

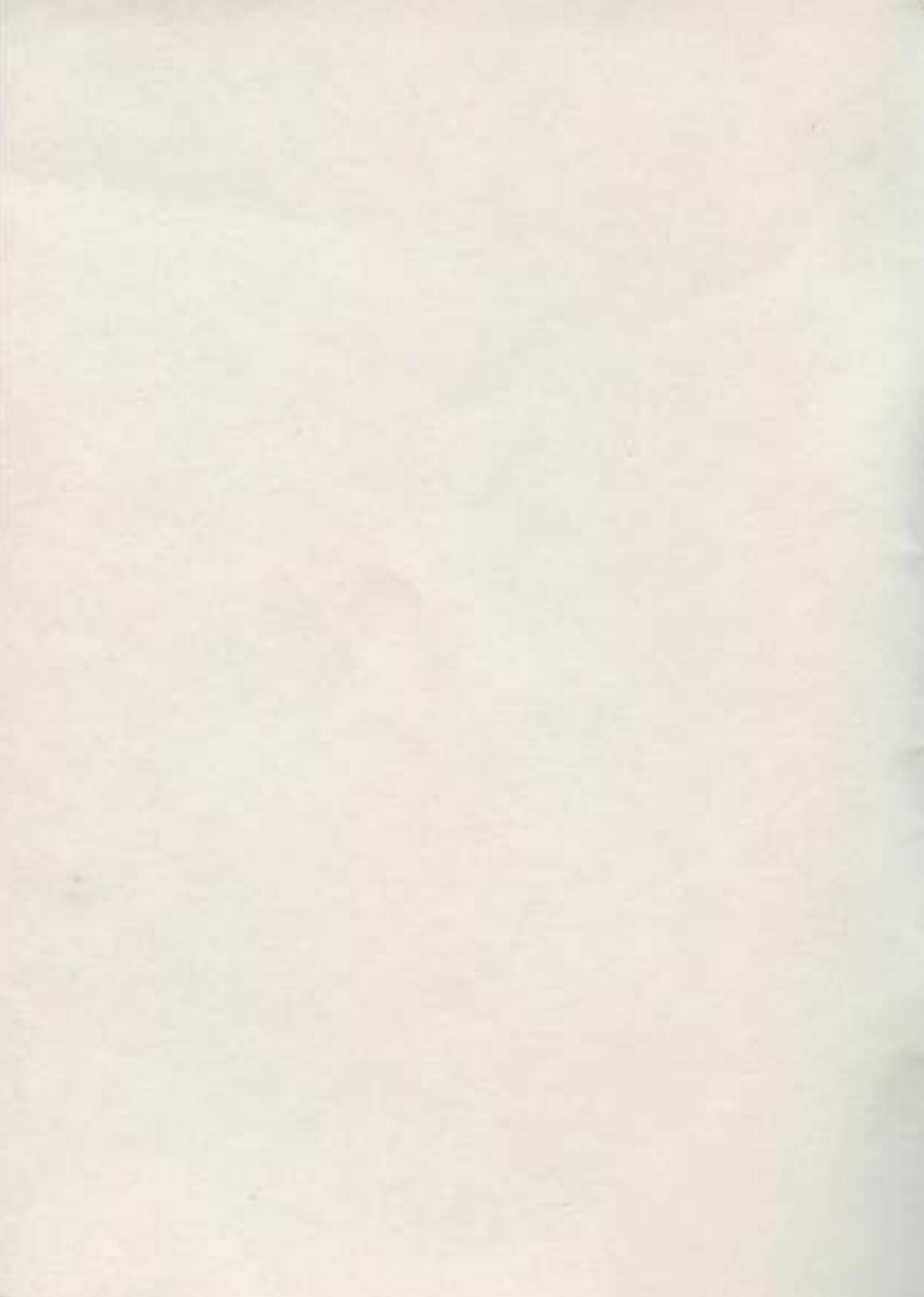
INDIANA JONES

and the
FATE of ATLANTIS



A GRAPHIC
ADVENTURE
BY
HAL BARWOOD

HINT BOOK



Indiana Jones[®]
AND THE FATE OF ATLANTIS™

THE HINT BOOK

Credits

Hint Book by Judith Lucero
 Hint Book Design by Mark Sheppard
 Product Marketing Manager: Robin Parker

