

Walkthrough for Indiana Jones and the Last Crusade: The Graphic Adventure | Adventure Gamers

=====
===

FAQ/Walkthrough for
INDIANA JONES AND THE LAST CRUSADE

=====
===

1. Introduction

=====
===

Made in 1989, Indiana Jones and the Last Crusade is a point and click adventure from LucasArts. It follows a similar plot to the film, with Indy trying to find the location of the Holy Grail. On the way, he must find a way out of the catacombs in Venice, and save his Father from the Nazis in Brunwald Castle. Most adventure games have little replay value as they only offer one way of getting through the game, but in the Last Crusade there are many different routes to find, and you may not even see all of the available locations, items and characters on one playthrough. This adds a lot of depth to the game. The puzzles are fun to figure out, the mazes aren't too frustrating, and the game keeps a good humour throughout. This is a great early adventure from Lucasarts.

=====
===

2. Walkthrough

2.1. New York

BARNETT COLLEGE

The game starts in the college gym. Although you don't have to do anything in here, you can let Indy practice boxing by walking into the locker room. It is useful to do this now as there are some fights later on in the game which can be quite difficult if you haven't had any practice with the fighting system. When the boxing coach asks Indy if he'd like to spar, select one of the top three speech options to begin the fight. The keys 3, 6 and 9 are used for the three types of punches (low, middle and high), 2, 5 and 8 for the blocks (low, middle and high), and 1, 4 and 7 to back away. This applies when Indy is facing right, so the keys would switch if Indy faces left. Take note of the punch power, which raises in power if Indy rests for a short time.

After you've had enough boxing practice, walk west through the doorway to the hall. Open the right door in the hall and enter the classroom, where a crowd of students have gathered. Talk to the students and say "Just a moment, folks. I'm sure we can work something out.". Say "Please relax. I have a solution that is fair for everyone.". Say "Irene, take down names and I will see everyone in order.". In the office, pick up the junk mail, the letters and the papers to

reveal a package. Pick up the package and Indy will drop the junk back on the desk. Open the package to find the grail diary. Open the right window and go outside. After the cutscene where Donovan talks to Indy about the Holy Grail, the travel option will appear on the menu. Travel to Henry's House.

HENRY'S HOUSE

Pull the bookcase at the right side of the room and it will fall over. Pick up the sticky tape on the back of the book case. Walk to the right room and pick up the painting on the wall. Exit the house to return to the college.

BARNETT COLLEGE

Walk to the left window. In the office, use the sticky tape on the jar on the middle shelf to find a small key. Go outside and travel to Henry's house.

HENRY'S HOUSE

Pick up the plant on the table and then pull the table cloth to see the chest. Use the small key in the chest and pick up the old book. Exit the house to return to the college. There is nothing else to do here, so travel to Venice.

2.2.

Venice

SURFACE

Exit the library and walk to the left side of the area to see a couple sitting at a table. Look at the wine bottle and Indy will mention that it was made in a bad year. Pick up the wine bottle. Walk back to the right side of the area and use the wine bottle on the fountain. Enter the library.

Go through the bottom-left exit to the stacks. Use the "what is" command on the green books on the left shelf until "books" changes to "book". Pick up the book to get the manual. Walk west to the next room and take the bottom-left exit to the stacks. Pick up the leaning red book on the right bookcase to get Mein Kampf. Walk west to the next room and take the bottom-left exit to the stacks.

Use the "what is" command on the books on the second shelf from the bottom on the right bookcase to find the book. Pick up the book to get the book of maps.

Walk west through the library until you see the red cordon in the room with the roman numerals. Pick up the cordon barrier and the metal post. Look at the Grail Diary to see an image of a window along with a clue below it. Walk through the library until you find the window that matches the window from the Grail Diary. When you think you've found it, look at the window. Indy will say "It looks JUST like the picture in the diary!" if it is the correct window. Now that you have found the room, you now have to find the correct slab.

