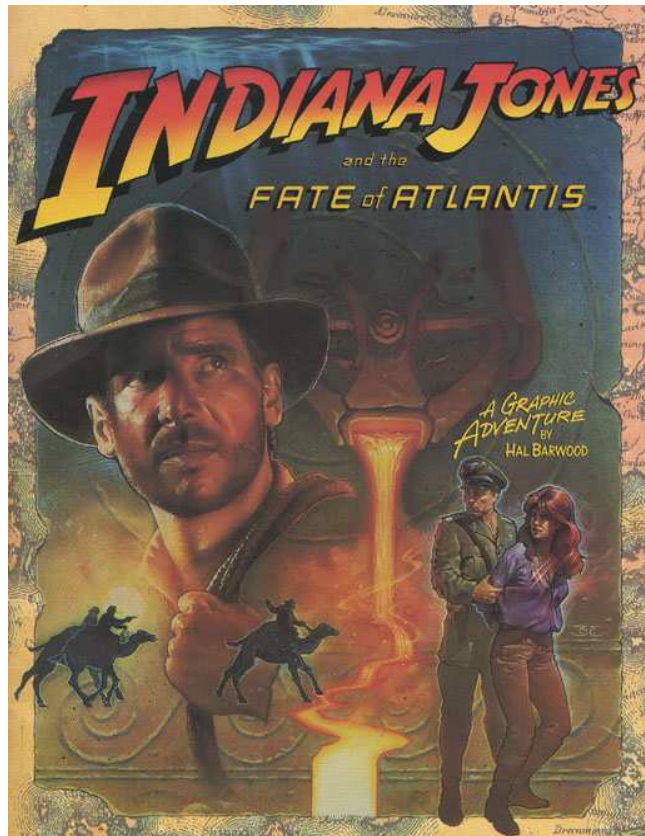




Indiana Jones and the Fate of Atlantis
A Spyglass Unauthorised Guide
<http://www.spyglassguides.com/>



Indiana Jones and the Fate of Atlantis
by LucasArts Entertainment

A Spyglass Unauthorised Guide
by
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Introduction

Though released in 1993, the 'talkie' CD version of *Indiana Jones and the Fate of Atlantis* is an enduring classic. Aside from the usual Indiana Jones brand of dry humour, *Fate of Atlantis* features three different paths through the middle of the game:

1. **Brains path** - the most difficult. Indy chooses to go it alone and the puzzles are the hardest.
2. **Brawn path** - the easiest puzzles. But here you must use your boxing skills to best opponents. For the player who favours action over more cerebral challenges.
3. **Team path** - Indy partners with Sophia to solve the puzzles as a team. In actuality, the puzzles are only marginally easier than those in the Brains path. I found this path to be the most enjoyable, and most in keeping with the spirit of an Indiana Jones film as he works through his adventure with a female companion (I'll leave it to you to decide whether Sophia actually qualifies as a 'love interest' :-)

Since this is one of the first walkthroughs I've ever done for a DOS game, I'm going to take a slight detour before my ubiquitous **Tips and Conventions** section, and show you how to get this game running properly in Windows XP or Vista (or Mac OS X or Linux, et. al.) using either ScummVM or DOSBox. Note up front: the ScummVM approach for this particular game is much simpler than the DOSBox route, but I realise there are dedicated fans of each, and so...



ScummVM set-up

If you don't already have it, you can download the latest version of ScummVM from here:

<http://www.scummvm.org/downloads.php>

The following instructions will assume you're running on a Windows platform. If so, then just double-click on the .exe file you downloaded to install ScummVM. I recommend installing to C:\ScummVM (not case sensitive).

Next, you need to create a folder to put your saved games in. You will also need to launch ScummVM from this folder, so that your saved games always go in the same place. So in Windows Explorer, create a folder called:

C:\fate

In this folder, I also recommend creating a *batch file* to run ScummVM. The main reason for doing this is that the *command line* you will use to run the game in ScummVM is quite hairy, and you don't want to have to type it in every time you want to play. So... open Notepad, or whatever your favourite text editor is, and copy and paste the following command line right into it:

```
c:\scummvm\scummvm.exe -f -g hq2x --aspect-ratio -n -pD:\atlantis atlantis
```

(the above assumes that you installed ScummVM to the place I recommended, and that your physical CD-ROM drive letter is D. Adjust accordingly if otherwise. The '-g hq2x' and '--aspect-ratio' parameters are graphics settings that blend all the otherwise blocky pixels together nicely on today's larger monitors. The '-n' instructs ScummVM to display subtitles for the voices)

Save that command line (Save As...) to this file:

C:\fate\foa.bat

Then, to run *Fate of Atlantis* right off the CD, just open a Command Prompt via:

Start > All Programs > Accessories > Command Prompt

Change to the 'fate' folder via:

```
cd \fate
```



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And finally, run the batch file you just created by entering:

foa

That's basically it :-)

If you have any questions or problems regarding this set-up, please post them on the Adventure forum at <http://www.spyglassguides.com/> and I will endeavour to answer them there. My handle on Spyglass Guides is: metzomagic.



DOSBox set-up

The reason this set-up is more complicated than ScummVM's is twofold:

1. You have to edit a configuration file.
2. Whereas *Fate of Atlantis* ran smoothly right off the CD in ScummVM, this was not the case for DOSBox, where the sound kept getting cut off halfway through what a character was saying as the CD was spinning up/down. Wound up fixing this by creating an ISO image of the CD on my hard drive.

Anyway, if you don't already have DOSBox installed on your PC, or if you have a previous version, I recommend obtaining the latest version which is DOSBox 0.70 at the time of writing. It has some nice settings that automatically determine the value of the `cycles=` parameter that is appropriate for a particular game according to your PC's processor speed (those of you using previous versions of DOSBox know what I'm talking about).

You can obtain the latest version of DOSBox here:

<http://dosbox.sourceforge.net/download.php?main=1>

Get the Win32 installer, and just double-click on the downloaded .exe file to install. I recommend installing to `C:\DOSBox-0.70` (not case sensitive). Then go to where you installed it to, and use a text editor like Notepad to edit the `dosbox.conf` file and save it. First, change the following two parameters:

`fullscreen=true` (false by default)

.
.
.

`cycles=max` (auto by default)

I also recommend changing the following parameters that determine how the 300 x 200 graphics of yore are anti-aliased for today's larger displays:

`aspect=true` (default is false)

`scaler=supereagle` (default is normal2x)

Then at the very bottom of the file, replace the empty `[autoexec]` section with the following:



```
[autoexec]
# Lines in this section will be run at startup.
mount D D:\ -t cdrom -usecd 0 -ioctl
mount C C:\
C:
```

It's a real good idea just to copy and paste those lines right out of this document and into the file. Computers get a bit confused when you replace zeroes with ohs, etc. :-)

Note that my CD-ROM drive's physical letter is D. If yours is E or F, then replace those two letters in the cdrom mount command accordingly.

Now you can bring up a Command Prompt via:

Start > All Programs > Accessories > Command Prompt

And start up DOSBox by changing to the folder you installed it to, like:

```
cd \dosbox-0.70
```

And then entering:

```
dosbox
```

When DOSBox comes up, change to your CD drive by entering:

```
d:
```

(or whatever your CD drive letter is). Then enter:

```
atlantis
```

If the voices keep getting cut off when your CD drive spins up/down, then I'm afraid you'll need to create an ISO image of the CD like I did, and store it on your hard drive. One of the simplest tools for this purpose is ISO Recorder, which you can download here:

<http://isorecorder.alexfeinman.com/isorecorder.htm>

Make sure you get the version that corresponds to your XP service pack. Then just double-click on the .msi file you downloaded to install it. Since ISO Recorder is a DLL, you must register it before use. To do this, open a Command Prompt,



change to the folder you installed ISO Recorder to, like:

```
cd \isorecorder
```

And run the following commands:

```
regsvr32 isorecorder.dll  
imapihelper -Service
```

Now, in Windows Explorer, right-click on your CD drive (with the *Fate of Atlantis* CD in the drive, of course), and choose the 'Create image from CD' option from the menu (you see that ISO Recorder put some new options on your Windows Explorer right-click context menu :-)

I put the ensuing atlantis.iso image file in C:\FATE, which is where the game puts your saved games by default.

Finally, you need to edit your dosbox.conf file to mount the game's ISO image. Edit the [autoexec] section so that it looks like this:

```
[autoexec]  
# Lines in this section will be run at startup.  
# mount D D:\ -t cdrom -usecd 0 -ioctl  
imgmount H "C:\FATE\atlantis.iso" -t iso  
mount C C:\  
C:
```

Note: you need to comment out your existing CD drive mount command like I did if the drive letters are not contiguous. DOSBox doesn't like it otherwise. Also, that's where I put atlantis.iso. You may have put it elsewhere, so adjust accordingly.

Then start up DOSBox, switch to the drive you mapped the image to, like:

```
h:
```

Then run the game via:

```
atlantis
```

Huzzah! The F1 key brings up the save/restore/quit screen. Ctrl+T for subtitles.

If you have any questions or problems regarding this set-up, please post them on the Adventure forum at <http://www.spyglassguides.com/> and I will endeavour to answer them there. My handle on Spyglass Guides is: metzomagic.