Indiana Jones and the Fate of Atlantis Story and Design
 by Hal Barwood & Noah Falstein

Produced by Shelley Day

Project led by Hal Barwood

Programmed by Michael Stemmler, Ron Baldwin,

Tony Hsieh, Sean Clark, and Bret Barnett

Additional Programming by Kalani Streicher

Lead Artist: William L. Eaken

Background Art by James Alexander Dollar, Mike Ebert,
 and Avril Harrison

Lead Animator: Collette Michaud

Animation by Avril Harrison, Anson Jew,
 and Jim McLeod

Additional Art and Animation by Mark J. Ferrari,

Sean Turner, Martin "Bucky" Cameron, and

Brent E. Anderson

Indiana Jones Theme Music Composed

by John Williams

Original Music and Arrangements by Clint Bajakian,

Peter McConnell, and Michael Z. Land

Music Re-Orchestration by Robin Goldstein

and J. Anthony White

Lead Tester: Wayne Cline

Quality Assurance by Howard Harrison, Tabitha Tosti,

Patrick Sirk, Kristina Sontag, David Maxwell, David

Wessman, Bret Mogilefsky, and James Hanley

Additional Testing by Jo Ashburn, Leyton Chew,

Justin Graham, Chip Hinzenberg, Kirk Lesser,

Ron Lussier, Eli Mark, Dave Popovich, Jun Van,

and Ezra

Music Produced by Peter McConnell

Sound Effects by J. Anthony White, Robert Marsanyi,

and Clint Bajakian

SCUMM™ Story System by Ron Gilbert,

Aric Wilmarnder, Brad P. Taylor, and Vince Lee

iMUSE™ Electronic Music System by Michael Z. Land

and Peter McConnell

The Staff of LucasArts Games:

General Manager: Doug Glen

Director of Development: Kelly Flock

Associate Director of Development: Lucy Bradshaw

Director of Business Operations: Jack Sorensen

Manager of Planning and Analysis: Steve Dasterman

Public Relations Manager: Sue Seserman

Marketing Assistant: Mariamne Dumitru

International Coordinator: Lisa Sear

Product Support Supervisor: Kris Brown

Product Support by Erin Collier, Mara Kaehn,
 and Livia Mackin

Computer Systems Supervisor: James Wood

Computer Support by Thomas J. Caudle

and Randy Spenser

Direct Sales Manager: Jo Ellen Reiss

Direct Sales by Rita Bullinger-Allen, Wendy P. Judson,

Kerre Manuel, and Gabriel McDonald

Administrative Support by Annemarie Barrett,

Meredith Cahill, Jo Donaldson, Lex Eulich,

Deborah Fine, Michele Harrell, Brenna Krupa

Holden, Marcia Keastler, Erin Kelly, Liz Nagy,

Debbie Ratto, Andrea Siegel, and Dawn Yamada

Special thanks to George Lucas and Steven Spielberg

Additional copies of this hint book

may be ordered from:

LucasArts Games

PO Box 10307

San Rafael, CA 94912

U.S.A.: 1-800-782-7927 (1-800-STAR-WARS)

Canada: 1-800-828-7927

INDIANA JONES is a registered trademark of Lucasfilm

Ltd. LucasArts Games is a trademark of LucasArts

Entertainment Company. iMUSE, patents pending, and

Indiana Jones and the Fate of Atlantis,™ & © 1992

LucasArts Entertainment Company. Used under autho-

ritization. All rights reserved.