To find the correct slab, refer to the clue from the Grail Diary. It may say "If he would enter, follow the first on the right." or something similar, as the clue changes with each game. There are inscriptions on the two pillars in the room, and there are three numerals on each inscription. The "first on the right" clue means that the correct numeral is the first number on the right

inscription. Now use the metal post on the correct slab to enter the catacombs.

CATACOMBS

Look at the book of maps to see two maps. The top map is based on the current floor of the catacombs. Go through the left tunnel to enter the maze. Note that all directions in the maze are given from Indy's perspective, so if you have to go left, make sure that you turn to Indy's left. To start with, follow the path without going left or right to arrive in a room with two skeletons. Pick up the arm of the right skeleton to get the hook. Go east through the tunnel to return to the maze. Go right at the junction and take the next right to enter the torch room. Use the wine bottle with the torch to loosen the mud. Pull the torch and Indy will fall down to the lower floor of the catacombs.

Follow the path right. Go right at the first junction and left at the second junction to enter the wooden plug room. Cross the bridge and continue east to the tunnel. Look at the inscriptions and write down the two accounts of the Grail, as it is essential to know them later on in the game. Walk back through the tunnel. Use the hook on the wooden plug and then use the whip on the hook to pull the plug. Go west to the maze. Walk left at the junction to enter a room with a ladder. Climb up the ladder to return to the top floor.

Walk east through the tunnel to enter the maze. Take the first right to enter a room that was previously full of water, but was drained when the wooden plug was pulled. Go through the tunnel at the right side of the room. Take the first left to enter the machine room. Use the red cordon from the library on the machine, then use the wheel to lower a bridge in a different room. Exit the room. Go left at both junctions and follow the path to the statue room.

Look at the Grail Diary. The aim here is to pull the statues so that they match the correct configuration shown in the Grail Diary. Each statue has four images on it. Things are not quite as easy as they first seem however, as pulling the first statue will also switch the middle statue once, and pulling the right statue will switch the left statue twice. Try and get the image on the right statue correct first, then the left statue, and finally the middle statue.

If the statues match the Certain Death configuration shown in the Grail Diary, Indy will end up in a room with a sewage pipe. To return to the room with the statues, go through the left tunnel, follow the lower path and take the first path on Indy's left to return to the empty room. Go through the tunnel at the right side of the room, take the middle path, go left at the junction and keep following the path to arrive back at the room with the statues.

After putting the statues in the correct configuration, the door will open. Go down the staircase to the next section of the catacombs. Follow the path and take the first right. Continue left at the junction to enter a room with a bridge, which will be lowered if you put the red cordon on the wheel and used the machine earlier on. Cross the bridge and go through the tunnel. Walk up to the corner and then follow the path left to a room with skeletons. Walk west through the tunnel to exit the room. Take the top path at the junction, then continue left along the path to enter a room with lots of skulls.

Look at the Grail Diary to see a series of five notes. The notes represent the skulls on the table in this room. The highest note is the left skull, while the lowest note is the right skull, with all of the other skulls taking the place of the notes in between. So start with the first note. If it is placed on the

top bar of the staff in the Grail Diary, then you would push the first skull.

If it is placed on the second bar from the top, push the second skull, and so on. Push the correct skulls for all of the notes in the Grail Diary and the door will open. Go through the doorway to the final section of the catacombs.

Walk down to the next screen. Take the first path left, second path right, third path left, second path right and right at the junction. Follow the path

to the room with the casket. Open the casket and then look in the casket.

Walk

to the right side of the room and pull the old rusty lock on the grating.

Walk

to the sewage pipe. Open the manhole cover and then go up to the surface.

2.3. Brunwald Castle

FIRST FLOOR

Go through the doorway to enter the castle. The butler meets Indy at the door

and starts talking to him. Say "Are you the one with the relatives in town?".

