



I bought Indy in the EGA version. But as I was writing this walkthrough I realised, that the graphic of this old version was very poor. I looked in the net and found a download for the VGA version.

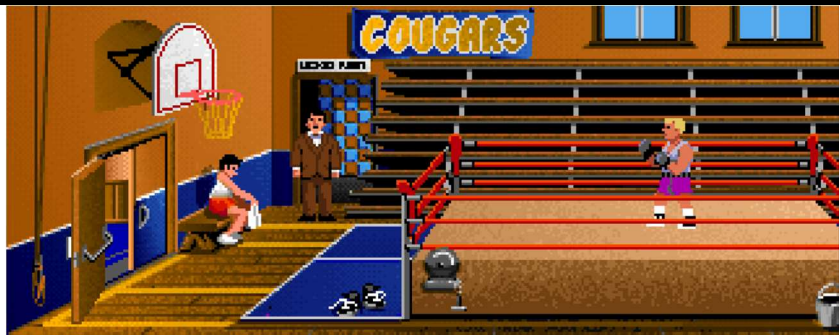
<https://gamesnostalgia.com/download/indiana-jones-and-the-last-crusade-the-graphic-adventure/3121>

But in this version you don't have to use the handbook and enter a code at the beginning. So I think, this is a crack. And I doubt, that it is legal. If you download this version, I warn you, that it might be illegal. But the page has more than 7 million visitors and if Lucas Games think, that this is not correct, they would have forbidden this page. At all, Indy and the Last Crusade is more than 30 years old and who, except the nerd, would buy such a game.

Let's be a nerd and play a wonderful game of the old times again.

There is an Indy IQ in the game. If you play the game more than once, you can reach 800 IQ points. But therefor you must play the game at least 2 or 3 times. I show you the maximum points in one walkthrough and show you the points, you can get with the next turn.

After intro you stand in the gym. Go back to the cabin and have a fight with the trainer. You will have to fight against a lot of Nazis, use the training. Use number block and try.



For the fight:
Numbers in direction of the enemy: attack,
middle = block, other fall off.

Go back to Marcus.
Talk to Marcus. Use
answers 3-1.
Go to your office.



Talk to Students:
3-3-3 for the first 5 IQ.
There is another
option, we do it later.



5

Pick up Papers three
times until you find a
package. **Open
Package** for Book of
Grail. **Open Window**
and leave. Cutscene.



Go back in the office
and **Talk to Students:**
choose 4-4-4. Leave
through window,
Travel to Indy's home.



10

Push Bookcase in the
corner. **Pick up Sticky
Tape, Pick up
Painting.** Exit and
enter the window.



Σ
15

Use Sticky Tape with Jar. Return to the home.



Pick up Plant, Pick up Table Cloth, Use Small Key in Chest, Take Old Book. Exit and **Travel** to Venice. Cutscene.



In the library go left to the bookshelf in the front. You have to find three books: How to fly a biplane, Mein Kampf, Book of Maps.



Pick up Cordon, Pick up Metal Post. Look Grail Diary. Find the window, which is **JUST** like the painting.



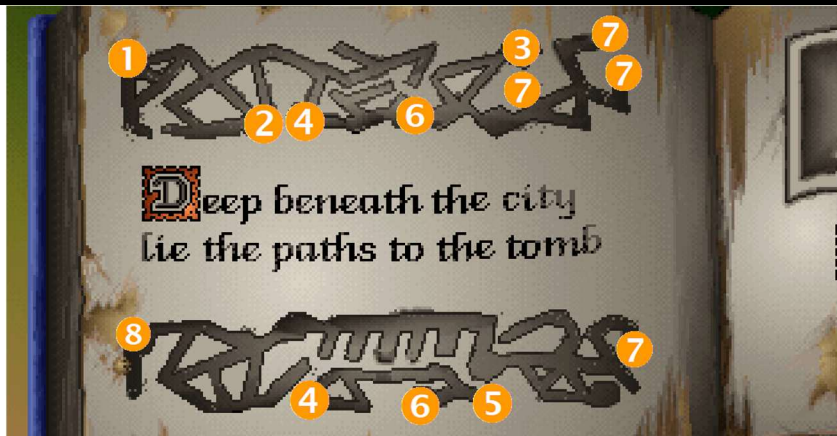
Look again in the diary and read the right page. Look at the left or right statue and **Use Metal Post** with the correct slab.