Table of Contents

INTRODUCTION.....	6	SUBMARINE.....	35
HINT SECTION.....	7	CRETE.....	36
BEFORE THE PATHS DIVERGE.....	7	LABYRINTH.....	36
OPENING SEQUENCE.....	7	OBJECTS.....	38
NEW YORK.....	8	IQ POINTS.....	41
ICELAND.....	9	WIS PATH MAP.....	42
TIKAL.....	10	THE FISTS PATH.....	43
AZORES.....	11	MONTE CARLO.....	43
BARNETT COLLEGE.....	12	ALGIERS.....	43
OBJECTS.....	13	THE DESERT.....	45
IQ POINTS.....	14	CRETE.....	46
THE TEAM PATH.....	15	LABYRINTH.....	47
ALGIERS.....	15	THERA.....	51
MONTE CARLO.....	16	OBJECTS.....	52
THE DESERT.....	17	IQ POINTS.....	53
CRETE.....	19	FIST PATH MAP.....	54
LABYRINTH.....	20	ATLANTIS.....	55
SUBMARINE.....	23	DARK ROOM.....	55
OBJECTS.....	15	OUTER RING.....	55
IQ POINTS.....	27	CANAL.....	58
TEAM PATH MAP.....	28	MIDDLE RING.....	58
THE WITS PATH.....	29	INNER RING.....	60
MONTE CARLO.....	29	OBJECTS.....	62
ALGIERS.....	30	IQ POINTS.....	63
THE DESERT.....	31	LABYRINTH MAP.....	64
THERA.....	33	ATLANTIS MAP.....	66

Introduction

WELCOME TO THE HINT BOOK for *Indiana Jones and the Fate of Atlantis*. This hint book is divided into several sections, corresponding to distinct sections of the game: the Opening (Before the Paths Diverge), the Team Path, the Wits Path, the Fists Path, and Atlantis. Within each section, you will find:

Hints

THIS IS THE BEST PLACE to start if you're stuck on one particular puzzle. Skim the appropriate subheading until you find your question, then use a piece of paper to cover the hints beneath the top one. Generally, the first hint is just that: a nudge in the right direction. Second and subsequent hints give more and more detail. The last hint gives complete directions for solving that particular puzzle. You'll want to continue to use the piece of paper to prevent revealing hints before you are ready for them!

Object List

A LIST OF ALL THE OBJECTS to be found throughout that section of the game, noting where they are found and how they are used. Beware: by its very nature, this list contains solutions to most of the puzzles.

IQ Points

A LIST OF ALL OF THE Indy Quotient Points to be earned in that section of the game. Since some of the puzzles have more than one possible solution, not all of the points you see listed can be accumulated at once (i.e., not all the points listed will be reflected in your *Current* score). Also, some of the puzzles are the same in different paths; you will only get credit in your *Total* score *once* for each puzzle, no matter how many of the paths you play (identical puzzles are footnoted with an asterisk).

Maps

SOME HINT SECTIONS CONTAIN connectivity maps, showing the general locations in that part of the game. If a game section involves one or more mazes, you'll find maps of those as well.

H I N T S E C T I O N

Before the Paths Diverge

H I N T S

Opening Sequence

What am I supposed to do in the first room?

Try to find the statue.

Maybe the statue isn't up here... better search another room.

To leave this room, click on the peculiar statue on the left side of the screen.

What about the room under the attic?

Keep looking for that statue.

To leave, click on the rope next to the gaping hole on the right side of the screen.

What should I do in the library?

You've got to find that statue.

To move on to the next room, click on the books about statues on the left side of the screen.

Is the statue in the room under the library?

Nope.

To leave, click on each of the cat figurines on the table.

I'm in the boiler room... now what?

You're still looking for that statue.

It's in one of the lockers on the right side of the screen.

Click on each locker until you see the statue, then click on the statue to pick it up.

New York

Does the way I get into the theater affect the rest of the game?

Yes... and no. Later, when you're choosing a Path, Sophia's suggestion will be based on how you handled this puzzle. You can go with her suggestion, or opt for a different Path altogether (and, if you Save Game at the decision point, you can always go back later and try the other Paths).

If you talk your way past the doorman, Sophia will later suggest the Team Path. If you beat the doorman in a fair fight, Sophia will suggest the Action Path. If you decide to bypass the doorman altogether, Sophia will suggest the Wits Path.