Say "No, he's fine, but you must go to him immediately.". Say "I can prove that

I know Otto.", and the butler will leave. Go north through the top doorway to

enter the maze. Go down to the corner, right to the junction, down and open the

door on the right to enter a room with a drunk soldier. Say "What are you doing

here?". Say "I didn't expect to find a philosopher here!". Say "How is your commanding officer?". Talk to the soldier again and say "Hello, and how are you?". Say "May I get you another drink?" to get the stein. Exit the room.

Walk up and open the first door on the right to enter the kitchen. Use the stein on the spigot on the keg, then use the stein on the hot coals below the roast boar. Wait for the steam to disappear and then pick up the roast boar. Go through the left doorway. Walk down, go left at the junction and up at the corner to return to the entrance room. Go through the right doorway to the room with the green carpet. Open the door and go through the doorway to the maze.

Walk down to talk to the guard. Say "Where is the prisoner? I've come to interrogate him.". Say "Gestapo. Special investigations. I'm Dietrich's successor.". Say "How do you know about that? Are you leaking information?". The guard will now ignore Indy. Walk down and go through the first door on the left. Use the suit of armour at the right side of the room. The axe falls on the floor and leaves a mark that will be important later on. Exit the room.

Go through the door on the right to enter the closet. Get the servant uniform on the shelf at the left side of the room. Go through the doorway to the maze.

Walk up to the junction, left to the corner and up to meet another guard. Say "Hi! I'm selling fine leather jackets like the one I'm wearing.". Say "I've got authorization. How else would I get here?". Say "15 Marks. Just the thing for guard duty on cold nights.". Walk up, then left. Go upstairs.

SECOND FLOOR

Go through the first door on the left. Use the servant uniform to wear it. Exit the room to return to the maze. Walk down to the corner and open the door on the right to enter a room with a chest. Open the chest and look at it to get 50 marks. Go through the right doorway to return to the maze. Walk down to the carpet and wait for the guard to approach Indy. Offer an item and select the painting from the inventory. The guard will leave and a cutscene will be shown

a few seconds later. After the cutscene, go right to the corner, then go up and open the first door on the left to enter another room with a chest.

Open the chest and look at it to get the uniform. Go through the doorway to return to the maze. Go down to the corner, left to the junction, up to the corner, left to the corner and open the door on the left near the stairs to return to the empty room. Use the IndyWear and Indy will return to his normal clothes. Exit the room and go down the stairs to return to the first floor.

FIRST FLOOR

Walk right to the corner, down to the corner and continue down at the junction.

Open the first door on the right to enter the closet. Look at the uniform in the inventory to discover a brass key. Use the brass key on the grey uniform and then pick up the grey uniform. Go through the doorway to return to the maze. Walk up to the junction, left, up and left. Go up the stairs.

SECOND FLOOR

Walk down, right, down to the junction and open the first door on the right to enter an empty room. Use the grey uniform to wear it. Go through the right doorway to the room with the guard. Say "I'm on official business. May I pass?". Open the left door and go through the doorway to return to the maze. Walk up to see three doors. Open the right door to meet another guard. Say "Greetings my friend. How is sentry duty today?". Say "No, I was transferred here today. New orders.". Say "Certainly! You do have top secret clearance?" and he will mention Sigfried. Go through the doorway on the right.

Go down at the junction and right at the corner to meet a guard. Say "Greetings, my friend. How is sentry duty today?". Say "What! You don't remember me?". Say "Soldier! Is that any way to speak to a superior officer!". Say "Colonel Vogel knows of me. Please call him right away.". Walk down and open the door on

the
left to enter a room with a first aid kit room. If Indy has fought any of
the
guards in the castle, use the first aid kit to heal him. You can save in
this
room, and change into the grey uniform if you haven't already done so. Exit
the
room to return to the maze. Walk up and go upstairs to the third floor.

THIRD FLOOR

Walk left to talk to the guard. Say "Soldier! Your pants are wrinkled!". Say
"And no time to remove the stain on your jacket?". Say "Sauce? You buffoon!
You
waste my time, stand aside!". Go through the first door on the left to enter
the office. Walk over to the left side of the office and give the roast boar
to
the dog. Pick up the trophy on top of the file cabinet. Open the file
cabinet
and pick up the pass from the drawer. Exit the room and go downstairs.