Tips and conventions

Firstly, this guide is written in English as practised in Ireland. So no, those are *not* spelling errors. It really is 'colourful' where I live ;-)

While *Fate of Atlantis* is technically point and click, you still have to construct primitive sentences using the verb list at the bottom left of the screen to get your character to do anything useful. Throughout the walkthrough, I'll be highlighting the correct sentences to use in each situation like this: **Open door**.

Whenever Indy or Sophia acquire a new object in inventory, use **Look at** on the object as soon as you get an opportunity to do so. Sometimes you will get a clue as to how the object may be used.

Remember that you can combine certain objects (even if both objects are in your inventory) like this: **Use brush with paint**.

I have recommended certain conversation choices to steer you along the various paths in the game. These choices may not always be the quickest way to your ends, but by and large they are. Sometimes it doesn't matter which choice Indy makes, the outcome is the same. Other times only one of the choices in a rather long conversation is the only one that matters. I'll try to flag these situations where possible. In any case, it's fun to experiment... which is why saving your game often is very important! You can even save in the middle of a conversation.

Speaking of which, it's good practice in adventure games to save often, to avoid extensive backtracking (or even having to start over) if you make a mistake. There are many save game slots available in both the ScummVM and DOSBox versions of the game. Make good use of them!

The F5 key brings up the save/restore/quit screen (also the F1 key in DOSBox).

In ScummVM, you can select combinations of speech and/or subtitles from the F5 menu. In DOSBox, you need to use Ctrl+T to cycle through the choices.

In one path through the game, you'll need to fight a lot of opponents. I found that most fights could be won easily enough using just the mouse, but you can get a more flexible fighting interface by hitting the F key at any time to turn on keyboard fighting. In this mode, you can punch and block on three levels using the keys on the numeric keypad:

7 (punch high), 8 (block high), 9 (step back)
4 (punch middle), 5 (block middle), 6 (step back)
1 (punch low), 2 (block low), 3 (step back)



Walkthrough

We begin on a single path. But when the time comes for the player to decide which path to follow through the middle part of the game, the walkthrough will feature independent sections for each path since they differ considerably...

The credits

Fate of Atlantis starts off with some interactive credits. Quite simple to blunder your way through, but hey, this is a walkthrough so...

Begin by examining the **peculiar statue** to the left. Indy falls through the trapdoor onto the floor below. Click on the **rope** here, and it's on to the next floor, literally. Here you examine the **books on statues** on the left-hand wall to be projected through the floor into the next room. One of the **cat figurines** here is a real cat, causing Indy to blunder down a coal chute into the furnace room. You can access the three lockers here in any order you like. It's always the third one you open that produces the **horned statue**, which you should pick up. Indy then walks over to his office to meet his mentor, Marcus, and a Mr. Smith. In the ensuing fracas, Smith escapes through the window to a getaway car with the statue and a mysterious small bead that was recovered from it. Turns out that 'Smith' is actually a Nazi agent by the name of Klaus Kerner. Hmm. You then wind up in New York to look up your old friend Sophia Hapgood, who is a former archaeology colleague turned mystic, of all things.

New York

As soon as you get control of Indy again, I recommend saving your game. In case you might do anything wrong, like :-). Then **Pick up newspaper** from the stand there. Walk around to the back of the theatre, and you have some different options to choose from regards gaining entrance:

1. You can make your way to the fire escape by pushing away crates that block your path.
2. If you instead choose to **Open back door**, your path will be blocked by Biff, the doorman. You can use the following non-confrontational dialogue path to gain entrance:

"I'm here to enjoy Madame's outrageous orations."

"Of course not. Madame Sophia's a serious thinker."

"No kidding, I think she's the greatest."

"...yeah, she's very smart."

"...the way she makes things so easy to understand?"



3. Or, you can pick a fight with Biff via:

“Let me in, you Darwinian nightmare.”

“What do you think?”

“Why should I, you fat tub of lard?”

No matter how you got in, you wind up backstage where Sophia is performing. Keep talking to the stagehand (being interrupted a few times by Sophia's presentation) until you get the following dialogue options:

“Isn't there something you'd rather be doing?”

“Don't you ever read?”

“What if I give you something to read?”

Then **Give newspaper to stagehand**. He wanders off. Now push the left and right-hand levers on the apparatus (the lights turn green), and finally the button. You wreck Sophia's presentation, but at least that gets her attention, and you are invited back to her room to discuss old times. It doesn't matter which dialogue options you choose here. You and Sophia wind up in Iceland regardless, in search of Plato's Lost Dialogue.

Iceland

Click on the cave entrance there to **Walk to old dig site**. Then Talk to Dr. Bjorn Heimdall. It doesn't matter much which dialogue choices you pick, as long as you mention Plato's Lost Dialogue at some point. In the end you will come away with two important names and locations (which were very difficult to make out from Heimdall's broken English. The subtitles really helped here):

A Dr. Costa, located in the Azores.

A Dr. Sternhart, located in Tikal, Central America.

Once outside again, **Use truck** to head for the airport, and go to THE AZORES using the map.

The Azores

Use **Open door** to have Indy knock on the door. Dr. Costa answers, but Indy can get nowhere with him. So turn control over to Sophia via **Talk to Sophia**, and:

“Here, you talk to the man!”

You learn that Costa will only trade information for a rare Atlantean artefact. And no way will Sophia part with her necklace. So we need to find such an artefact then. **Use car** to return to the airport, and head for TIKAL on the map.



Tikal

Go into the jungle. Sophia elects to stay behind. There are six dark jungle paths here. Keep going through them until Indy winds up at a tree near a crevasse with a snake wrapped around it. And you know how Indy feels about snakes! So head back into the jungle. Keep on getting just close enough to the jungle rodent to **Use whip with jungle rodent**. Your goal is to get him into the entrance to that led Indy to the snake. Once you use the whip on him there, you drive him to the snake and it's good riddance to both of them!

Now you can **Use tree** to get over the crevasse and... hey, Sophia found another way to get there by going around the jungle (don't worry. That option was not available to Indy. You had to do it the hard way). Attempting to **Pick up kerosene lamp** from the trinkets stand is a good way to start here. Dr. Charles Sternhart comes running out of the temple to accost you. Noting that the parrot sitting in a tree by the crevasse repeats everything, here is one of the quickest ways to get what you need from Sternhart. Basically, you have to convince him that you really are an archaeologist before he'll let you into the temple:

"What can you tell us about the temple?"

"Can we take a look inside?"

"I'm Dr. Indiana Jones, is that scholarly enough?"

"I'd really like to explore the temple."

"I don't know the title."

Sternhart then breaks off the conversation and walks away in a huff. Now **Talk to parrot**, and:

"Title?"

You learn that the proper title of Plato's Lost Dialogue is The Hermocrates. Try to **Walk to temple**, and that brings Sternhart out again. Just **Talk to Sternhart**, then:

"About exploring the temple..."

"The Hermocrates."

And Sternhart will let you into the temple. Now you need a particular object before you can proceed much further. So **Talk to Sophia**, and:

"Could you talk to Sternhart and keep him occupied?"

Then head back outside and **Pick up kerosene lamp**. Go back to the temple, and **Look at spiral design** (the one in the very centre of the screen). Indy



comments “This one looks different, more deeply etched.” Now **Open kerosene lamp**, and **Use opened kerosene lamp with spiral design**. Finally, **Pick up spiral design**, and **Use spiral design with animal head**. It fits perfectly, and now you can see that the animal head is meant to represent an elephant. **Pull elephant’s nose** results in a panel sliding up to reveal a tomb. Sternhart makes off through a secret door with a stone artefact from the tomb, but he missed something in his haste! **Pick up shiny bead** from the corpse’s hand, and you have another orichalcum bead.

Now head outside, take the path around the jungle, **Use truck** to go to the airport, and head back to ICELAND on the map.

Iceland

Poor Heimdall froze to death in his efforts to hack the eel figurine from the ice, but he at least exposed the head. So **Use orichalcum in exposed eel head**, then **Pick up eel figurine**, and I believe we finally have something that our dear friend Dr. Costa would be interested in trading information for.

The Azores

It’s OK if Indy talks to Costa this time, once he has the eel figurine:

“Let’s talk about a trade.”

“I’m offering this mysterious eel figurine.”

Costa accepts this artefact and... some randomness figures in from game to game. Listen carefully, because Costa will name one of five possible collections where he thinks the Lost Dialogue may be located in (and there may be more. These are the ones I encountered while writing the walkthrough):

Ashkenazy, Dunlop, Pierce, Sprague, or Ward

In any case, all of these are located at Indy’s home base: Barnett College. After a lengthy cut scene involving Kerner and Dr. Ubermann, Indy and Sophia wind up back there.

Barnett College

Not only is the collection named by Costa randomly selected, but to make matters worse, the collection is also randomly associated with one of three objects:

1. A dusty old chest behind a big crate in the top room. **Push big crate**, then **Look at dusty old chest** to see if this is the collection you’re looking for.



2. The tipped-over bookcase, part of the mayhem Indy caused during the title sequence. **Look at tipped-over bookcase** to see if this is the collection Costa told you about.
3. A cat figurine in the room above the furnace, which can only be accessed via the coal chute. **Look at school desk** (next to the tipped-over bookcase), then **Pick up gum**. In the furnace room, **Use gum with coal chute**, then Indy can **Walk to coal chute** to go up it. Look at cat figurine (any of them), to see if this is the correct collection.

Once you have identified the object that belongs to the correct collection, here is how you go about retrieving Plato's Lost Dialogue...