How can I talk my way past the doorman?

He idolizes Madame Sophia.

But he's a tad weak in the vocabulary department.

Try catering to his admiration for Sophia.

Don't try to blind him with your superior erudition.

Use the following dialogue path: 1/2/1/3/3.

Of course, you *could* simply sucker punch him.

I give up on that doorman... is there another way into the theater?

There's a fire escape leading to a window in the alley.

You'll have to get those crates out of Indy's way.

Just keep pushing the crates until you can reach the fire escape.

Won't Sophia ever stop talking?

Nope; not unless you figure out a way to get her attention.

That control panel looks as though it might have some connection with Sophia's show.

Maybe if you fooled with some of the levers.

How can I get rid of the stagehand?

It appears that one of his hobbies is reading.

Use dialogue path 3/1/t, then give him the newspaper that you picked up outside the theater.

What's with the machine with the levers?

It seems to have something to do with Sophia's stage prop.

Maybe you could activate the prop; an event like *that* might get Sophia's attention.

Push the left lever and the right lever, then push the button.

Iceland

What good is this Heimdall character?

He seems to have slipped more than a few cogs ...

His theories may be somewhat confusing, but you'll find useful information buried in his ramblings.

Try to find out if he knows of any other people to whom you should talk.

Use dialogue path 3/3/t.

How can I get at that ice-obscured object?

If this is your first visit to Iceland, you can't get it yet.

If Heimdall is, er, no longer working on the object, read on.

Before his unfortunate demise, Heimdall was able to uncover the head of the eel figurine.

We've already learned that Atlantean artifacts were powered by beads of orichalcum.

Use the orichalcum in the exposed eel head.

Tikal

Snakes! I hate snakes!

How do you feel about jungle rodents?

You need to lure the anaconda off the tree.

If you "use whip with jungle rodent", Indy will pop his whip over its head to startle it into motion.

Try to force the jungle rodent (we think it's a capybara) through the correct path, into the anaconda's range.

The correct path is the one furthest to the back, near the middle of the screen.

How do I get across the chasm?

The tree on the jungle side looks pretty flexible.

Just use tree; Indy will do the rest.

We've found Sternhart. He won't let us into the temple.

You'll have to answer his question first.

That parrot has probably been hanging around Sternhart for quite some time.

Maybe it's picked up some phrases from him.

Admit you don't know the title, then talk to the parrot and say "Title?". Then ask Sternhart about exploring the temple.

We're in the temple, but I don't know what to do next.

Take a good look around.

Pay special attention to the spiral designs in the foreground.

One of the spiral designs, in the middle of the screen, is different from the others; try picking it up.

Got any tarnish remover handy?

Sternhart might.

Check his souvenir stand, outside the temple.

You can use the kerosene in the lamp to remove the tarnish.

Sternhart insists on following me out of the temple!

You need to find some way to keep him busy while you sneak out.

Don't you think it's about time Sophia got involved in this quest?

Ask Sophia to keep Sternhart occupied. When they start talking, head for the exit.

So, what *does* one do with a spiral design?

Take a look at the animal head on the left wall.

Use the spiral design with the animal head, then pull the nose.

Hey! How can I stop that thief Sternhart?

You can't. He's been waiting for this opportunity for a long time.

You're looking for the same thing... odds are your paths will cross again.

Meantime, did he miss anything in that hidden tomb?

Azores

Costa refuses to talk to me!

He's a lonely, cranky old man.

Sophia thinks she could do better; why not give her a chance?

Costa's ready to make a trade, but I don't have anything he wants.

He wants a rare Atlantean artifact.

Sophia's not likely to give up that necklace of hers.

That eel figurine that Heimdall was working on might do the trick.

Barnett College

When are the stairs going to be fixed?

Not for a while.

While you're waiting, why not follow up on some of the clues you've uncovered?

Go talk to Professor Heimdall in Iceland.

How do I get back up to the top floor?

You'll need something tall enough to climb up to the trapdoor.

If you could make the floor slippery enough, you could drag the totem pole over.

Have you investigated the ice box in Indy's office yet?