SECOND FLOOR

Walk left, down at the junction and left at the corner. Continue left and
open
the door at the end of the hall to enter the art gallery. Walk to the left
side
of the room and push the large painting to reveal a vault door. Indy knows
the
combination to the vault as it was written on the pass, so open the vault
door
and then walk inside the vault to see the small picture that Indy gave to
the
guard earlier on. The important object in this room is the big painting of
the
Grail on the wall, as you can now find out which is the correct Grail.

To find the correct Grail, refer to the notes you (hopefully) made when you
read the inscriptions in the Venice catacombs. When I last played the game,

the inscriptions in the catacombs listed the Persian manuscript as one choice for the Grail and the letter from Staubig as another choice, although the choices vary and may not be the same on your game. Once you know the two choices for the Grail, refer to the Grail Diary that was included in the game box.

Taking the names I had as an example, the Grail Diary page about the Persian manuscript mentions that the Grail is a shallow bowl of pewter engraved with a design and seemed to glow. The letter from Staubig mentions that the grail is a chalice of pewter with words etched in Aramic, with no mention of the chalice glowing. No matter which Grail choices you were given, one description will say that the Grail glows, and the other description won't mention any glow.

Up until this point, it would have been impossible to know which out of the two choices was the correct one. This is where the big painting of the Grail in the vault room becomes useful. It changes with each game, but the painting in the room will either show the Grail with a glow or without a glow. If the Grail in the painting glows, the description in the diary which mentioned the glow is the correct one, while if it doesn't glow, the other description was correct.

Before leaving the vault room, make a note of the correct Grail (on my version for example, I looked up Staubig in the Grail Diary and saw that it mentions the Grail as a shallow bowl of pewter etched with a design), as this will help in the Grail temple later on. Walk to the doorway and continue right through the art gallery to return to the maze. Walk right to the junction, up to the corner, left to the corner and up. Open the door on the left to return to the empty room. Use the IndyWear. Exit the room and go downstairs.

FIRST FLOOR

Walk right, down to the corner and right through the doorway to return to the entrance room. Go through the doorway at the top-left corner of the room to return to the maze. Walk down to the corner, right to the junction and up. Open the first door on the right to return to the kitchen. Use the trophy on the spigot on the keg to fill it. Exit the kitchen. Go down to the junction, left to the corner and up. Go through the doorway to the entrance room, then go through the top-right doorway to the maze. Walk left to the corner, up to the corner and left to the stairs. Go upstairs to the second floor.

SECOND FLOOR

Go through the first door on the left to enter the empty room. Use the grey uniform to wear it. Go through the doorway to return to the maze. Walk down to the corner, right to the corner, down to the junction, right to the corner, up to the junction and right to the stairs. Go upstairs to the third floor.

THIRD FLOOR

Walk left to the corner, down to the junction and left to meet Biff. Offer an item and select the trophy. With Biff now drunk, punch him once and he will fall over. Walk left to the junction, down to the corner and left to meet the guard. Say "I'm on official business. May I pass?". Say "No, I was transferred here today. New orders.". Say "Certainly! You do have top secret clearance?". Indy mentions the name Sigfried and the guard lets him go. Walk left to the corner and then go up. Open the door to enter the room with the blue couch. Get the silver key hanging below the left candle. Exit the room to return to the maze. Walk down to the corner, right to the corner, up to the corner and left to see three doors. Walk toward the doors to see a closer view. One of

the doors will have red wires leading through the top of it, while the other two won't have wires. Approach the door with the red wires and unlock it using the silver key. An alarm will be set off and Vogel will appear.