Dusty old chest

Head straight for Indy's office across the street. **Open ice box**, then **Pick up jar**. Indy comments that though it's supposed to be mayonnaise, it has the consistency of used motor oil. Head back to the other building, and take the stairs up. Then **Use rope** to go to the top floor. **Use jar of mayonnaise with totem pole** to lubricate the bottom of the totem pole, then keep pulling it until it is underneath the hole in the ceiling. **Use totem pole** to get to the attic. **Open urn**, then **Pick up ashes** to retrieve a dusty key. Head back to the floor below and **Use dusty key with dusty old chest** to get Plato's Lost Dialogue.

Tipped-over bookcase

Use rope to get to the next floor, then **Pick up arrowhead** (from the shelves to the right of the totem pole). Go back down the rope and **Use arrowhead with screw** (there are five screws in the back of the tipped-over bookcase). Ouch! That's the only screw Indy is going to undo without getting some protection. So go all the way down to the furnace room and **Pick up dirty rag** (on box near stairs). **Use dirty rag with arrowhead** to obtain a wrapped arrowhead, and now you can undo the remaining four screws, then **Open tipped-over bookcase** to get Plato's Lost Dialogue.

Cat figurine

Just keep trying **Pick up cat figurine** until you get the one that's made of wax. Then go back down the coal chute, **Open Furnace** and **Use wax cat with furnace**. Easiest way to get the Lost Dialogue, if you're that lucky.

Once you've obtained the Lost Dialogue, have a read of all the sections marked by paper clips. Hmm. It appears that Atlantis may be closer to Greece than anyone ever imagined, due to an apparent tenfold magnitude error that Hermocrates thinks Plato made in his calculations.

Then head back to your office across the street and speak to Sophia. No matter which dialogue options you choose here, Sophia eventually winds up telling



Indy's fortune, and you get to choose one of three paths through the middle of the game accordingly, depending on how you answer her question:

Brains path - "I'd rather think my way through." (or any mention of the word 'wits')

Brawn path - "So it'll be rough. That's the way I like it." (or any mention of the word 'action')

Team path - "I'd rather tackle this together with you."

The paths are documented separately below.

From the Lost Dialogue, you also glean that in order to get to Atlantis, three stone disks must be located and used in a certain way. This aspect of the game is common to all three paths. You will recall that Kerner stole one of the disks from Sophia's room at the theatre, and Sternhart made away with another one from the jungle tomb...



Brains path

You chose the toughest puzzles. Begin by heading for MONTE CARLO on the map.

Monte Carlo

Before you do anything else here, save your game. It is possible to get the game into a state where Trottier will no longer talk to you if you make enough mistakes! Then, when a man with grey hair dressed in a brown suit comes out of the hotel,

Talk to him:

“Are you Alain Trottier?”

“I’m Dr. Indiana Jones of Barnett College.”

“Actually, I’m just a simple professor.”

“I’ve heard you deal in Atlantean artifacts.”

He’ll then ask you a question related to the Lost Dialogue, which you must answer correctly in order to proceed. You did read all those sections marked with paper clips like I told you to do, right? If you answer the question correctly, you’ll wind up with Trottier’s business card. Then **Use taxi** there, and head for ALGIERS on the map.

Algiers

Go two screens to the left, then **Walk to back alley** (northwest part of the screen). **Give business card to storekeeper**. He knows of Trottier, but:

“You mean you aren’t Omar?”

“Can you arrange a meeting with Mr. Al-Jabbar?”

Omar’s servant heads off. Exit the shop, and then **Walk to city streets** to your left. Now... you’d think that the red square you see walking around the streets is the servant, but it’s not. Wait till the red square is in the area of the market, then quickly click on ‘market’ to go there yourself. You should see a ‘man with red fez’ standing somewhere in the market square. Save your game before speaking to him, because if you make a mistake he walks off and you have to start all over again! Then:

“Nice fez.”

“It’s better than a sharp stick in the eye.”

“It’s kind of festive.”

“I am a little frustrated.”

“Say, thank you.”



And you now have the fez. Go back to the shop and **Give bright red fez to servant**. Paul won't take the fez immediately. You have to convince him that he needs it. So save your game right here before trying any of the lines, as I believe the answer is random from game to game. When you find the correct line, he will take the fez.

Now when you instruct him to ask Omar for a meeting again, you can follow him. You may have to do this more than once, because when he disappears you have to be in the immediate vicinity to see which house he ducked into. But you only need to see where he disappears once, because it's always the same place and you can camp out there for next time. Then click on Omar's house to enter. Omar sends his servant to fetch the police, and you can try speaking with him, but this doesn't do you any good. So... **Walk to closet** (by the front door), and Omar follows you in. Then **Close closet door** to trap Omar. **Pick up pole** (in the barrel), then **Use bamboo stick with hanging cloth** to get Omar's map. **Use camel** (the one you see through the window), and you're out on the desert.

You have to try avoiding 'trouble' in the form of immigration agents (or something to that effect) on camels, and head for a nomad camp. If one of them manages to stop you, then you get sent back to the city and have to start all over again. Once you've visited at least three nomad camps, being sure to ask about the Nazi's activities, and also showing the nomad your map, a big red X should appear on the map. Once you arrive at the X, **Walk to dig site** (to your left).

Dig site

Use ladder (that you see in the distance) to have Indy climb down into the dig site. A very dark place. You can't really see down here (the **Look at** icon has been replaced by **Touch**), but you can grope around and **Pick up long, tubular thing**. Also **Pick up clay thing** (Indy finds an orichalcum bead in the clay jar). Then return to the truck. **Open gas tank**, then **Use hose with gas tank**. Finally, **Use clay jar with end of hose** to obtain a gas-filled jar. Now head back down the ladder, find the 'metal thing', then **Open metal cap**. Next, **Use gas-filled jar with gas filler pipe** to fill what can only be a generator with the petrol you collected from the truck. Then **Use little metal thing** (a switch) to turn on the generator, and we have lights :-)

Walk to the left of the screen, and **Push painting of round object** to reveal a secret opening below. **Pick up statue** from this opening, and Indy comments that it's just like the one Kerner stole from you. Next, **Pick up ship rib**, and **Open generator**. Then **Use button** to turn off generator. **Pick up ceramic thing** to obtain a spark plug. **Use ladder** to head back outside. On the truck, **Open hood** and **Look at engine**. Indy comments that it's missing a spark plug and the battery. So **Use spark plug with engine**, then **Use orichalcum in statue** to energise the statue. Finally, **Use statue with spark plugs** to start the engine.



Now **Open door** and **Pick up piece of paper**. It's a telegram from Dr. Ubermann to Kerner. It says:

“Achtung Kerner: Trap is set in Monte Carlo for Trottier STOP Bait is séance with Madame Sophia STOP Need you here soonest STOP“

Guess it's time to tidy up and head there. **Close hood**, then **Pick up hose**, followed by **Close gas tank** and then **Use truck**. Go to MONTE CARLO on the map.

Monte Carlo

Talk to Alain Trottier when he comes out of the hotel. You need to go through all three main topics with him (this takes two more conversation attempts, because he walks away after each one). Finally, when you're on the third topic, Nazi agents will come and kidnap him. Indy pursues them in another car. This is a bit difficult, but the red car is the one with the Nazis and Trottier, and you have to collide with it.

They leave Trottier at the scene of the accident, and you can **Talk to** him then. Eventually, he'll give you the address of the intersection where he threw the Sunstone out of the car window. As with most things of this nature in *Fate of Atlantis*, I believe the particular intersection is random, and differs from game to game. So you'll just have to keep looking at street signs until you converge on the correct location. At least Trottier wrote it down on the back of the telegram for you! Your task is made even more difficult by the fact that a street sign may not be present at the named intersection. So just find one of the roads that Trottier mentioned, and keep looking in the drains of every intersection along that road. Then **Open drain** once Indy spots something, and you'll have found the Sunstone. Once you have it, remember that Trottier thinks the entrance to the Lesser Colony is on the island of Thera. So make your way back to the hotel, **Use taxi**, and head for THERA on the map.

Thera

Pick up fish net that's hanging from the little shop, then try to **Pick up very large basket**. The port authority guy won't let you take it, but says he'll trade it for a souvenir from an archaeological dig site up in the mountains. So... **Walk to path away from dock**, and there's a gap, a notch, and a cleft up there if you look carefully at the mountain in the distance. Investigate each one until you find a place with an entrance, and head in there. Once you get to the room with the doorway that's been sealed up, you'll hear a rumble. **Pick up entrenching tool** and head back to the entrance. Oh no, it's caved in. **Open entrenching tool**, and Sophia has hidden a note in there! She's been kidnapped. Use the entrenching tool to dig your way out, and you see a cut scene with Kerner and Ubermann preparing to make off with Sophia in a u-boat. Head back to the dock yourself.



Now we need to find a way out of here. **Look at crate** near the port authority guy. Hey, there's a hot air balloon bladder in there. But he'll only let you have it if you can show him the invoice for it. OK, so head back up to the dig site, and **Close crate**. Hey presto, **Pick up invoice** (for an observational balloon bladder, of course :-). Now obviously, the very large basket down there at the dock is going to have to be our makeshift balloon basket. But we need some kind of archaeological artefact to trade for it... so head back into the room where you picked up the entrenching tool and **Close door**. A panel opens up, exposing a peg to the right of the door. **Use Sunstone with peg**, then **Look at Sunstone**. You'll note various depictions of the sun on the edge of the stone. You need to align the correct one with the tall horns at the top, and guess what? Yep. Which symbol varies from game to game. So let's consult the Lost Dialogue, and if it says, for example:

"At many outposts a Sunstone sufficed, if hot sunlight bathed the tall horns."