Use the jar of mayonnaise with the totem pole, then pull the totem pole to the trapdoor.

Where's the key to the dusty old chest?

It's somewhere on the top floor.

In the urn.

Open the urn, then pick up the ashes.

How can I get back up the coal chute?

At the moment, it's too slippery — is there any way to make it sticky?

Investigate the school desk (upstairs in the library).

Use the gum with the coal chute.

I've looked everywhere I can think of, and I still can't find the Lost Dialogue of Plato.

It can be found where the rest of the collection is stored.

It's in one of three possible locations: the room with the totem pole, the room at the top of the coal chute, or the library.

In the totem pole room, push the big crate to one side, then use the dusty key with the dusty old chest.

Once you've climbed up the coal chute, find the odd-looking cat figurine. Open the furnace in the cellar, then use the wax cat with the furnace.

Use the dirty rag (from the cellar) with the arrowhead (found in the totem pole room) to construct a crude screwdriver. Use the wrapped arrowhead to unscrew the five screws on the tipped-over bookcase. (Or you can knock the book down from underneath with a lump of coal.)

Objects

<i>Object</i>	<i>Where Found</i>	<i>How Used</i>
National Archaeology newspaper	Indy's office New York street	background information distract stagehand
whip	not applicable	various
eel figurine	Iceland	exchange for information from Costa
kerosene lamp	Tikal	use kerosene to loosen spiral design in temple
spiral design	Tikal	use with animal head, then pull, to open secret tomb
shiny bead (orichalcum)	Tikal	use with exposed eel head in Iceland
jar of mayonnaise	Indy's office	use with totem pole to make floor slippery
dusty key	Barnett College top floor	unlock dusty old chest
arrowhead	Barnett College totem pole room	with dirty rag, unscrew back of fallen bookcase
gum	Barnett College library	use to get back up slippery coal chute; later, use to bait crab trap
wax cat	Barnett College, under library	might conceal Lost Dialogue
lump of coal	Barnett College furnace room	throw at book to dislodge it
dirty rag	Barnett College furnace room	with arrowhead, unscrew back of fallen bookcase
Lost Dialogue of Plato	Somewhere at Barnett College	various clues in search for Atlantis

IQ Points

<i>Accomplishment</i>	<i>Points</i>	<i>Accomplishment</i>	<i>Points</i>
Arriving in New York*	2	Getting spiral design*	5
Knocking out theater doorman*	6	Opening hidden tomb*	4
Bluffing your way past theater doorman*	6	Getting eel statue*	5
Moving crates in alley*	6	Getting to a point where Costa will trade with Indy*	3
Getting stagehand to leave*	5	Getting the name of the Lost Dialogue collection*	5
Getting stage prop to move*	4	Moving totem pole*	4
Arriving in Iceland*	3	Unscrewing back of bookshelf*	4
Getting Heimdall to mention Sternhart and Costa*	3	Climbing back up coal chute*	4
Distracting anaconda*	6	Knocking down book with coal*	4
Climbing tree*	2	Getting Lost Dialogue of Plato*	4
Telling Sternhart the real name of the Lost Dialogue*	7	Choosing a path*	4
Getting kerosene lamp*	4		

* Can be accomplished on more than one path; added to Total Points the first time only.

The Team Path

HINTS

Algiers

The shopkeeper wants to see a stone disk. Where can I get one?

Looks like you'll have to track down yet another collector of Atlantean artifacts.

Try Monsieur Trottier in Monte Carlo — but as long as you've travelled all this way, pick up a souvenir first. How about that hideous mask in the shop?

I need a ticket for the balloon.

Seems the balloon vendor isn't selling them; you'll have to find someone else to give you one.

Have you talked to the beggar? Wondered what he meant by a "free gift"?

Give the squab-on-a-stick (see the grocer) to the beggar, and he'll give you a balloon ticket.

How can I satisfy this sudden craving for squab-on-a-stick?

Try making a trade with the grocer.

Has Omar offered to swap you for the mask yet? If so, read on. If not, try your luck in Monte Carlo first.