You can either give the Grail Diary or the old book to Vogel, but there are advantages and disadvantages. If you give the Grail Diary to him, there is a short Berlin section to get through first before reaching the airport, although Indy can get the useful signed pass item this way which helps on the roadblocks later on. On the other hand, if you give the old book to him, you will skip the Berlin section completely but have more trouble at the roadblocks. Offer one of the items to Vogel, and Indy and Henry will be taken to the first floor.

FIRST FLOOR

Indy and Henry will be tied up to a chair in the armour room. Pull the chairs to move right over to the mark on the floor made by the axe earlier on. It can take a while, as the chair needs to be pulled 55 times before reaching the correct spot. Stop moving when the back of both chairs is resting on the mark. Use the suit of armour and the axe will cut the ropes. Push the statue at the left side of the fireplace to reveal a hidden door. Go through the doorway to exit the castle. Walk right and use the motorbike. If you gave the Grail Diary to Vogel, Indy and James will travel to Berlin. If you gave the old book to Vogel, Indy and James will skip the Berlin section and arrive at the airport.

BERLIN

At the roadblock, say "My authorization? You insult me!". Say "You talk this

way to a senior officer?". Say "I am operating undercover. It's classified."

Say "It's top secret. I have no ID." to pass the roadblock. When Hitler approaches Indy, offer an item to him and select the pass. If you don't have the pass, select Mein Kampf instead. Indy will now travel to the airport.

2.4. Journey to the Grail Temple

There are two routes that can be taken here: The first route involves taking off in the biplane from the airport by following a series of instructions, and the second route involves a short section on the zeppelin before boarding the biplane. The biplane route is the quickest and easiest route to take. The zeppelin route is fun to try, but is longer than the biplane route and also has a difficult maze section in it.

BIPLANE ROUTE

Exit the airport. Look at the manual in the inventory to see the steps that are necessary to take off in the biplane. Walk to the biplane to board it, then follow the steps that were shown in the manual to take off. If you didn't take the manual from the library, then these are the steps that are needed:

- 1: On the six switches at the bottom-right corner of the panel, flick the middle-left switch.
- 2: Pull and then push the handle at the left side of the steering wheel three times.
- 3: On the six switches at the bottom-right corner of the panel, flick the bottom-right switch.
- 4: Lower the switch near the word 'Petrol' at the top-right corner of the panel.

- 5: Move the switch twice at the right side of the steering wheel so that it points toward the letter 'B'.
- 6: Pull the throttle at the bottom-left corner of the panel.
- 7: On the six switches at the bottom-right corner of the panel, flick the top-right switch.
- 8: Wait for the display at the top-left corner of the panel to reach 3, then press the red ignition button at the top-left corner of the six switches.

ZEPPELIN ROUTE

Switch to Henry, have him walk to the right side of the man and then talk to him. Say "Tell me about your grandchildren.". Switch to Indy. While the man is

talking, quickly pick up the tickets from his pocket. Exit the airport. Walk over to the right side of the area and go up the stairs to the zeppelin.

Offer the tickets to the ticket taker. Switch to Henry. Have him walk into the

room on the left, walk to the left side of the room and use the coins in the bowl on top of the piano. Select any speech option when the piano player asks

what Henry would like to hear. The guard leaves the radio room and walks to the piano to hear the song. Switch to Indy. Open the door and enter the radio

room. Open the locker. Pick up the wrench and use the wrench on the short-wave

radio. Exit the room and use the wrench on the hole. Push the wrench to lower

a ladder from the ceiling. Climb up the ladder to enter the maze.

The maze contains a number of guards, and as Indy can talk or offer an item to

them, the only option is to fight them. From the start of the first maze, walk

up and climb up the ladder. Walk right and take the first path down. Go right

at the corner, then take the first path up (if there are guards in this area,

you can avoid them by walking around the small loop). Climb up the ladder.

In the second maze, walk left to the corner, down to the corner, left to the

corner, down to the junction and right. Take the second path that leads up. Climb up both of the ladders to reach the third maze.

In the third maze, walk down to the junction, right and take the first path up.