Then you would rotate the disk until the 'noon sun' is under the tall horns. You get the idea. Once you have the symbol that matches the description in your copy of the Lost Dialogue positioned under the tall horns, clicking on the spindle now produces an audible 'klik'. **Open door**, and **Pick up carved sign**. Then **Close door**, and **Pick up Sunstone**. Head back to the dock once more and try to **Pick up very large basket**. Now you get the dialogue option to trade the carved sign you just found for the basket. Then **Give invoice to port authority** to claim your balloon. **Open crate**, and **Pick up large rubber balloon**. Now I think we have all the makings of our hot air balloon, and we just need some hot air. Up to the dig site once again, and assemble the balloon via: **Use fish net with large rubber balloon**. Then **Use netted balloon with very large basket**. Finally, **Use hose with deflated balloon rig**, then use that ensemble with the gas vent there and... we're up and away!

Well... the trick here is that you have to cruise around (using occasional clicks on either on **Vent hydrogen** or **Drop ballast** to change direction. Hitting an edge of the playing area also gives you a nudge in a new direction) until you finally see a u-boat sailing around below you. Position over the u-boat, then use **Vent hydrogen** many times in rapid succession to spiral down to it, and...

U-boat

A guard on the u-boat spots Indy's balloon as it comes in for a landing, but Indy boards and beats the guy up behind the conning tower. Good time to save your game. **Open hatch** (to the right of the life preserver) and climb into the sub. Now **Walk to lower deck**, and head over to the right past the head. **Pick up clothesline**. Head back to the ladder and **Talk to guard**. He'd like to go for lunch, but won't leave his post unless instructed to by Kerner himself. Hmm. Keep heading left into the galley, **Pick up bread** and **Pick up cold cuts**. Then **Use some cold cuts with two slices of bread** to produce a submarine



sandwich (worthy of Dagwood Bumstead, no less). Now walk back to the guard, and **Give submarine sandwich to guard**. He won't take yours, but Indy suggests that he goes to make his own and will cover for him while he's gone. Once he leaves, walk left a bit and **Open lockers**, then **Pick up Moonstone** and **Pick up torpedo instructions**. Then **Close lockers**. Once you do that, the u-boat changes course and heads for Knossos. Kerner and Ubermann disembark with Sophia, and you can't get past the guard that's posted outside. So we need to find another way off the u-boat...

Talk to sailor near the aft torpedo tubes, and you discover that someone was messing with the torpedo control panel and has left some wires exposed. He's afraid that a fire might start. Right then! Go all the way forward where some sailors are being reprimanded and **Pick up oily rag**. Then go all the way aft and **Use oily rag with wires**. Now **Use torpedo instructions with control panel**, and **Push launch lever**. Everyone rushes aft to investigate the fire you started, and Indy sneaks forward. Go all the way forward again and **Open torpedo tube**, then **Use torpedo instructions with control panel**. Now **Use clothesline with launch lever**, and **Walk to torpedo tube** (Indy automatically goes to change gear in the head). Get in the torpedo tube once more, then **Pull clothesline** to launch Indy ashore!

Knossos

Walk up to the platform and **Use Sunstone with stone pedestal**. Then **Use Moonstone with Sunstone**, and... remember that the instructions for aligning the stones vary from game to game. So let's have a look at the Lost Dialogue again, shall we? And if it says, for example:

"At the Greater Colony a Moonstone was also needed, with darkest night healed by the full moon."

Then you would align the correct depiction of the sun with the tall horns as you did earlier, and the full moon with wherever darkness was. So **Use Moonstone**, and align the two disks according to what it says in your copy of the Lost Dialogue. Click on the spindle in the middle of this arrangement and a secret door opens... then **Walk to secret entrance**.

Pick up two of the statue heads from the shelf where you arrive, then head through the doorway. **Use whip with statue head in the next room** to get the third one. The gate closes, but you won't be going back there again. OK... so now we're in a maze, but not to fear. We can get you through this with a minimum of fuss, and if you get lost there's no problem. You can't die, and you can always find your way back to a familiar place. So without further ado...

Go up the stairs, then head through the doorway to the left. Notice another gate blocking a doorway at the bottom of the stairs. But don't worry about that yet.



Instead, go through the doorway to the left of the one you just came through. There's a statue in this room atop a set of stairs, and also what looks like a pressure plate. **Use whip with statue head** to knock the head onto the plate, then join it. Down you go!

Sternhart's body lies at the bottom of the lift. **Pick up staff**, then **Pick up stone disk** (at Sternhart's feet. It's the Worldstone!). **Pick up wool scarf** (a rubber comb comes with it), and **Look at note**. It says:

"I am convinced the Map Room is somewhere among the upper chambers. I believe that static electricity will respond to orichalcum...but since I'm trapped down here, I'm not sure I have all the pieces for a makeshift detector or not."

Now **Look at waterfall**, and Indy notices a chain hidden behind it. **Use chain** to climb up the waterfall. Now *carefully* click on the steps below the statue, then head for the left doorway again (in this manner, you avoid stepping on the lift, which will take you down again). Use the three statue heads on the shelf there to open the gate. Go through this doorway, through the doorway at the top of the stairs, through one more doorway, and you come to the top of another lift ensemble. **Use staff with chock** to free the counterweight. Head back down the stairs, take the door to the right of the stairs this time, through another room, and you arrive at the bottom of the lift shaft where there is a big stone head. **Use staff with statue's mouth** to activate the lift, and up we go!

Pick up gold box, and Indy finds two more orichalcum beads underneath it. Now **Open gold box** to take out the two beads. Next, **Use hard rubber comb with clothesline** to tie it to the comb. Finally, **Use wool scarf with comb on a string** to charge it. I believe we now have a makeshift orichalcum detector like the one Sternhart referred to in his note :-). Sure enough, if you now **Use charged comb on a string**, it points at the two beads Indy is carrying. Anyway, we don't need to detect anything for the moment, so enter the room to the north here. Hmm. Looks like an Atlantean drilling machine. **Use statue in open hatch**, then **Use orichalcum in statue (in hatch)**. The 'microtaur' machine starts up and bores a hole in the wall. So **Walk to hole** and... we've found the Map Room!

Time for another look at the Lost Dialogue, me thinks. You know the drill by now. Use your copy of the Lost Dialogue to figure out which image on the Worldstone to line up with on the Moonstone. Then place all three disks on the spindle, and align them properly. Click on the spindle to open a door in the wall.

Head through this door, and... you come to a room with a waterfall. Walk behind the waterfall, and continue into the next room. Looks like you're at a dead end, with just a pile of bones here. But... **Use wool scarf with comb on a string** then



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Use charged comb on a string, and your makeshift orichalcum detector points straight down at the pile of bones. **Look at some bones** and Indy finds two more orichalcum beads there. Now return to the room with the waterfall that you just came through, make sure all your orichalcum beads are in the closed gold box, and fire up the detector. It points back at the wall to the left of the waterfall. **Use entrenchment tool with wall** to reveal a hidden door, and go through it. **Pick up bead** on the floor there, and **Use orichalcum in mouth** (of the subway car). Indy boards the subway as it starts up, and thus ends the **Brains path** as you wind up at an airlock that is the entrance to Atlantis. The walkthrough resumes at the **Atlantis** section below.



Brawn path

You elect to get through the middle part of the game using your fists. I found that just left-clicking on an opponent as quickly as possible usually dispatched them in short order. A bit boring, really. So you can select the keyboard fighting interface by hitting F at any time to make the fighting a little more interesting.

Anyway... head for MONTE CARLO on the map.

Monte Carlo

Before you do anything else here, save your game. It is possible to get the game into a state where Trottier will no longer talk to you if you make enough mistakes! Then, when a man with grey hair dressed in a brown suit comes out of the hotel, **Talk to him**:

“Are you Alain Trottier?”

“I’m Dr. Indiana Jones of Barnett College.”

“Actually, I’m just a simple professor.”

“I’ve heard you deal in Atlantean artifacts.”

He’ll then ask you a question related to the Lost Dialogue, which you must answer correctly in order to proceed. You did read all those sections marked with paper clips like I told you to do, right? If you answer the question correctly, you’ll wind up with Trottier’s business card. Then hail the taxi there, and head for ALGIERS on the map.

Algiers

Go two screens to the left, then **Walk to back alley** (northwest part of the screen). **Give business card to storekeeper**. He knows of Trottier, but:

“You mean you aren’t Omar?”

“Can you arrange a meeting with Mr. Al-Jabbar?”

Paul heads off. Exit the shop, and then **Walk to city streets** to your left. Paul appears as a red square in the bustling crowd. Observe the red square closely, and when it disappears, you will find know the approximate vicinity of Omar’s house. Return to the shop and get Paul to go out on the streets once again. This time, wait in the area where he disappeared last time, and you will see him ducking into Omar’s house. Don’t worry, you can do this as many times as you like if you miss on the first attempt.