You are in the catacombs. You take a **Look in the Book of Maps**. The ornaments are a map. Below I made some marks.



You start with ❶. Walk to the left tunnel.



At ❷ **Take** Captian Hook's **Hook**. Leave right. You pass ❹ and ❻ to reach ❸.



Open manhole and leave to the restaurant. Go left.



Look Bottle, Pick up Bottle. Go to the fountain at the bibliotheca. **Use Fountain with Bottle.** (should be full water)



Retrun to the manhole and go to ❹. **Use bottle on Torch. Pull Torch.** You are now on the lower map at ❹.



Go to ❺ over the bridge and Look carvings. Note the two lines at the end. Best: make screen shot.



Either the Persian manuscript Al-Jawf sent to Dad, or that letter from Staubig about the Book of Merlin...

Go back to the bridge.
Use Hook on Wooden
Plug. Use whip on
Hook. Go to ⑥ and
climb up.



5

Now you can reach all
of the ⑦. First left after
the (formally) water.
**Use Cordon with
machine. Use Wheel.**



The upper right ⑦ are
both the same room.
Right also turns left,
left also middle. **Look
Grail Diary and Push.**
Dead means start at ③



5

Go through the door
over the bridge to ⑧.
Look Grail Diary and
Push the skulls to play
the tune. Leave right,
but no map.



5

Go down, right and up to the top. Right and next down to the
bottom. Second up and second right, next down to the bottom
and right.

**Open Casket. Look in
Casket. Open Rusty
Log** and leave to the
surface. Cutscene until
you are at the castle.
Save before the
surface.



5

Σ
45

Enter the castle through the door. Use **2-1-2** and get **5 IQ**. You can also give him a punch, but only 1 IQ.



5

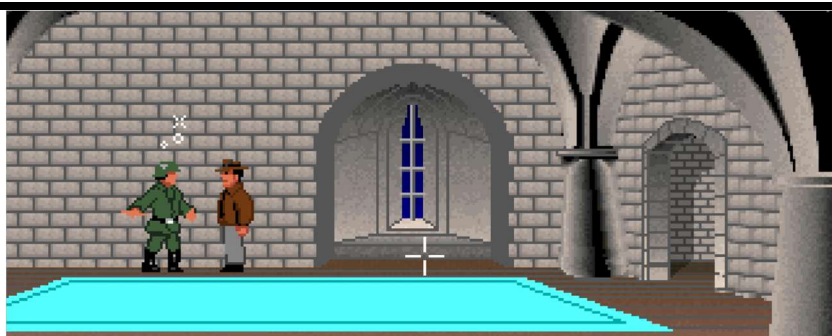
That's the problem with the IQ: the alternative is only possible in a next walkthrough. I'll give you the alternative, but play only the maximum points. And ... no map in the castle.

You enter the castle and a butler runs to you. **Use 2-1-2** and he is gone. Cutscene and go through the left way.



5

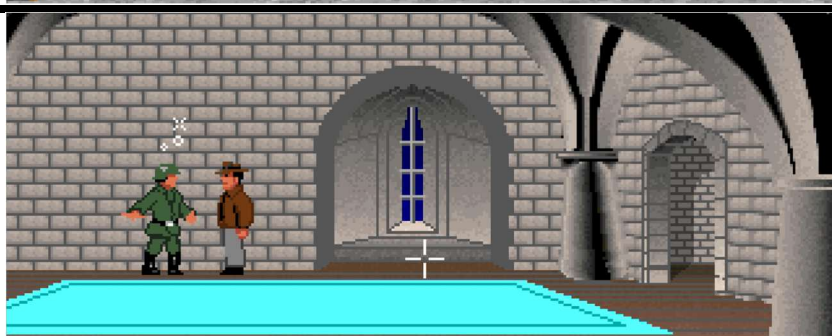
Go right and to the door in the right corner. Talk to soldier. Use 3-2. He gives you a Stein and you leave. Go one door up.