Climb up the ladder, walk right and climb down the ladder. Walk down, right and

then up. Climb up the ladder to get onto the red platform. Walk left and take

the first path down. Go left at the corner. Take the first path down, then follow the path right. Take the first path down, then follow the red platform

around to the ladder. Climb down the ladder, walk left and go down the ladder.

Back in the second maze, walk down and take the first path right. Go down the

ladder to the red platform. Follow the path right to the corner, then go up and

climb down the ladder to return to the first section of the maze.

Back in the first maze, walk left to the corner, down and take the first path

right. Climb down the ladder. Walk right to the corner, up to the corner, left

to the corner, down and take the first path left. Climb down the ladder.

FLYING THE BIPLANE

While in the air, use the numeric keypad to fly near the enemy planes so that

Henry can try to shoot them. Eventually, the biplane will be hit and will crash

land on a farm. Walk to the right side of the farm and use the blue car.

ROADBLOCKS

Indy will soon be stopped at a roadblock. There are seven roadblocks in this section, although if you did well in the biplane section, you may have

passed

over a few of the roadblocks. If you have the signed pass from Berlin, show it to the guards to skip the roadblocks. If you don't have the pass, you will need to talk or fight your way through the various roadblocks. Refer to the text below, and look at the colour of the guard's text to see where you are.

1: Blue

Say "But of course, how silly of me.". Say "I am but a lowly worm.". Say "I bet you could have me shot!". Alternatively, the guard can be bribed with 150 marks.

2: Pink

Offer him marks. Say "Let me see how much I have.". Say "Here is 50 Marks.".

3: Light green

Say "But of course, how silly of me.". Say "Of course, I'm sorry. You must be a busy, important man!". Say "Am I that obvious?". Say "You're just too perceptive.".

4: Red

Say "My authorization? You insult me!". Say "You talk this way to a senior officer?". Say "Soldier, let me pass, IMMEDIATELY!".

5: Dark green

Say "That is out of the question.". Say "Keep it down! This man with me is Gestapo!". Say "You have my word of honor. Trust me!". Say "That is your final word?". Say "Perhaps you'd better break it to him.".

6: Purple

Offer him the signed pass, the signed Mein Kampf or 150 marks. If you don't have any of these items, the only alternative is to fight here.

7: Grey

Say "That is out of the question.". Say "Keep it down! This man with me

is

Gestapo!". Say "You have my word of honor. Trust me!". Say "You spurn my trust? An insult!". Say "Soldier! Do you realize you are out of uniform?".

Say "New orders have come through concerning uniforms.". Say "If you want to argue with Captain Kleist, you can..." to pass the final roadblock.

2.5.

Grail Temple

There is no way of saving once in the temple, so save the game first of all. Enter the temple and walk right to see Donovan. In the cutscene, Donovan shoots

Henry and Indy agrees to try and find the grail. Walk gradually to the right until the screen moves. Don't go any further into the room yet, as there is a trap here that can kill Indy. There is a very small light dot on the floor near the middle of the room. Click on the dot and Indy will avoid the traps.

In the second room, there are a series of tiles on the floor with letters on them. Indy will keep mentioning a word, although the word will be different with each you play. One example of the word is "IEHOVA". If that is the word,

the aim is to only jump on the tiles with the letters I, E, H, O, V and A. Use

this pattern to cross over to the other side of the room.

In the third room, Indy needs to cross a thin invisible bridge over the chasm.

To do this can be quite tricky, as you need to select the exact spot for Indy

to walk to or he will fall into the chasm. Move the mouse crosshairs to the point of the right ledge that sticks out the most and select it. If all goes well, Indy will walk across the thin bridge and complete the third trial.

