 in drive A, type a: and press **ENTER**.
- When you see the A> prompt, type **indy4a** and press **ENTER**.
- Insert other disks when prompted to do so.

To install *Indiana Jones and the Fate of Atlantis* on a hard drive:
- We have provided an installation utility that will automatically copy the program to your hard disk from floppies included in the package. To run it, boot your computer, then insert Disk 1 in drive A, type **a:** and press **ENTER**. When you see the A> prompt, type the word **install** followed by a space, the letter of your hard disk, a colon and then press **ENTER**. For example, if your hard disk is 'C', type:

Install c:

and press **ENTER**. Follow the on- screen instructions to install *Indiana Jones and the Fate of Atlantis* on your hard drive.

To play *Indiana Jones and the Fate of Atlantis* from a hard drive:
- Switch to the correct drive (for example, type c: and press **ENTER**).
- Type **cd\indy4a** and press **ENTER** (to change to the correct directory).
- type **indy4a** and press **ENTER** (to start the game).

Setting Preferences
When loaded, the program will select the best graphics mode and sound support for which your machine is equipped. It will also check to see if you have a mouse driver or joystick installed, and will set up the game appropriately. If you wish to override these default settings, you may do so by adding the following letters (separated by spaces) after typing **indy4a** when you start the game:

m	MCGA graphics mode(256 colours).
v	VGA graphics mode (16 colours).
e	EGA graphics mode (16 colours).
z	Invoke flicker- free option for some EGA boards.
f	Use snap scrolling to speed game play (VGA and EGA modes only).
i	Normal sounds (internal speaker).
q	Quiet mode (game starts with no sounds; the F8 key can be used to turn sounds on during the game).
n	No sounds (game plays with no sound whatsoever; the F8 key is deactivated this can help speed things up on slower machines).
h	Hints off (some common messages disappear).
s	Double game speed (for slower machines).
rx	Where x is RAM disk letter, transfers commonly used files to RAM disk for speed and reduction of hard disk usage.

For example, to force the game into MCGA graphics mode with hints off, enter:

indy4a m h

Copy Protection
Upon loading, you will be presented with an image of the codewheel that is included within this pack. Two letters/ numbers will be dis-

played beneath, followed by a number and a flashing cursor. Locate the first letter/ number on the outer wheel. Next, locate the second letter/ number on the inner wheel and rotate it until both letters/ numbers are adjacent to each other. You will notice that there are ' windows' cut into the inner wheel, next to which is a number. Locate the window whose number corresponds to the one displayed on the screen. Finally type in the letter/ number that appears inside the window and press **RETURN.**

NOTE: You may be asked to perform this procedure more than once to access the game.

Game Controls

Following are the default settings for game control. Use the **F3** key to redefine keyboard control.

ACTION	KEYBOARD	JOYSTICK	MOUSE
Run Forward	**Q**	**Up**	**Up**
Rotate Right	**P**	**Right**	**Right**
Rotate Left	**O**	**Left**	**Left**
Use(Inventory Item)	**TAB**	**Button 1**	**Left Button**
Jump/Drop Item	**A**	**Button 2**	**Right Button**
Select Inventory Item(*)	**SPACE BAR**	**Down**	**Down**
Switch Character	**=**	-	-
Rotate Camera Viewpoint Right	**F1**	-	-
Rotate Camera Viewpoint Left	**F2**	-	-
Redefine Keyboard Controls (**)	**F3**	-	-
Pause Game	**F7**	-	-
Toggles: Music Only/ Sound Effects Only/ Music & Sound Effects/ No Sounds	**F8**	-	-
Calibrate Joystick or Mouse	**ALT-J/ALT-M**	-	-
Restart	**F10 or ESC**	-	-
Quit to DOS	**CTRL-C or ALT-X**	-	-
Save Current Game (one game per disk)	**F4**	-	-
Load Game (current disk only) (***)	**F5**	-	-

* Rotate Right and rotate Left to scroll through inventory; Use to select Drop Item to discard it.
**Active only during the Title Page, Credit Screen or High Score screen. Rotate Right or Rotate Left to scroll to "New"; then Use to bring up the keyboard definition screen.
***Before confirming Load Game, insert the disk containing the desired saved game in the drive.

In Demo Loop
F1   Rotate camera viewpoint clockwise
F2   Rotate camera viewpoint anti- clockwise
F3   Go to control setup screen
F6   Toggle sound ON/ OFF

Permanently active
CTRL- C Quit Game
ALT-X Quit Game
ALT-M Calibrate (re- centre) mouse

ATARI ST/ CBM AMIGA

NOTE: We recommend that you make back up copies of the original disks, and then put the original disks in a safe place. The disks are not copy protected, so to copy them just follow the instructions that came with your computer.