Maybe you could interest the grocer in one of the items Omar is offering to trade for the mask.

Be persistent: even as he rejects one item, the grocer may give you a clue about what might tempt him more... and Omar's got a lot of junk to trade.

How do I untether the balloon?

Since you can't untie the rope, you'll have to cut it.

You'll need a knife. The knife-thrower in the marketplace would seem to be your best bet.

You'll have to get Sophia to assist the knife-thrower in his act.

Sophia doesn't seem to have any interest in show business... now what?

She doesn't understand how important this is; you'll just have to push her to cooperate.

Honest. You've got to push her.

Talk to Sophia and use dialogue path 3/1. When Sophia walks over to watch the knife-thrower, *Push Sophia*.

Monte Carlo

Where's Alain Trottier?

Sophia says he likes to stroll under the bright lights; he might be one of the strangers walking about on this street.

Ask around; perhaps some of these people know where he is or what he looks like.

Monsieur Trottier has grey hair and an aquiline nose. He's wearing a brown suit with a flower in the lapel.

How do I persuade Trottier to come with me?

You already know that he's interested in Atlantis.

Try to avoid insulting him — or his intelligence.

Use dialogue path 1/2/1/3. Note the question that Trottier asks; the correct answer is in Plato's Lost Dialogue. After you've answered the question correctly, take dialogue path 2/1 to convince Trottier to follow you.

Trottier's come upstairs. Should I let Sophia do her stuff?

That depends: do you think her act will work? Or have you got a better plan?

While it is possible for Sophia to pull off this séance, there's an easier way to manage Trottier.

Save game, then try it both ways.

Trottier sure is suspicious... how is Sophia supposed to answer all these questions?

Maybe there is something to this Nur-Ab-Sal business... after all, Sophia can tune in on some of Indy's experiences.

The answers to Trottier's first three questions were revealed during his conversation with Indy.

Fingers? What kind of crazy question is that? And what's the answer?

Maybe Nur-Ab-Sal isn't quite as powerful as Sophia would have us believe.

Well, you *do* have one chance in five of getting it right.

Or, you could skip the psychic stuff and try Indy's way.

Sophia is keeping Trottier busy. What can Indy do?

Remember Sophia's act in New York?
With the right props, maybe you could improve on it.

Did you pick up the mask in Algiers? Everything else you need is already here.

Open the cabinet and pick up the flashlight. Open the fuse box, then use the circuit breaker. Use the bedding, the mask and the flashlight.

The Desert

Where's the dig site?

Omar made a good start with his map. Now if only you could find a way to narrow down the search area.

You might ask around at some of the nomad camps in the desert.

Apart from direction, the ways in which the nomads describe the distance from the "X" help tell you how far away it is; for example, "considerably to the east" means "two screens east"... "to the east" means "one screen east"... "slightly to the east" means "on this screen".

We found the dig site. Where's Sophia?

Underground.

She fell into a hole.

You'd better get her out of there.

There's a ladder nearby, leading to part of the dig.
Maybe you can get to Sophia from there.

Hey, it's dark down here!

With a little practice, you can feel around and identify a few of the objects in the dig.

One of those objects (the "metal thing") is a portable generator. Unfortunately, it's out of gas.

There just might be some gas in the truck up in the camp.

To the right of the generator, on the floor, is a hose (the "long, tubular thing"). A little further to the right, a clay jar ("clay thing").

Open the truck's gas tank, use the hose with the tank, then use the clay jar with the end of the hose. Open the metal cap on the generator, then use the gas filler pipe with the gas-filled jar. Use the on/off switch ("little metal thing") to turn on the generator. Voila! Lights!

OK, it isn't dark anymore. What now?

You still have to rescue Sophia. She must have fallen through somewhere on the right side of the dig.

You can use the ship rib (near the ladder) to clear away more of the crumbling wall.

The wooden rod (on the table) fits in the hole in the middle of the mural.

Next, use the Sunstone on the rod in the hole. When you look at the disk, you'll be able to adjust it to the proper setting.

What's the proper setting for the Sunstone?