Once in Omar’s house, Indy eavesdrops on the conversation between Omar and the Nazi agent. Then advance to the left to get the agent’s attention, and beat



him senseless. Agree to take care of the Nazis at Omar's dig site. Omar is grateful, alludes to giving you a map and the use of his camel, then promptly exits. Hey, wait a minute. He didn't give you any map! So... **Pick up pole** (in the barrel), then **Use bamboo stick with hanging cloth** to get Omar's map. **Use camel** (the one you see through the window), and you're out on the desert.

You have to try avoiding the trucks with Nazi agents, and head for a nomad camp. Once you've visited at least three nomad camps, being sure to ask about the Nazi's activities, and also showing them your map, a big red X should appear on the map. Once you arrive at the X, **Walk to dig site** (to your left).

Dig site

Use ladder (that you see in the distance). It's dark in here, so you'll have to grope around and use your sense of touch to find things. If you **Touch metal thing** in the bottom centre of the screen, Indy thinks it's a portable generator. **Touch little metal thing** to discover a switch, and then **Use switch?** to turn on the generator and get some light! Walk to the left of the screen, and **Push painting of round object** to reveal a secret opening below. **Pick up stone disk** from this opening, and you now have a Sunstone. Then **Pick up ship rib**, and **Pick up clay jar** (Indy finds an orichalcum bead in it). Also **Pick up wooden peg** from the table. Now **Use ship rib on crumbling wall** (to right of table) to reveal a mural. **Use wooden peg with mural**, then **Use Sunstone with peg in hole**, and **Look at stone disk**. You'll note various depictions of the sun on the edge of the stone. You need to align the correct one with the tall horns at the top, and guess what? Yep. Which symbol varies from game to game. So let's consult the Lost Dialogue, and if it says, for example:

"At many outposts a Sunstone sufficed, if hot sunlight bathed the tall horns."

Then you would rotate the disk until the 'noon sun' is under the tall horns. You get the idea. Once you have the symbol that matches the description in your copy of the Lost Dialogue positioned under the tall horns, clicking on the spindle now produces an audible 'klik', and a secret door in the wall opens. **Walk to secret door**, and Indy digs his way out near the truck. But a Nazi guard approaches you then, and accosts you for digging an unauthorised hole:

"I was just following Kerner's orders."

Then **Use whip with Gun-Toting Nazi** to dispose of the gun, and beat the guy up. Once you've done that, **Use rope ladder** on left side of screen to... climb into a balloon! I believe all you need do here is drift up to the very top of the screen (where the city/coast is), and a final updraft carries Indy all the way to Crete :-)



Crete

Walk to path (top left of screen), and you wind up at some ruins. Head up the steps, over the bridge, and all the way to the left to **Pick up surveyor's instrument**. Now head back over the bridge, down the steps, and go into every entrance you can find until you walk into a room with a mural on the wall. **Look at mural**. Hmm. Seems as if we might have a good use for that transit.

You now need to find two piles of stones in reasonable proximity to each other, that can be used to sight around the tall horns like you saw in the mural. Unfortunately, exactly which piles of stones varies from game to game. When you **Look at stones** and it's one of the correct piles, Indy comments that they seem loose. Then **Push stones** to reveal a statue, and **Use transit with statue** to anchor the transit. Then **Use transit on statue** to have Indy look through the eyepiece. Rotate the crosshairs until they line up on the edge of the right-hand horn of the tall horns (if it's the bull's tail statue you're using), or the left-hand horn (for bull's head), then click on the crosshairs. Indy pulls out of the view and draws an imaginary line into the distance. Now do the same thing with the other pile of stones. Indy draws another imaginary line and you now have a yellow 'X marks the spot' that you can walk over to, and **Use ship rib with X marks the spot** to dig up a... Moonstone!

Now head back to where you came down in the balloon, and keep going till you come to a large platform with a stone pedestal in the centre. You will remember that the instructions for aligning the stones vary from game to game. So let's have a look at the Lost Dialogue again, shall we? And if it says, for example:

"At the Greater Colony a Moonstone was also needed, with darkest night healed by the full moon."

Then you would align the correct depiction of the sun with the tall horns as you did earlier, and the full moon with wherever darkness was. So **Use Sunstone with stone pedestal**, then **Use Moonstone with Sunstone**. Then **Use Moonstone**, and align the two disks according to what it says in your copy of the Lost Dialogue. Click on the spindle in the middle of this arrangement and a secret door opens... another guard to get past here, then **Walk to secret entrance**.

Pick up two of the statue heads from the shelf where you arrive, then head through the doorway. **Use whip with statue head in the next room** to get the third one. The gate closes, but you won't be going back there again. OK... so now we're in a maze, but not to fear. We can get you through this with a minimum of fuss, and if you get lost there's no problem. You can't die, and you can always find your way back to a familiar place. So without further ado...



Go up the stairs, then head through the doorway to the left. Notice another gate blocking a doorway at the bottom of the stairs. But don't worry about that yet. Instead, go through the doorway to the left of the one you just came through. There's a statue in this room atop a set of stairs, and also what looks like a pressure plate. **Use whip with statue head** to knock the head onto the plate, then join it. Down you go!

Sternhart's body lies at the bottom of the lift. **Pick up staff**, and **Look at note**. It says:

"I am convinced the Map Room lies beyond the chasm I couldn't cross. If only I weren't trapped down here..."

Now **Look at waterfall**, and Indy notices a chain hidden behind it. **Use chain** to climb up the waterfall. Now *carefully* click on the steps below the statue, then head for the left doorway again (in this manner, you avoid stepping on the lift, which will take you down again). Use the three statue heads on the shelf there to open the gate. Go through this doorway, through the doorway at the top of the stairs, through one more doorway, and you come to the top of another lift ensemble. **Use staff with chock** to free the counterweight. Head back down the stairs, take the door to the right of the stairs this time, through another room, and you arrive at the bottom of the lift shaft where there is a big stone head. **Use staff with statue's mouth** to activate the left, and up we go!

Pick up gold box, and Indy finds another orichalcum bead underneath it. Now go all the way back to the door that you opened using the three stone heads. Go up the stairs there, and through the right-most of the two doorways. Then take the doorway to the right here. You arrive in a place with two piles of bones, and a doorway that is blocked by a massive stone slab. **Push doorway** a few times until the stone slab finally falls over.

There's a chasm through this doorway, but if you look up and **Use whip with stone outcropping**, Indy gets over it. Go through the doorway to the north to overhear two guards up a passageway talking about Sophia. Save your game, because these guards are much tougher to beat than any you have encountered so far! Now, **Walk to slab**, but the guard hears you and starts down the passageway, interrupting your little jaunt. Quickly, click just to the left of the first slab, and Indy will hide behind it. Then wait for the guard to stand in front of it, and **Push slab**. Bingo, one less guard. Good idea to save your game again, then walk up the passageway. I couldn't find any clever way past the second guard, Hanz. You can take the dialogue choice that lets you exit, and wait forever behind the second slab, but he never comes down the passageway. So, 'fraid you'll just have to keep restoring until you can best him in a fight.



Once you've polished off Hanz, head up the stairs. Now... through the door all the way to the right is a really, really tough guard named Anton. I managed to defeat him on the first go, but there's an easier way to get rid of him. Go through the door second from the right, defeat the guard there, then get by another guard, and you come out above Anton. **Push hanging column of rock** to skewer poor Anton with a stalactite. Then **Pick up stalactite**, and go through the doorway behind him.

Ignore the yodelling for a moment, and head through the doorway all the way to the right. **Use ship rib with boulder**. Oops. It rolls back and lodges in the doorway, blocking your retreat. But no matter. Go talk to big Arnold below. You just need to feed him the title of a drinking song that he's happy with, and he will let you go. Return to the doorway that you blocked with a boulder (you're on the other side this time), and **Use stalactite with boulder**. End of Arnold. Go to where Arnold is pinned under the boulder and **Look at Arnold**. You find some orichalcum beads (you now have three in your possession) and an amber fish on a string.

Now... if you **Use amber fish on a string**, it just points right at you (because it's an orichalcum detector, get it?). So **Open gold box**, then **Use orichalcum in opened gold box**, and finally **Close opened gold box**. Now when you **Use amber fish on a string**, it points straight downwards, and the pit on your right becomes a clickable object. **Use whip with pit** to... rescue Sophia (you detected the orichalcum residue in her necklace)! And as a bonus, she found the Worldstone that Sternhart was carrying down there :-). Now head through the doorway past Arnold to find a... large-scale replica of Atlantis!

Time for another look at the Lost Dialogue, me thinks. You know the drill by now. Use your copy of the Lost Dialogue to figure out which image on the Worldstone to line up with on the Moonstone. Then place all three disks on the spindle, and align them properly. Click on the spindle to open a door in the wall.

Head through this door, and **Look at stone pointer**. Seems like you're headed for the isle of Thera next. So **Walk to labyrinth exit** and head for THERA on the map.

Thera

Might as well start with:

"Let's have a look around."

Then, **Talk to captain**. Hmm. Seems like he's willing to take you out on the water, but his diving suit has a hole in it. Head left onto the next screen, then **Walk to path away from dock**. When Sophia enquires where you are going, tell her you are searching for Kerner. When you get to the top of the mountain, there



are three places you can go to on the hillside across from you: a cleft, a notch, and a gap. Try each one until you find a truck. **Pick up tire repair kit** from in front of the truck, and return to the dock. Now have a look at the Lost Dialogue, and try to determine both the direction and distance to Atlantis, remembering Plato's tenfold numbering error. So if the relevant passage in your copy of the Lost Dialogue looks like this:

"...so glorious Atlantis founded two colonies, the Lesser 350 miles northeast of the City and the Greater 460 miles away southwest. "

Then we need to go 35 miles *southwest* (in the opposite direction of northeast. Remember, we're travelling from the Lesser colony *to* Atlantis, the 'City').