You can play **INDY** from either a hard disk or a floppy drive.

To play Indiana Jones and the Fate of Atlantis from a floppy drive, turn on your computer and then insert **INDY Disk 1** in the internal disk drive. The game will now load automatically.

ATARI ST USERS:

To install Indiana Jones and the Fate of Atlantis on a Hard Disk, boot your computer from your hard disk. When the desktop appears, insert **INDY IV Disk 1** in the internal disk drive and double click on the icon for drive A. Now double click on the **INSTALL.TOS** icon within the window for drive A. Follow the on- screen instructions for the installation process. Installation will take a few minutes to complete.

To Play the Game from your HARD DISK, double click on the icon for the drive on which you installed INDY. Next, double click on the icon for the **INDY-IV** folder and, finally, double click on the **INDY-IV** icon. The game will now load.

NOTE: If you wish to save your high scores and keyboard configurations to a floppy disk, make sure the write protect tab on disk 2 is left closed (in the write- enable position).

CBM AMIGA USERS:

To install *Indiana Jones and the Fateof Atlantis* on a Hard Disk, boot your Amiga using the Workbench disk supplied with it. Alternatively, if you have an auto boot hard disk, boot your Amiga from that. Once the Workbench screen is displayed, perform the following steps:

1. Open a window for your hard disk by double- clicking on the hard disk's icon.
2. Insert your backup of the **INDY IV disk** in any floppy disk drive and double click on the **INDY IV disk icon** when it appears.
3. Using the mouse, drag the **INDY IV drawer** icon from the **INDY IV window** into the window for your hard disk. This will copy all of the necessary files from the **INDY IV disk** to your hard disk. This process will take a few minutes to complete.

To Play the Game from your HARD DISK, double click on the **INDY drawer** from Workbench. Double click on the **INDY-IV icon**. The game will now load.

If you experience difficulties in running INDY from your hard disk, ensure that you close any open windows on the Workbench screen before double clicking on the **INDY icon**.

Do not attempt to multi- task other software with INDY as this may cause the game to malfunction.

COPY PROTECTION
Upon loading, you will be presented with an image of the codewheel that is included within this pack. Two letters/ numbers will be displayed beneath followed by a number and a flashing cursor. Locate the first letter/ number on the outer wheel. Next, locate the second letter/ number on the inner wheel and rotate it until both letters/ numbers are adjacent to each other. You will notice that there are 'windows' cut into the inner wheel, next to which is a number. Locate the window whose number corresponds to the one displayed on the screen.Finally type in the letter/ number that appears inside the window and press **RETURN**.

ACTION	KEYBOARD	JOYSTICK	MOUSE
Move Forward	Q	Up	Up
Rotate Right	P	Right	Right
Rotate Left	O	Left	Left
Fight/ Use(Inventory Item)	TAB	Down	Right Button
Jump	A	Fire	Left Button
Drop Item	0 on keypad*	Fire + 0 on keypad*	Left Button + 0 on keypad*
Enter Inventory Mode	SPACE BAR	SPACE BAR	SPACE BAR
Switch Character	+	-	-
Rotate Camera Viewpoint Right	F1	-	-
Rotate Camera Viewpoint Left	F2	-	-
Go to Setup Screen	F3	-	-
Pause Game	F7	-	-
Toggle sound ON/ OFF	F6	-	-
Restart	F10 or ESC	-	-
Quit to DOS	CTRL-C or ALT-X	-	-
Save Current Game	F4	-	-
Load Game	F5	-	-
Toggle NTSC/ PAL screen mode (**ATARI ST** versions only)	ALT-F8	-	-
Calibrate Mouse	ALT-M	-	-

*A600 Users please note: Use the 'Define Keys' option on the setup screen to allocate a valid key for this function.

LOADING INSTRUCTIONS

SPECTRUM CASSETTE: Type **LOAD ""** and press **ENTER**. Press **PLAY** on your cassette recorder. Follow on- screen prompts.

AMSTRAD CASSETTE: Press **CTRL** and small **ENTER** keys together. Press **PLAY** on the cassette recorder. Follow on- screen prompts.

AMSTRAD DISK: Type **RUN"DISK** and press **ENTER**. The game will load and run automatically. Follow on- screen prompts.

