



Zine #2 - 42 - Indy III (4)

Scattergold, Sat 19 Apr 2008

Indy III (4)

(...continued)

Before you go, take the trophy. Before doing anything else, go back to the kitchen and fill the trophy with what's in the stein and go to the second floor. On the second floor, find the alarm room and enter it. Give the Nazi guard "Mein Kampf." Now walk to the security system and use the stein with the grating. Leave the room and go to the art room. (It is near the place where you gave the guard your painting.) Walk to the giant paint-by-number Mona Lisa and push it. Open the safe. Take a good look at the picture in the safe. (It may help you choose the correct Grail.) Now, return to the third floor. Walk up to Biff the Nazi and offer him the trophy (which is now full of ale). Give him one good punch and pat yourself on the back.

Search all of the rooms on the third floor until you locate one with a blue couch and candelabra. (It should be a room on the right side of the floor.) Walk to the candelabra and get the silver key hanging on it. Now, find a room with an alarm system on it (there are wires on top). Unlock the door with your silver key and enter the room. (If the room has a cabinet in it, open it and get the 75 Marks. If not, look in the room to the right or left.) Leave the room and Vogel will capture you. Give him the real Grail Diary.

When you are tied up, you can move by PUSHing or PULLing the chairs you are tied on. Keep pushing the chairs until you are under the blade of the suit of armor. When you think you are lined up properly, push the suit and hope the axe cuts the ropes...not you. Get up and push the left statue on the fireplace. Now, walk out the fireplace. You should be outside. Walk over to the motorcycle (with the sidecar) and get in.

Berlin

Almost all of Berlin is automatic. However, you must give Hitler your unsigned pass when you "bump into" him.

Airport

When you enter the airport, you will soon realize you don't have the funds to ride a Zeppelin. To overcome this, you should have Henry walk over to the man in the airport and ask him about his children while Indy steals the tickets in his pocket. Leave the airport



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and board the Zep. (Note: If you want to skip this part, you can board the biplane at this point. To fly the biplane, read the manual. You can also skip the Zeppelin section.)

Zeppelin

Give the tickets to the man. Now, have Henry walk over to the piano player, while Indy waits by the locked door (near the entrance). Let Henry give the coins to the piano player. When the music starts and the Nazi comes out of the room, have Indy walk inside, open the locker, and steal the wrench. Quickly, walk out of the room. Now, use the wrench in the hole (near the locked door) and turn the wrench. Climb up the ladder. (You may want to save the game before you continue.) You will appear on the Zeppelin catwalks. Keep walking until you arrive at the biplane under the Zeppelin. (This section takes practice.) After flying in the biplane, you will get shot down. When you land, you will be on a farm. Walk over to the car on your left and use it. For the border guards, show them the pass you had signed by Hitler. You are now on your way to Iskanderun, where the final resting place of the Holy Grail is located!

The Grail Temple

When you enter the Grail temple, you will be unable to save or load the game. Be sure to save it before you enter.

(Continues on next article...)

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