Then get the captain to take you out in the boat at that distance and direction. Once the captain gets you there, then **Open storage locker** and **Use tire repair kit with punctured diving suit**, and **Use air-hose with repaired suit**. Now, **Use repaired diving suit with hose**, and Indy climbs in. Up to Sophia to do the rest: **Use air compressor switch**, (save your game here!) then **Use hoist with Indy in diving suit**. Kerner comes along in a u-boat then, kidnaps Sophia, and cuts off Indy's air supply. But not to worry, you have three minutes in which to try the cave entrances until you find the correct one. This is the end of the **Brawn path**. The walkthrough picks up at the final **Atlantis** section below.



Team path

You ask Sophia to come with you, solving the puzzles on the way to Atlantis as a team.

I recommend going to Algiers first, as it gives you more options once you get to Monte Carlo. So let's head for ALGIERS on the map then, shall we?

Algiers

Walk to knife-thrower to get to the marketplace, then keep walking to the left until you can **Walk to back alley** in the northwest. You arrive at a shop. **Pick up mask**, then **Talk to shopkeeper**. If you ask him how much he wants for the mask, he'll let you have it for free as it's scaring away his customers. You are in fact speaking to Omar Al-Jabbar, but he's very cagey about things and won't even tell you his name unless you can produce one of the Atlantean stone disks. Head back to the airport now, and then to MONTE CARLO on the map.

Monte Carlo

Yourself and Sophia wind up outside a hotel. Sophia heads inside, and suggests that Indy wait outside and try to find this Trottier person, then lure him into a séance. Before you do anything else here, save your game. It is possible to get the game into a state where Trottier will no longer talk to you if you make enough mistakes! Then, when a man with grey hair dressed in a brown suit comes out of the hotel, **Talk to** him (and write down the gist of what Trottier says during the conversation. You might need this information in a short while):

"Are you Alain Trottier?"

"I'm Dr. Indiana Jones of Barnett College."

"Actually, I'm just a simple professor."

"Madame Sophia is in town and wants to meet you."

(he'll then ask you a question related to the Lost Dialogue, which you must answer correctly in order to proceed. You did read all those sections marked with paper clips like I told you to do, right?)

"Follow me, and Madame Sophia will read your fortune."

"Come on, take a chance. She's right here in the hotel."

Trottier agrees to come along, and you both wind up in Sophia's room, with you talking to Sophia. There are two ways you can proceed here (the second way is more interesting, but a bit annoying as there is some randomness involved):

1. "Keep him busy. I'm going to try something."
Sophia sits down with Trottier, who places a stone disk on the table. Now Indy should do the following: **Open cabinet**, and **Pick up flashlight**. Then **Open fuse box**, and **Use circuit breaker**. Now that the lights are out,



Use bedspread, then **Use mask**, then **Use flashlight**, and... Trottier is successfully scared off, and you now have the Sunstone.

2. "Okay, Trottier's all yours."
"Nur-Ab-Sal demands proof of your sincere belief."

Trottier places a stone disk on the table. Answer his next three questions according to what he told Indy in the earlier conversation outside the hotel. Then when you need to guess how many fingers he's holding up behind his back, save the game right there. *Keep reloading and guessing the same number* until you get it right. Note: if you didn't answer his three questions correctly, no amount of reloading will help. In that case, start over from the save just before Indy talks to Trottier. And pay better attention to what Trottier is saying this time :-)

Once you have guessed how many fingers Trottier is holding up, Sophia's next dialogue choice should be:

"The path to Atlantis is too dangerous for you."

Trottier agrees, and gives you the Sunstone as a gift. Note: I thought the puzzle design was weak here. If Sophia answered all of Trottier's questions correctly, the game should have let you guess how many fingers Trottier was holding up on the first attempt, without attempting to reload.

Once you have obtained the Sunstone using either of these two methods, Indy should head outside and **Use taxi**. Then head for ALGIERS again on the map.

Algiers

Make your way to Omar Al-Jabbar's shop. Once you've shown him the Sunstone, he'll tell you about an archaeological dig out in the desert that he's sure contains Atlantean artefacts. If you agree to search for the dig, he gives you a crude map and two camels... but nothing is ever that easy, is it? The camels die a mile out of town, and you wind up talking to Omar again. This time, he wants to atone himself for sending you out in to the desert like that. He'll offer to trade for the mask he let you have earlier. Just take the first item he offers, and go back to the market.

Attempt to trade this item with the grocer in the market for a squab-on-a-stick. The idea here is that the grocer only likes items of a certain colour. You need to keep going back to Omar and trading for items of different colours until you find the colour that the grocer likes. Then, go back to Omar and trade for items of only that colour until you find the exact item the grocer wants. *Et voila*, you are



now the proud owner of a squab-on-a-stick. Go to where you first entered this scene, and **Talk to beggar**. You learn that he will give you a free gift if you give him some food. So **Give squab-on-a-stick to beggar**. He gives you a balloon ticket in return.

Click on the top of the stairs in the northeast part of the screen here to **Walk to roof**. Then **Give balloon ticket to balloon man** to show the one-day balloon pass the beggar gave you, then **Walk to hydrogen-filled balloon**, and... hmm. The balloon vendor lets out a bit of rope to give you a nice view of the area, but this is not exactly what we were hoping for, is it? We'll need to find a way to cut that rope! So **Talk to balloon vendor**, and he lets you down again.

Walk over to the area where the knife-thrower is standing, and **Talk to Sophia**. It seems there's nothing you can do to convince her to partake in the knife-thrower's act. But if you use these particular dialogue options:

"We won't get anywhere until you volunteer."
"Please? It's perfectly safe."

Sophia will at least walk over next to the knife thrower and think about it. You then only have a few moments of opportunity to **Push Sophia**, which causes her to stagger out near the knife-thrower's target and... she now has no choice but to participate. As a gift for being in the show, she gets a blood-stained knife. Just what you need! Save your game first, then take another trip in the observation balloon and **Use blood-stained knife with rope...**

Now we have a little mini-game whereby we have to land on the dig site. Steer the balloon using a combination of gentle nudges with the **Vent hydrogen** and **Drop ballast** icons. When you want to land, click on **Vent hydrogen** many times in rapid succession to spiral down to the ground. You have to land on at least three of the nomad camps and ask the nomads where the spot you are searching for is located on Omar's map. After getting directions the third time, you should see a big red X on the aerial map if you head in the right direction. A successful landing there crushes the Nazi guard who is shooting at you, but the balloon is now kaput!

Dig site

The dig site is to the left as you exit the balloon. Sophia promptly wanders off in search of Nur-Ab-Sal and falls into a hole. Oh well, I guess we'll find her in the course of our explorations. If you **Look at engine** (of the truck), you learn that it is missing a spark plug and also the distributor cap. So not much hope of getting it running in its present state. **Use ladder** to have Indy climb down into the dig site. A very dark place. You can't really see down here (the **Look at** icon has been replaced by **Touch**), but you can grope around and **Pick up long, tubular thing**. Also **Pick up clay thing**. Then return to the truck. **Open gas tank**, then



Use hose with gas tank. Finally, **Use clay jar with end of hose** to obtain a gas-filled jar. Now head back down the ladder, find the metal thing, then **Open metal cap.** Next, **Use gas-filled jar with gas filler pipe** to fill what can only be a generator with the petrol you collected from the truck. Then **Use little metal thing** (a button) to turn on the generator, and we have lights :-)

Pick up wooden peg from the table, and also **Pick up ship rib.** Now **Use ship rib with crumbling wall** to the right of the table to reveal a mural of the island of Crete, with a hole in the middle. **Use wooden peg with mural** to insert the peg in the hole. Then **Use Sunstone with peg in hole,** and **Look at stone disk.** You'll note various depictions of the sun on the edge of the stone. You need to align the correct one with the tall horns at the top, and guess what? Yep. Which symbol varies from game to game. So let's consult the Lost Dialogue, and if it says, for example:

"At many outposts a Sunstone sufficed, if hot sunlight bathed the tall horns."

Then you would rotate the disk until the 'noon sun' is under the tall horns. You get the idea. Once you have the symbol that matches the description in your copy of the Lost Dialogue positioned under the tall horns, clicking on the spindle now produces an audible 'klik', a secret door in the wall opens... and out pops Sophia with a distributor cap, and a small amber fish on a string! **Pick up stone disk.** Then **Open generator.** Next, **Push button** on generator to turn it off, then **Pick up ceramic thing** (a spark plug), and head back to the truck. **Pick up end of hose,** then **Close gas tank,** and **Use distributor cap with engine,** then **Use spark plug with engine.** Now you can **Use truck,** then go to CRETE on the world map.

Crete

From the dock, **Walk to stone pedestal.** Then walk to the left side of the screen, and onto the dirt path there. Once Indy is in the distance, **Walk to path** (top left of screen), and he and Sophia wind up at some ruins. Head up the steps, over the bridge, and all the way to the left to **Pick up surveyor's instrument.** Now head back over the bridge, down the steps, and go into every entrance you can find until you walk into a room with a mural on the wall. **Look at mural.** Hmm. Seems as if we might have a good use for that transit.