JOYSTICK CONTROLS

MOVE FORWARD

TURN LEFT   TURN RIGHT

DOWN LADDERS/ USE ITEMS
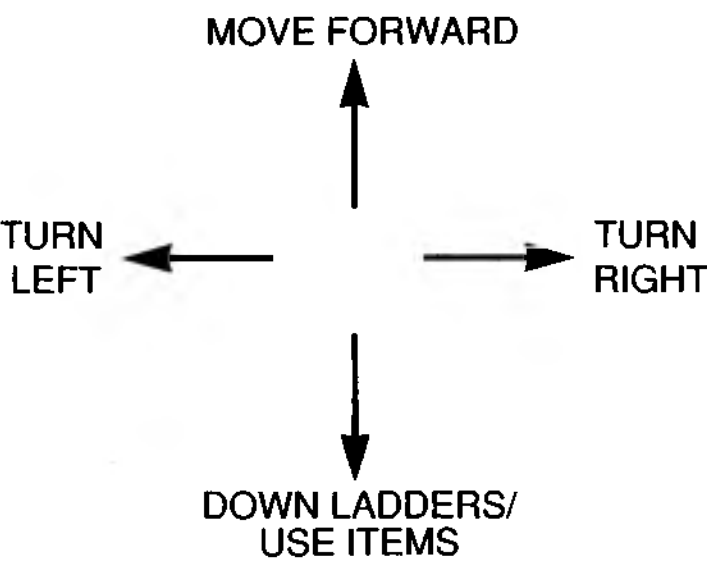
KEYBOARD COMMANDS ACTION	SPECTRUM	AMSTRAD
Forward	Q	Q
Select/ Use Items	SPACE	SPACE
Turn Left/ Scroll Inventory	O	O
Turn Right/ Scroll Inventory	P	P
Jump	ENTER	RETURN
Rotate Camera Clockwise	E	E
Rotate Camera Anti- Clockwise	W	W
Enter Inventory Mode	A	A
Pause ON/ OFF	H	H
Scroll Inventory	O + P	O + P
Change Characters	EXT MODE	COPY
Drop Item	D	D
Quit Game	H + X	H + X

AMSTRAD USERS NOTE:
Q and **A** are used at the roulette table for **UP** and **DOWN**. **O** and **P** are used at the roulette table for **LEFT** and **RIGHT**
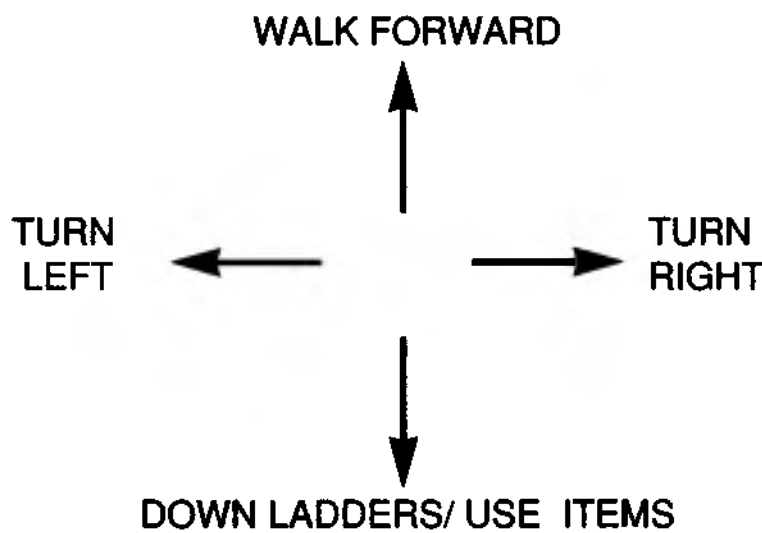
CBM 64/ 128

LOADING INSTRUCTIONS

CASSETTE: Press **SHIFT** and **RUN/ STOP** keys together. Press **PLAY** on your cassette deck and follow on- screen prompts.

DISK: Type LOAD"*",8,1 and press **ENTER.** The game will load and run automatically. Follow on- screen prompts.

JOYSTICK CONTROLS
Use Joystick port

WALK FORWARD

TURN LEFT

TURN RIGHT

DOWN LADDERS/ USE ITEMS

KEYBOARD COMMANDS ACTION	KEYBOARD
Forward	**W**
Down Ladders/ Use Selected Items (See Joystick Controls)	**S**
Turn Left	**P**
Turn Right	**O**
Jump	**J**
Rotate Camera Clockwise	**1**
Rotate Camera Anti- Clockwise	**2**
Inventory Mode & Select Item	**SPACE**
Pause ON	**RETURN**
Pause OFF	**FIRE**
Change Characters	**C**