Indy now enters the grail room. Walk left to meet the guardian that has been keeping the Grail safe for seven hundred years. Indy is then asked to choose the correct Grail from the different items in the room. A detailed

explanation

on how to find the correct grail can be found in the Brunwald castle section of

this walkthrough, but to summarise: Back in the Venice catacombs, there were inscriptions which gave two possible places where the Grail could be found. Look up these descriptions in the Grail Diary that came in the game box, and notice that one description says that the grail glows, while the other doesn't

mention anything at all about a glow. If the painting in Brunwald castle had a glowing grail in it, the description which mentioned the glowing grail is correct. If there was no glowing grail, the other grail is correct.

Now you know the correct Grail, use the "what is" command on the objects in the room until you find the Grail. Pick up the Grail, walk to the right side of the

room and use the Grail on the holy water. If it was the correct Grail, Indy will return to the main room to save his Dad. After the cutscene, the Knight will appear. When this happens, you will gain control for a very short time, so

quickly pick up the Grail before Elsa gets to it and then give the Grail to the

Knight to complete the game. If Elsa got to the Grail first, she will try to leave the temple and will fall down a hole. If this happens, look at the cracked seal to see the Grail on a ledge. Use the whip on the Grail to get it,

and then give the Grail to the Knight to complete the game.

=====
===

3. Item List

=====
===

BOOK OF MAPS

Found in the "Maps of Ancient Italy" book stack in the Venice library. It can

be looked at to see maps of the catacombs in Venice.

BRASS KEY

Found by looking at the uniform in the inventory. It is used to unlock the grey uniform in the closet on the first floor of Brunwald Castle.

COINS

Available when playing as Henry. Henry can use the coins in the bowl on top of the piano on the zeppelin to distract the guard in the radio room.

GRAIL

Found in the room with the Knight at the end of the Grail temple. It is used on the holy water in the room with the Knight to test if it is the correct Grail. Indy automatically uses the Grail to heal his father.

GRAIL DIARY

Found by opening the package from Indy's office at Barnett College. The Grail can offer clues when looked at in different locations in the game. The hints include the Roman numerals puzzle in the Venice library, a picture of the mazes in the catacombs, the correct configuration of the panels in the catacombs and the correct notes to play on the skulls in the catacombs. It is one of two items that can be given to Vogel after Indy sets off the alarm on the third floor of Brunwald Castle, although if it is given away, Indy has to make a trip to Berlin in order to get it back from Elsa.

GREY UNIFORM

Found in the closet on the first floor of Brunwald Castle. The brass key has to be used to unlock the grey uniform before it can be taken. After the painting has been given to the guard on the second floor of Brunwald Castle, the grey uniform should be worn while on the second and third floors.

HOOK

In the room with the two skeletons in the Venice catacombs, the hook is found

by taking the arm of the right skeleton. It is used on the wooden plug above

the bridge in the Venice catacombs.

INDYWEAR BY LUCASFILM

Available in Brunwald Castle whenever Indy changes into another costume.

It

should be worn while on the first floor of Brunwald Castle.

JUNK MAIL

Found on the desk in Indy's office at Barnett College. It is not used.

Indy

drops the junk mail back on the desk after getting the package.

LETTERS

Found under the junk mail in Indy's office at Barnett College. They are not

used. Indy drops the letters back on the desk after getting the package.

MALLET

Found at the edge of the boxing ring in Barnett College. It can be used on the bell at the edge of the ring, but nothing happens when the bell is rung.

The mallet can't be taken away as it is chained to the bell.

MANUAL

Found in the "How To..." book stack in the Venice library. It can be looked

at to give instructions on how to fly the biplane.

MEIN KAMPF

Found in the "Complete Works of Famous Dictators" book stack in the Venice

library. It can be given to Hitler in Berlin. The signed Mein Kampf can be given to one of the guards at the roadblock after the airport to pass it.

METAL POST

Found on the metal post in one of the rooms with the roman numerals on the floor in the Venice library. After the correct Roman numeral slab has been found by looking at the Grail Diary and checking the correct inscription, the metal post is used on the slab so that Indy can enter the catacombs.