You now need to find two piles of stones in reasonable proximity to each other, that can be used to sight around the tall horns like you saw in the mural. Unfortunately, exactly which piles of stones varies from game to game. When you **Look at stones** and it's one of the correct piles, Indy comments that they seem loose. Then **Push stones** to reveal a statue, and **Use transit with statue** to anchor the transit. Then **Use transit on statue** to have Indy look through the eyepiece. Rotate the crosshairs until they line up on the edge of the right-hand horn of the tall horns (if it's the bull's tail statue you're using), or the left-hand



horn (for bull's head), then click on the crosshairs. Indy pulls out of the view and draws an imaginary line into the distance. Now do the same thing with the other pile of stones. Indy draws another imaginary line and you now have a yellow 'X marks the spot' that you can walk over to, and **Use ship rib with X marks the spot** to dig up a... Moonstone!

Head all the way back to the stone pedestal on the platform by the dock where you first entered Crete. You will remember that the instructions for aligning the stones vary from game to game. So let's have a look at the Lost Dialogue again, shall we? And if it says, for example:

"At the Greater Colony a Moonstone was also needed, with darkest night healed by the full moon."

Then you would align the correct depiction of the sun with the tall horns as you did earlier, and the full moon with wherever darkness was. So **Use Sunstone with stone pedestal**, then **Use Moonstone with Sunstone**. Then **Use Moonstone**, and align the two disks according to what it says in your copy of the Lost Dialogue. Click on the spindle in the middle of this arrangement and a secret door opens. **Walk to secret entrance**.

Pick up two of the statue heads from the shelf behind Indy and Sophia, then head through the doorway. **Use whip with statue head in the next room** to get the third one. The gate closes, but you won't be going back there again. OK... so now we're in a maze, but not to fear. We can get you through this with a minimum of fuss, and if you get lost there's no problem. You can't die, and you can always find your way back to a familiar place. So without further ado...

Go up the stairs, then head through the doorway to the left. Notice another gate blocking a doorway at the bottom of the stairs. But don't worry about that yet. Instead, go through the doorway to the left of the one you just came through. There's a statue in this room atop a set of stairs, and also what looks like a pressure plate. Walk onto the plate and keep moving around until Sophia joins Indy. Down you go!

Sternhart's body lies at the bottom of the lift. **Pick up Worldstone** at his feet, and also **Pick up staff**. Now **Look at waterfall**, and Indy notices a chain hidden behind it. **Use chain** to climb up the waterfall. Once back in the statue room, go through the left doorway, and use the three statue heads on the shelf there to open the gate. Go through this doorway, through the doorway at the top of the stairs, through one more doorway, and you come to the top of another lift ensemble. **Use staff with chock** to free the counterweight. Head back down the stairs, take the door to the right of the stairs this time, through another room, and you arrive at the bottom of the lift shaft where there is a big stone head. **Use**



staff with statue's mouth to activate the left, and up we go! Now you can **Pick up gold box**, and Indy also finds two more orichalcum beads underneath it.

Now make your way back to the room where the lift down to Sophia is located. Hmm. Indy's weight alone isn't enough to make the lift go down, so... **Use whip with statue head** to knock the head onto the lift, then join it to pay another visit to Sophia :-)

For a clue as to what to do next, **Look at note** that is in the dead Sternhart's hand. It says:

"I am convinced the Map Room lies beyond the next chamber. Alas, I cannot get past the gate. I need that orichalcum detector."

Hmm. First, we need to find a way out of here. So head for the doorway. There's another gate blocking a doorway there... but you spot a hole above and to the left of the doorway. **Look at hole**. Now **Talk to Sophia**:

"Let me boost you through that hole."

"What's the matter...scared of a few bugs?"

"So what if I am?"

And that should do it. Sophia works the pulley on the other side, and the doorway is open. Now walk through that doorway. Well... you probably figured out that the 'amber fish on a string' you've been carrying around for half the game is indeed an orichalcum detector. But it keeps pointing to Sophia's necklace whenever you try to use it, thus rendering it useless. And now you also have two beads in your possession, which are an even stronger source. So **Talk to Sophia**, and:

"Can I borrow that necklace of yours for a while?"

"I think it's throwing off the orichalcum detector."

"So we need to hide it."

"Nur-Ab-Sal is a mighty King, and his Eyes See Through."

"I want to put it in this gold box."

Sophia puts her necklace in the gold box, and also takes your two orichalcum beads. Now we can use the detector to find the orichalcum that Sternhart was searching for. Head up the stairs, and go through the next room. Then **Use amber fish on a string**. It points to a section of the wall next to the stairs. **Look at wall**, and Indy notes that it seems to be crumbling a bit. **Use ship rib with wall** to reveal another secret door! Now **Open door** and head into the next room. Indy finds a third orichalcum bead. Sophia takes her necklace back, and presents Indy with the gold box. Through the next door is a large-scale replica of Atlantis!



Time for another look at the Lost Dialogue, me thinks. Use it to figure out which image on the Worldstone to line up with on the Moonstone. Then place all three disks on the spindle, and align them properly. Click on the spindle to open a door in the wall. Head through this door to... oh no! Kerner has kidnapped Sophia:

“Let’s make a deal: Sophia for the stone disks.”
“Okay, take the stones, just don’t hurt Sophia.”

But Kerner makes off with Sophia and the stones no matter what you do, and he also seals the door that you just came through. Hmm. **Look at rock wall** all the way to the right. Indy notices that one of the rocks is loose. **Use ship rib on rock wall**, and Indy begins to work the rock out of the wall. Then the scene cuts over to Sophia and Kerner as they board a u-boat... and back to Indy again as he escapes from underground. Now **Walk to submarine**, then **Open hatch** (it’s just to the right of the life preserver). When the captain appears:

“Sorry, wrong boat.”

The captain gives pursuit, but Indy easily polishes him off. Then the u-boat gets underway, and Indy goes quickly through the hatch. After a few zigzags on the map, just click on the moving u-boat to regain control of Indy. The Nazi sailors are right below you. We need to get them away from the mid-section of the sub. So **Use intercom** (to right of the ladder), and:

“Uh...your captain commands, all hands to the bow.”

Now we are free to roam a bit. Climb down the ladder and head left (over the top of Sophia and the guard). Keep going left until you get to the galley area, where there are cold cuts hanging, and a loaf of bread on the table. **Pick up bread** and **Pick up cold cuts**. Then **Use some cold cuts with two slices of bread** to produce a submarine sandwich (worthy of Dagwood Bumstead, no less. You can’t make use of this sandwich right now, but it will come in handy later on). **Pick up porcelain mug** from the shelf behind the cold cuts. Then **Open trap door** just to the right of there, and go down. **Use porcelain mug with battery acid** to fill the mug. Then go back up, head all the way to the right (over the room where Dr. Ubermann and Kerner are chatting), and **Open trap door**. Head down and **Use acid-filled mug on strong box** to open the safe. You get your three stone disks back, and a tiny key as well! Now go all the way back to where you collected the battery acid, and head to the right so you’re standing as close as possible to Sophia, with the wall in between. **Talk to Sophia**, and:

“Can you get rid of the guard?”
“Tell Nur-Ab-Sal I’ve got a plan.”
“Just distract the guard for a while, okay?”



When you head back up the ladder, Sophia starts nattering away, and now you can climb down the ladder behind the guard, and **Pick up plunger** in the small room to the right. Now go all the way back up the ladder to the conning tower, and **Push big lever**. Oops, it breaks off. But no fear. **Use plunger with broken lever** to replace it, and now we can move the u-boat up and down via **Push plungerized lever**. Just click above or below the plunger in the image at the bottom of the screen to move the u-boat up or down. It's a start. Note the airlock at the far left of the scrolling scene. We have to manoeuvre the u-boat into there, but it's obviously going to take more controls to do that! So head back past the galley, and **Push lever** there. Now we can control the sub's speed. Stop the sub, click on it to regain control of Indy, and **Push switch** to left of lever to obtain forward/reverse control (note: you can only flip between forward and reverse when the u-boat is stopped). Almost there, but now we need a way to steer the sub.

Head back down the ladder to just behind the guard, and **Look at temporarily distracted guard** to get his attention. Then:

"I'm the staff archaeologist. Got any buckets?"

This is a cue for Sophia to whack the guard over the head with the bucket that's sitting behind her :-) **Use tiny key with emergency rudder control** there to unlock it, then **Push wheel** to use it. Now you can steer the u-boat so that it comes *closer to you*, in order to get it through the airlock. The u-boat has to be moving in order to steer it. Remember, if it's moving to the left, turn the wheel at the bottom of the screen left (counter-clockwise) to get it to come closer to you. And vice-versa if the u-boat is moving to the right. You get the idea. Once you manage to manoeuvre the u-boat into the airlock, you have reached Atlantis. Indy and Sophia exit the u-boat here, and that's the end of the **Team path**. The walkthrough resumes in the common **Atlantis** section below...



Atlantis

You wind up here at the end of one of the three paths through the middle game. This is the final section of the walkthrough, common to all paths.