The answer's in the Lost Dialogue of Plato.

Check the pages marked by the third paper clip.

The last paragraph on the left-hand page describes the proper setting.

Turn the Sunstone until the correct symbol is opposite the tall horns (at the top), then click on the peg.

Where can I find a spark plug?

There's one in the generator (in the dig).

Of course, you won't be able to use the generator once you've removed the spark plug.

Has Sophia rejoined you? Then go ahead: turn off the generator, open it, and pick up the spark plug.

How about a distributor cap?

Were you *really* going to leave Sophia behind?

OK, she can be a little irritating, but after all, it was *your* idea to bring her along.

Let's put it this way: you're not getting out of here without rescuing Sophia.

We mean it. Sophia's got the distributor cap.

What good is an amber fish on a string?

The answer is in the Lost Dialogue of Plato.

Turn to the page marked by the fourth paper clip.

Have you tried using the amber fish on a string?

It's an orichalcum detector. It'll come in handy later.

Crete

I found the pedestal, and set the Sunstone, but nothing happened!

Check the Lost Dialogue of Plato (the pages marked by the third paper clip).

The Sunstone alone worked at the dig site in the desert because it was an outpost.

Indy has concluded that Crete is the site of the Greater Colony.

You need a Sunstone *and* a Moonstone to gain entrance to the Greater Colony.

What's the meaning of the mural?

Indy thinks it's a diagram; Sophia says it might be a treasure map.

The horns resemble the large horns in the middle of the dig.

There are several piles of stones in the center of town.
Two of them conceal statues (push the stones to remove them).

The bull's head and tail on the mural correspond to the bull's head statue and bull's tail statue in the middle of town.

Where can I find a Moonstone?

Start at the dig site (if you're still at the pedestal, the dig site's on the other side of the hill).

The mural (found in one of the excavated buildings) is a simple map of the center of town.

There are several piles of stones in the center of town. Two of them conceal statues (push the stones to remove them).

If you could sight along each of the large horns, from each of the smaller statues, the sightings would meet at some point... as depicted in the mural.

Use the surveyor's instrument, found on the ridge overlooking the dig, on each of the statues, each time aligning the cross hairs with one of the large horns. When you've sighted correctly, a dotted line will extend from the transit past the horn.

What's the proper setting for the Sunstone/Moonstone combination?

Check the pages marked by the third paper clip in the Lost Dialogue of Plato.

The first paragraph on the right-hand page describes the proper setting.

With the Sunstone at the same setting as the one you used in Algeria, align the appropriate Moonstone symbol with the referenced Sunstone symbol, then click on the spindle.

Labyrinth

If I pick up the third statue head, the gate closes!

You can't prevent the gate's closing.

But if you want to be on the inside when the gate closes, you'll have to find a way to snag that third head from the other side.

First, pick up two of the busts. Walk through the gateway, then use the whip with the statue head in the next room.

How do I open the closed gate?

Put at least one of the statue heads back on the shelf.

Oh, you meant from inside? You can't.

You'll have to find another way out of the labyrinth.

I want that gold box!

To get across, you'll have to raise the platform that's down below.

Have you found Sternhart's staff yet? If so, read on ...

Use the staff with the chock, to free the counterweight.

Go to the room downstairs, and poke the staff into the statue mouth.

What's with the bouncy floor in the room with the Minotaur statue?

It's an elevator between this level and the one below.

If you could add some weight to the elevator, it would descend.

Have Indy and Sophia both stand on it.

We found the Worldstone — how do I get back up?

Take a closer look at the waterfall.

Use the chain behind the waterfall to climb back to the upper level.

Hey! Here's a gate with no shelf!

There's a pulley on the other side.

If only you could get at it.

Try boosting Sophia through the hole next to the gate.

I figured out how to get back up... but Sophia wouldn't come with me, and now I can't get back to her!

Look at the head of the Minotaur statue... it "looks a bit wobbly".

Use whip with statue head, then walk to the head.

How can I persuade Sophia to climb through that hole?

You're going to have to convince her that it's the only way.