Use Stein with spigot. Use Stein with cole. Use Stein with Spigot. Take Roasted Boar. Return to drunken soldier.



Talk to Soldier. Offer an Item: Stein. Talk to Soldier with 1-3-1. And Throw a Punch. You get the stein. Refill stein in kitchen.



2

1

Σ
53

Here is one of the rare situations to get both IQ's. And I found a map of the first floor.

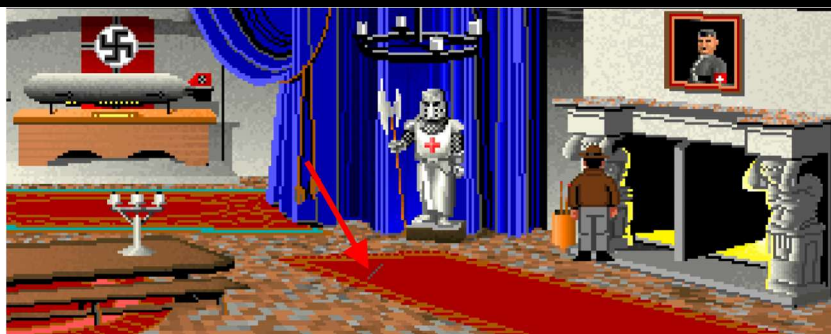


No go back to the hall and leave to the left. You enter the floor with the blue carpet. Go to ❶. With the guard use 3-2-1.



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In ❷ go left and **Push Armor** to left a mark on the floor. You can open the fireplace.

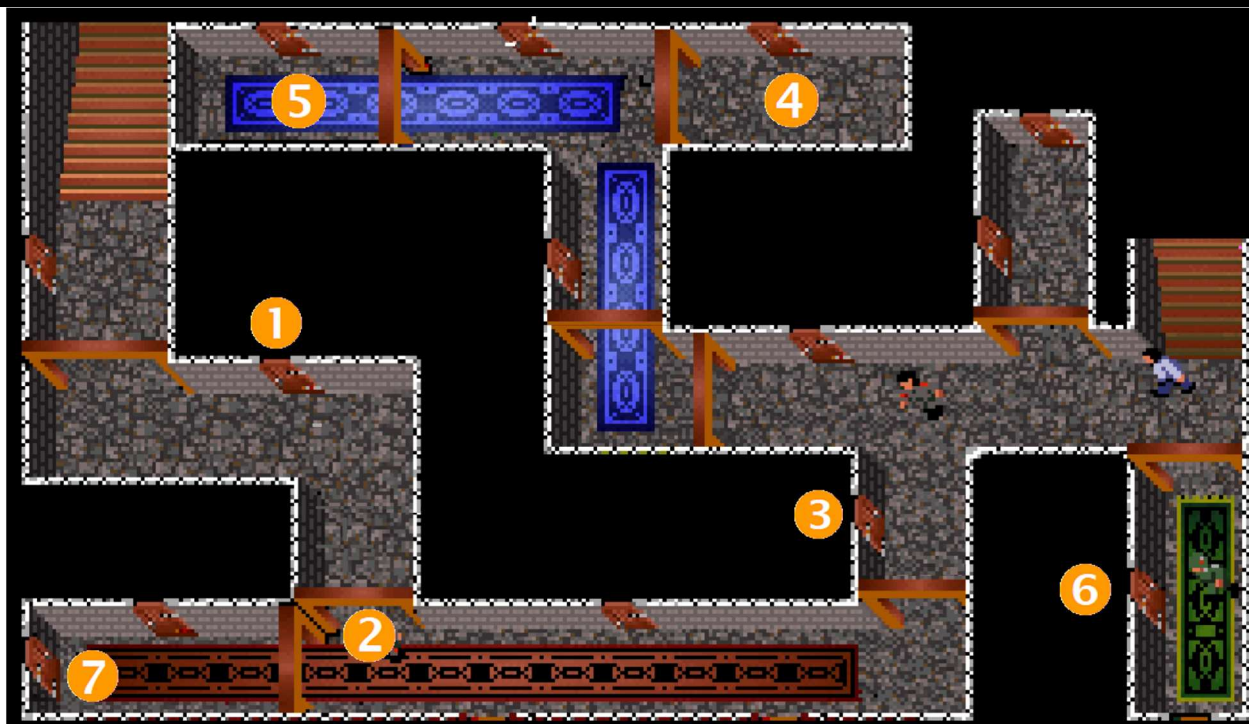


At ❶ **Pick up Servant Uniform** on the left. If you want to take the grey uniform, it's locked up for later.