MONEY

Marks can be found by fighting some of the guards in Brunwald Castle and opening the chests and cabinets in some of the rooms. 15 marks can also be taken by selling a leather jacket to the guard on the first floor. 50 marks

can be given to the guard at the second roadblock after the airport. If you

don't have the signed pass or the signed Mein Kampf, 150 marks can be given

to the guards at the first and sixth roadblocks after the airport.

OLD BOOK

Found after opening the chest in Henry's house. It is one of two items that

can be given to Vogel after Indy sets off the alarm on the third floor of Brunwald Castle. Giving the old book to Vogel instead of the Grail Diary means that Indy won't have to make the journey to Berlin.

PACKAGE

Found under the junk mail, letters and papers in Indy's office at Barnett College. It is opened in the inventory to find the Grail Diary.

PAINTING

Found in the right room in Henry's house. It is given to the guard on the second floor of Brunwald Castle. After the painting has been given to the guard, Indy will be able to get the important pass item, and you can also figure out which is the correct Grail in the painting in the safe.

PAPERS

Found under the letters in Indy's office at Barnett College. They are not used. Indy drops the papers back on the desk after getting the package.

PASS

After the painting has been given to the guard on the second floor of Brunwald Castle, the pass can be found in the file cabinet in Vogel's office

on the third floor of Brunwald Castle. Indy is able to open the vault door on the second floor of Brunwald Castle after he has the pass. It can be given

to Hitler in Berlin. The roadblocks after the airport can be passed if the signed pass is shown to all of the guards at the roadblocks.

RED CORDON

Found on the metal post in one of the rooms with the roman numerals on the floor in the Venice library. It is used on the machine in the catacombs.

ROAST BOAR

After the stein of ale has been poured on the hot coals below the roast boar

in the kitchen in Brunwald Castle, the roast boar can then be taken. It is given to the dog in Vogel's office on the third floor of Brunwald Castle.

SERVANT UNIFORM

Found on the shelf in the closet on the first floor of Brunwald Castle. Before the painting has been given to the guard on the second floor of Brunwald Castle, the servant should be worn while on the second floor.

SILVER KEY

Found in the room with the blue couch on the third floor of Brunwald Castle.

It is used to unlock three doors on the third floor of Brunwald Castle.

SMALL KEY

Found by using the sticky tape on the jar on the middle shelf in Indy's office at Barnett College. After Indy has pulled the tablecloth on the

desk

in Henry's house, the small key is used to unlock the chest.

STEIN

Found by offering to get the drunk soldier a drink in Castle Brunwald. It is

used on the spigot on the keg in the kitchen, and is then used on the hot coals below the roast boar in the kitchen.

STICKY TAPE

After pulling the bookcase in Henry's house, the sticky tape is found on the

back of the bookcase. It is used on the jar on the middle shelf in Indy's office at Barnett College to find the small key.

TICKETS

Found when James asks the man at the airport about his grandchildren while Indy gets the tickets. They are given to the ticket taker on the zeppelin.

TROPHY

Found on top of the file cabinet in Vogel's office on the third floor of Brunwald Castle. It is used on the spigot on the keg in the kitchen on the first floor of Brunwald Castle. It is given to Biff on the third floor of Brunwald Castle to make him very easy to defeat.

UNIFORM

Found in a chest on the second floor of Brunwald Castle. When the uniform is

looked at in the inventory, the brass key is found.

WHIP

Available from the start of the Venice section. After the hook has been used

on the wooden plug above the bridge in the catacombs, the whip is used on the

hook to drain the water from a different room in the catacombs. If Elsa gets

to the Grail first in the temple, the whip can be used to get the Grail from the cracked seal.

WINE BOTTLE

After Indy looks at the wine bottle on the table at the left side of Venice, he can then pick up the wine bottle. It is filled from water at the fountain outside the library. It is used on the torch in the catacombs.

WRENCH

Found in the locker in the radio room on the zeppelin. It is used on the short-wave radio. It is used on the hole outside the radio room. The wrench is then pushed to lower a ladder from the ceiling.

=====
===