It's very dark. Start off with **Touch wood thing**, which is located in the bottom centre of the screen. It appears to be a ladder, so **Pick up ladder**. Make your way to the right to scroll the screen, and at the bottom right, **Touch stone rubble**. It's actually a steep, rocky incline. Then **Use ladder with rocky incline**, and **Use ladder** (to climb it). The area begins to light up slowly now as Indy's eyes adjust, and at least you can see a bit. You don't have full vision yet though, so your actions are limited. But you can **Touch stone thing**, then **Open stone box** and **Pick up metal rod**. Then **Use orichalcum in metal rod** and... hey presto, it's a light wand! Now place the three stone disks on the sentry statue's spindle. You will recall the following excerpt from the Lost Dialogue:

"Final entrance yielded only to contrary minds."

So you need to align the three stones the *exact opposite* of the way you last used them. In other words, put your sun symbol at the very bottom, *away* from the tall horns, and then work from there.

Once the stones are correctly placed in their 'contrary' positions, clicking on the spindle opens the mouth of the sentry statue, and **Use orichalcum in sentry statue** opens the metal door. Remember to pick up the stone disks before proceeding through the door. Also **Pick up ladder**. You're going to need it later. You arrive at the outermost of Atlantis' three concentric rings.

Outermost ring

You need to investigate all the slightly darker coloured rooms (that exhibit a '?' when you place the cursor over them), whilst trying to avoid the patrolling Nazi guards. After you visit 'important' rooms, they are named when you hover over them with the cursor. It is with these names that I'll be describing the rooms you need to visit.

Note: some rooms have grates embedded in the walls. You can open these grates and use them to go to other rooms.

Machine room

Use the bronze spoked wheel (that you found in one of the rooms with robot parts) on the right-hand peg above the statue. See description of Lava room to see how to obtain the lava-filled cup. Then **Use lava-filled cup with funnel** (up the stairs, at the top of the machine) to fill the dish below with... orichalcum beads! Remember to collect the bronze spoked wheel before you leave.



If you run out of orichalcum from here on in, you can always come back here to make more of the stuff, but you should have all you need now to finish the game, provided that you don't waste too many beads.

Crab room

If you got here via the Brains or Team path, then you'll have a submarine sandwich. If on the Brawn path, you need to fight one of the guards to obtain a bratwurst. In either case, you now have some bait. You also need the rib cage from the skeleton in the crashed subway car. Then you can **Use (submarine sandwich or bratwurst) with rib cage**, and **Use baited rib cage with pool** to catch a crab, which will come in handy in a while...

Sophia and guard

You are looking through a vent, and you can see that Sophia is locked up, with a guard patrolling in front of her cell. Use orichalcum in sentry statue here to activate the statue, which then begins to patrol and crushes the guard in the process. But now you will have to find a different way to get to Sophia, as you can't get through the vents.

Vent under Sophia's cell

You can also arrive at a vent under Sophia's cell. Nothing you can do here, so just crawl back out.

Rooms with robot parts

You will come to two separate rooms filled with robot parts. **Pick up bronze gear** from the wall in one of these rooms, and **Pick up bronze spoked wheel** in the other. The bronze spoked wheel goes on the right-hand peg above the statue in the Machine room.

Statue room

There's a statue across a deep chasm holding a cup of some sort. You'll need to **Use Ladder with hole** to walk across the chasm, then **Pick up cup**. Remember to take the ladder with you again after you cross back over the chasm. The cup can be used in the Lava room.

Lava room

First, **Use cup with pedestal** (the cup that you got from the Statue room). Then **Use statue head with plaque** to divert the lava into the cup. Now you have a lava-filled cup that you can use in the Machine room.

Stone fish head

You come to a room with a small statue standing in a niche in the wall. If you look at the statue, Indy comments that the statue head looks like a stone fish head, and you can **Pick up statue head**. You can use this item in the Lava room.



Subway car with skeleton

Somewhere in the perimeter hallway, you'll find a crashed subway car with a skeleton in it. **Pick up skeleton** to obtain... a cage of ribs.

Sentry room

You need to get rid of the water that's blocking the doors here, so... **Use orichalcum in eel figurine** (remember, that did the trick in Iceland as well). The figurine gets really hot, and Indy tosses it into the water, which evaporates. But you still have to **Use orichalcum in fish statue** to open the double doors, and...

Dungeon

The cell that Sophia is being kept in is located in this area. **Pick up statue part** from the remains of the sentry robot. You can't do anything more here for the time being, so you'll just have to leave Sophia and do some more exploring.

Once you have obtained the hinge pin in the Canal section, then you can rescue Sophia. **Give hinge pin to Sophia**, then **Open cage** and choose the following dialogue options:

"I've got a plan."

"Brace the cage with the hinge pin!"

Once Sophia is free, **Open cage** again, and **Pick up hinge pin**. Then head for the doors you just opened with the sentry statue to the Innermost ring of Atlantis.

Canal

Once you have access to the Dungeon where Sophia is locked up, then you can also get to the Canal. **Use trapped crab with octopus** to get rid of the creature, and then **Walk to canal** to have Indy swim across, where you can now board the crab-like raft. Then **Use orichalcum in crab mouth** to power it up. Now **Float to gate** (the one to the east). You will encounter several of these locked gates on the canal. Each one is opened using either your Sunstone, Moonstone, or Worldstone with the spindle above the gate. Following are the important things you need to find/do on the Canal.

Archway

There's a very large sentry statue here. Use chain with bronze loop to attach the chain to the statue's right hand. You can try to do the same thing with the other chain, but it isn't long enough to reach the statue's left hand. Anyway, **Use ladder with sentry statue** and **Use ladder** to climb up and **Open chest plate**. Then **Look at chest plate** to get a close-up. Looks like we'll need another item and some more information before we can do anything useful here.

Once you have the crescent-shaped gear, follow the diagramme you found on the cupboard that contained the crescent-shaped gear. Place the bronze spoked



wheel on the central peg, and the statue part on top of that. Place the crescent-shaped gear (aligned vertically) on the two right-most pegs, and the bronze gear on the top left peg. Now use the orichalcum bead in the mouth at the centre of this ensemble, and the statue's left arm will move down. Climb down and **Use chain with statue arm** to attach it, then climb back up and operate the machine once more, this time with the bronze gear on the bottom left peg. Voila, the doors open. Be sure to **Pick up hinge pin** from the floor, and head back to the Dungeon to rescue Sophia.

Steps leading upwards

You come to another set of steps leading upwards, just like the set we entered the Canal from in the first place. There's a room at the top where you can **Pick up crescent-shaped gear** from a cupboard, then **Close cupboard** and **Look at cupboard**. Hmm. Looks like if we use the crescent-shaped gear we just found on the right-hand side of the chest plate, we should be able to move the statue's left arm up/down by placing the bronze gear we found earlier on different pegs...

Innermost ring

As soon as you arrive here, Sophia senses that Nur-Ab-Sal is close and rushes off to find him. Nothing you can do but follow her into a room with a large lava pit. Nur-Ab-Sal has now possessed Sophia, and there's also nothing you can do to talk her out of it. Instead, you must **Look at Sophia**, and then **Use orichalcum in mouth** (of her necklace). The necklace becomes very hot. Before it cools off, quickly **Use opened gold box with necklace**. Indy traps the spirit of Nur-Ab-Sal and tosses the gold box into the lava pit. End of Nur-Ab-Sal :-)

Before you leave this room, walk up the steps and **Pick up scepter** at the feet of the horribly deformed skeletons.

Moving further along the hall, note the markings on the wall. It's a 3 x 3 matrix of dots. Note which columns the two large dots are in, and also whether each of the large dots is at the top, middle, or bottom position in its column. Then enter the room at the outside of the hall where the large 'hulking machine' is sitting. There is also a pattern of dots on the floor here. Take note of where the large dots are in this pattern as well. Climb up there and place the hinge pin and the scepter into the slots corresponding to the markings you found on the wall outside. Adjust each to the correct position as well (top, middle, or bottom) by pushing or pulling the lever. Once positioned correctly, **Use orichalcum in mouth** and we're away.

Now we've just got to stop this thing. Move the levers to the slots/positions you recorded from the floor of the room where the hulking machine was, and the machine goes into a spin and drills through the wall. Indy and Sophia narrowly manage to escape as it plunges downward into the lava.



Now walk to the central column, down another ramp, and through the doorway there. Oh great, another maze. Keep blundering through the doorways until you manage to get down to the floor. On the way, take note of the large circular mural on the wall, and where the Sunstone, Moonstone, and Worldstone symbols are on this mural. Once you get to the floor, SAVE YOUR GAME. You have to work your way across to the other side of the lava field, and you can get trapped! After navigating the lava field, go down the stairs, then walk to the centre of the screen and enter the...

Colossus

You know the drill by now. Place the stones on the spindle, and align your symbols according to the way they appeared on the large wall mural. Bear in mind that the Worldstone symbol now needs to be 'volcano', no matter which Worldstone symbol you had been using previously. Once you've aligned the stones correctly and clicked on the spindle, the colossus is activated and... uh oh, Kerner and Ubermann make yet another unwelcome appearance. Again, save your game here because you are about to enter a long dialogue where you can make mistakes and die.

No matter what dialogue options you choose, Kerner elects to go for godhood first with disastrous consequences. Then when it's Indy's turn, you have to keep stalling Ubermann (by telling him you've got classes to teach, etc. Basically, don't talk any bead numbers) until you get the following dialogue options:

"For your sake, I hope this doesn't work."
"Once I'm a god, I'm sending you straight to hell."
"I dare you to use those beads."

That does it. Ubermann asks Indy to step aside, and uses 100 beads on himself. Indy and Sophia make a mad dash for the air lock and the waiting sub as Atlantis destroys itself.

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