Go to ❸, **Talk** and use 1-2-2 with the guard to get 15 mark. Punching both wards gives 3 IQ per person.

5
63



Enter at **①**, **Open Chest**, **Look in Chest** for 50 marks. **Use Servant Uniform**. Leave to the corridor.



Walk to **②**. **Give the picture** to the warden. Soon a cutscene. Remember the drawer.



5

At **③** **Open Chest**, **Look in Chest**. **Look Uniform**. You get a brass key. Go back to the stairs, change then back to **Indy Wear**.



Go in the 1st floor to **①** and **Use Brass Key on Lock**. **Pick up Grey Uniform**. Go back to 2nd floor and change to **uniform**.



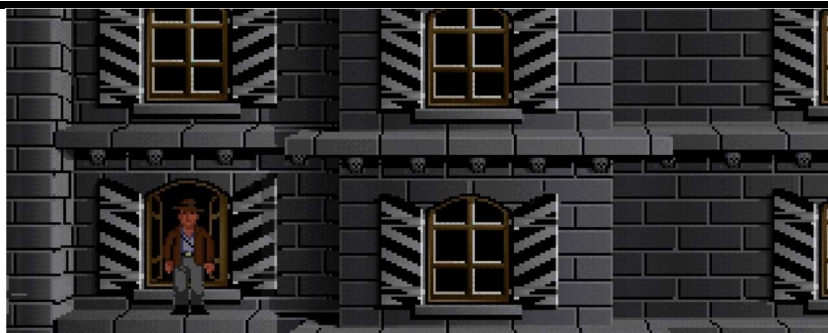
Go to ❶ and leave left.
Use ❸ to pass through
the door behind.
Go to ❹ and use ❸-2-3
and leave through the
door. Punching both
are 5 IQ each.



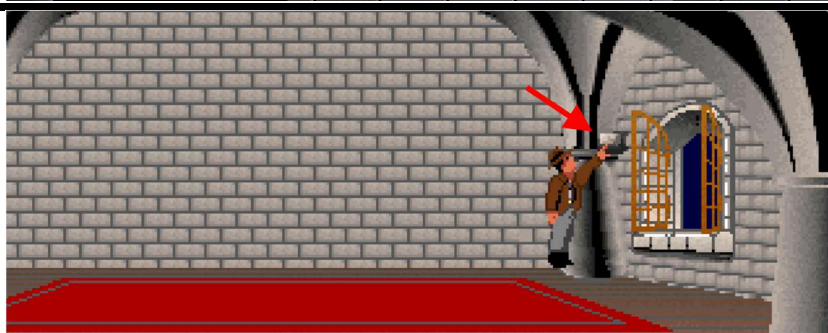
8

8

Go through the back
door. **Open Window,**
Go to Window. In the
window right you can
Punch a ward.



Next window: **Open**
Window. Push Loose
Brick. Back out again.



Use Whip with Stone.
Enter the first window
and find father.



5

Σ
89

Open cabinet to find
75 Marks. Daddy don't
follow through the
window, so find the
key.



Go back out, use again whip with stone and enter left window.
Change to uniform. Exit and go to ❺.

Give Mein Kampf to ward. Use Stein on Grating.



15
25

Go to ⑥. Talk to ward dead with 3-1-2-1. Enter room and **Pick up First Aid Kit**, but don't use it now.



Enter the 3rd floor and use 1-2-1 at the ward. Go in the first door. Here is the map of the 3rd floor. Enter at ①.

8



Give Roasted Boar with Dog. Pick up Torphy. Open Drawer. Pick up Pass. Leave.