Try not to insult her in the process.

Use dialogue path 2/2/1/4/2.

Sophia got the door open. Great. Now we're walking around in circles...

There's a secret door in one of the chambers back here.

Use the orichalcum detector (the amber fish on a string) to point the way.

The orichalcum detector will only point at Indy.

It detects the nearest source of orichalcum.

Did you get the gold box yet? If so, read on...

Put your orichalcum beads in the lead-lined gold box, then close the box.

Now the orichalcum detector is pointing at Sophia's necklace.

You'll have to talk Sophia into concealing her necklace in the gold box.

Use dialogue path 3/3/1/1/1.

The three-stone combination opened *one* door in the map room.
How do I open the others?

You can't get them all open at the same time.

The other doors correspond to other paths.

Kerner's kidnapped Sophia! How do I rescue her?

At the moment, Kerner's got the drop on you.

Better just cooperate. You'll have your chance later.

Forget about Sophia. How can I hang on to the locking stones?

The man has a gun. You don't.

Give him the locking stones.

OK, forget about Sophia *and* the locking stones. How do I get out of here?

Look at the rock wall on the right-hand side of the cave.

Use the ship rib with the rock wall.

Submarine

I'm stuck up in the conning tower. How do I distract the crew?

Looks like Indy's the captain now (at least so long as nobody sees him).

There's an intercom up there, forward of the ladder.

Talk to the intercom, and order the crew to the bow.

How can I fix the depth control lever?

You'll have to find a substitute for the lever that broke off.

A long straight stick should do it.

On the lowest level, just under the head, you'll find a plunger.

Use the plunger with the broken lever.

How do we get rid of the Nazi guarding Sophia?

You can talk to Sophia through the bulkhead at her back.

See if you can get her to distract the guard.

Use dialogue path 3/2 with Sophia. *Now go back around and sneak up on the guard.*

You'll still need to give Sophia a cue... any line will work here, *except* the one about "fine leather jackets".

Where are the locking stones?

You can eavesdrop on Kerner and Ubermann if you stand next to the strong box in the room forward of the ready room.

They're locked in the strong box next to the room in which Kerner and Ubermann are schmoozing.

How do I open the strong box?

Indy says, "The walls seem pretty thin."

You could try dissolving one of the sides — if you had something corrosive.

There's a pool of battery acid on the lowest level, just below the galley.

And there's a porcelain mug on a shelf in the galley.

Use the porcelain mug with the battery acid, then use the acid-filled mug with the strong box.

How do I unlock the wheel?

The captain probably kept the key in a safe place.

(Better hope it wasn't in his pocket.)

Investigate the strong box in the room next to the room in which Kerner and Ubermann are talking.

Now that I've got complete control of the sub, where do we go?

Cruise back and forth in the sub's search area until you spot an opening on the sea bed. Use the controls to maneuver the sub into the opening.

Objects

<i>Object</i>	<i>Where Found</i>	<i>How Used</i>
blood-stained knife	knife-thrower	cut balloon's tether
mask	Omar's shop	use with bedsheet and flashlight to frighten Monsieur Trottier
trade back to Omar later for something to interest grocer		
bedsheet	Monte Carlo hotel	use with mask and flash light to frighten Monsieur Trottier
flashlight	Monte Carlo hotel	use with mask and bed sheet to frighten Monsieur Trottier

- [**Vishy Anand: My Best Games of Chess online**](#)
- [download online Jocasta: Wife and Mother](#)
- [download online Good Earl Hunting book](#)
- [**click Natural Acts: A Sidelong View of Science and Nature**](#)

- <http://thermco.pl/library/Kim-Jong-Il--North-Korea-s-Dear-Leader--Who-He-is--What-He-Wants--What-to-Do-About-Him--Revised---Updated-Editi>
- <http://fortune-touko.com/library/Beyond-Training---Mastering-Endurance-Health-and-Life.pdf>
- <http://junkrobots.com/ebooks/Good-Earl-Hunting.pdf>
- <http://damianfoster.com/books/Modern-Particle-Physics.pdf>