Go back to the first floor and to the Kitchen. Don't forget to change back to Indy Wear! Go to the kitchen ③ and **Use Trophy with Spigot**. Return to the 3rd floor after changing back in grey uniform.

On the way down go to ⑦ on the 2nd floor. Go to the Mona Lisa and **Push Painting**. **Open Vault**.



Look at (great) **Picture**. This is the second hint for the correct grail. On this one the grail don't glow, but it can clow.



10

As you return to the 3rd floor you meet Biff. **Offer an Item**: the **Trophy with ale** and now you win the fight.



15

Go to ②. The guard is Sigfried and let you pass with **3-2-3**. **Pick up Silver Key**.



8

Go to ③. **Use Silver Key** and free daddy.



5

Σ
183

Some websides say, that you can flee with Henry (25 IQ). But then you miss a lot. If you give Oberst Vogel the wrong book (30 IQ) you will miss the Berlin section.

So I got caught and
said Not in your life,
Nazi scum.



Pull Stair until you
reach the mark of the
axe. **Push Armor.**
Push left **Statue** and
leave the castle.
Cutscene.



15

At the next border you
use **3-3-1-1** and end
up in Berlin. Cutscene.



5

You meet Adolf and
Offer an Item: Pass.
That's the best choose
for the following.



40

Next stop is the airport.
Indy goes to the right
and **Talks** twice to the
man, 2. At the second
time change to Henry
and **Pick up Tickest.**



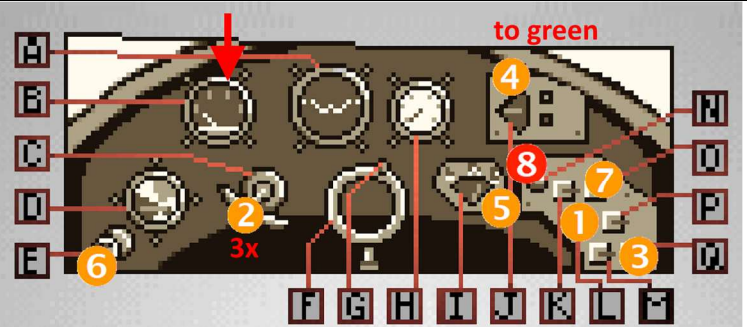
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Leave left. Now you
stand out on the field.
Now you have to
decide, whether you
take the **plane** or the
zeppelin.



Σ
248

1. Turn on APU (switch L).
2. Pump oil pressure handle (C) three times.
3. Turn on fuel pump (switch Q).
4. Switch to tank with fuel in it (J).
5. Turn on both magnetos (D), push switch to far right position.
6. Pull throttle out (E).
7. Switch ignition on (O).
8. When APU meter (B) reaches 300, press ignition button (N).



If you take the plane, read the manual. At the first attempt you surely miss the start. So save at the field. You get 10 IQ for the start, but have 7 (or 6) controls to pass. That depends how long you fly. Show the pass with



10

5
each

Adolf's sign. You get also point for

More fun in the zeppelin. Go to the stairs and enter. If you punch the controller you get 10 IQ.



Switch to Henry and go left to the piano. Before you **Use coins in bowl** the piano player place Indy aside the door. Switch.



Open Door, Open Locker and leave again. Henry puts another coin in the bowl and Indy enters again. **Pick up Wrench, Use Wrench**



on Radio. Leave.

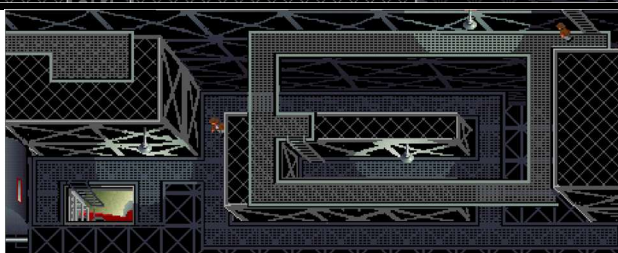
Use Wrench on hole.

Use Wrench to get the ladder. **Save!**

Now begins a little game of luck: find the way to the biplane.



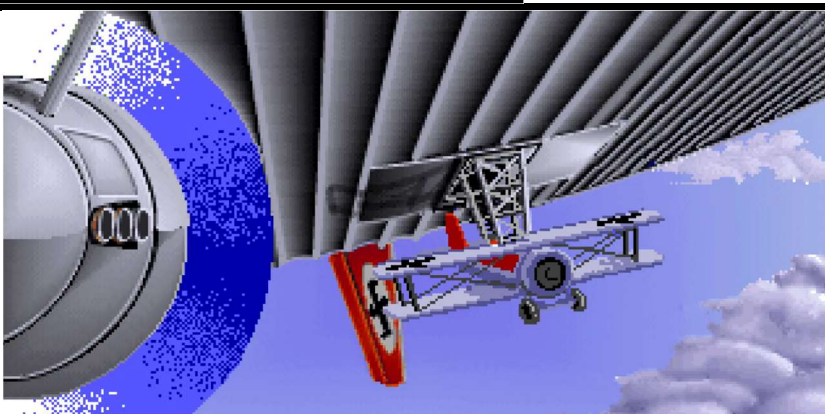
Enter the inner zeppelin and leave upper left corner. Avoid the guards by changing the way. But in some cases you have no chance.



5-15

Depends
on time

At the biplane Henry awaits you and the start is automatically. Again you can get points for planes and end up at the farm.



Use **blue car**. Again you have to pass some controls, but only up to three. Show the signed pass for 5 IQ's



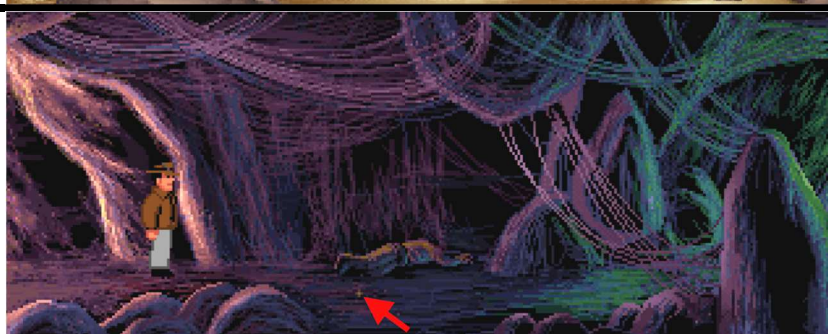
5
each

You finally reach the temple. **Save now**, later it is until the end impossible.



Σ
278

Enter the temple and Henry will be shot. Now go right until you see the first dead man. Click on the lighter point beneath the man.



Look, how the word "Jehovah" is spelled. Only those letters are save. And the floor and the spelling changes. So I have no way for you. Look ahead and find it by yourself.



After the invisible bridge (just click on the other side) you are at the Grails. Choose.



You see glowing and non-glowing Grails. Remember the painting. Look at the carvings in Venice. Here is the list of possible text from left to right:

Irish poem, found in a abby: → Olive wooden cup on a silver tray
 Persian Manuscript of al Musafir: → Dented shallow pewter bowl with engraving
 Telegramm of Codirolli from Italy: → Large ceramic drinking cup
 Welch Text of Taliesin: → Wooden Cup with holy Symbols
 Newspaper cutting "Celtric Scholar": → Silver bowl with spells of blessing
 Report of Abot Hildegard from Bingen: → Brass chalice inscripted in Greek
 Diary of a Byzantine Mearchant: → Plain metal cup
 Story of Sir Richard Burton: → Ceramic bowl with unknown writing
 Newspaper cutting "Neues Evangelium": → Plain shallow bronce vessel
 Letter of Staubig about Merlin: → Pewter chalice with Aramaic Inscription

Now you find the Grail, respecting the glowing of the Grail.

Use Grail with holy water. You are back at the entrance. Here you heal daddy.



90

Three options:
 Take Grail at once and give it to the knight.
 Elsa take the Grail and you rescue Grail and give it back (75)
 Don't rescue Grail (50).



100

Σ
468

Spin off.

If you want more IQ, replay and do other actions then you did before. But this is a hard work. Maximum IQ is 800. For this you have to save a lot, replay all scenes, until you have done all variations. Reload, play again ... I don't like this.