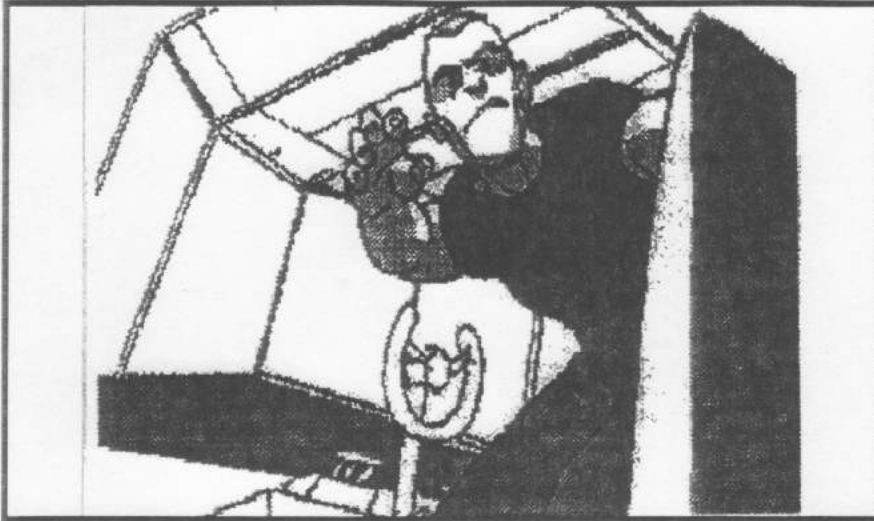


S-CKPT

Priority



Check List

- Backgrounds BW
- Backgrounds Color
- Object States
- Animations

Room Specific Tasks

Room description

Perspective

What happens here

Doors to...

Actors

Sounds

Special Case Animations

Pickupable objects

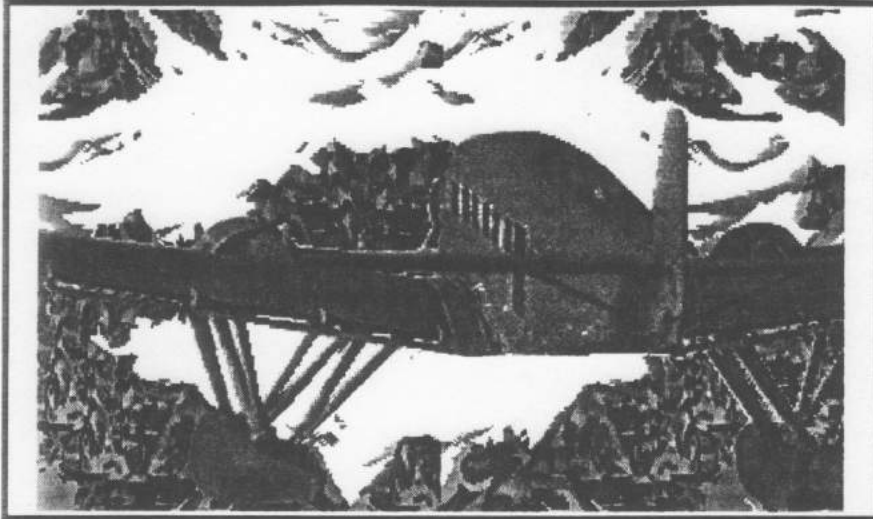
Multiple State Objects

Touchable objects

Dialogs

S-3D

Priority



Check List

- Backgrounds BW
- Backgrounds Color
- Object States
- Animations

Room Specific Tasks

Room description
What happens here

Plane 3D flying sequence

Perspective

Doors to...

Actors

Sounds

Special Case Animations

Pickupable objects

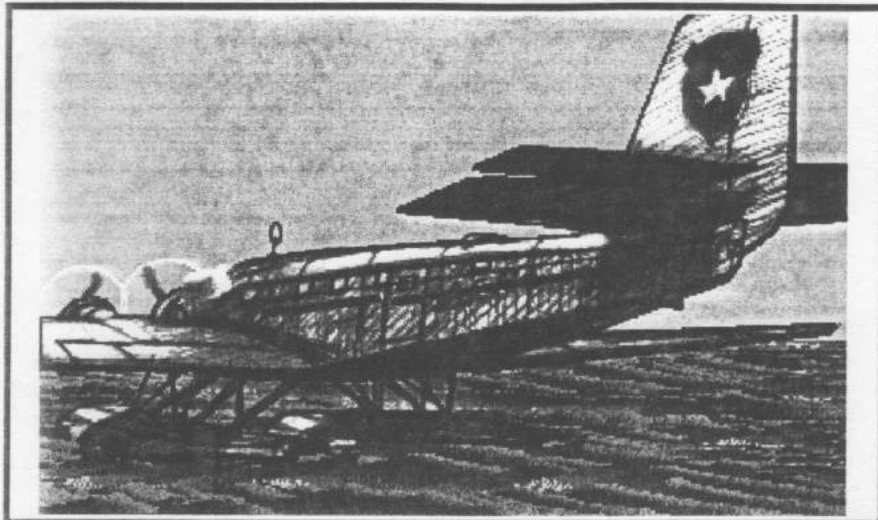
Multiple State Objects

Touchable objects

Dialogs

F-SPLANE

Priority



Check List

Backgrounds BW
Backgrounds Color
Object States
Animations

Room Specific Tasks

Room description

Perspective

What happens here

Cutscene. Indy dives from deck and swims out to seaplane, climbs onto the pontoon

Doors to...

none

Actors

Sounds

Special Case Animations

F-DIVE Indy dives and swims to seaplane
F-RAFT Dunkelvolk lowers raft
F-PADDLE Dunkelvolk paddles to the seaplane
F-PROPS Seaplane starts its engines...exhaust

Pickupable objects

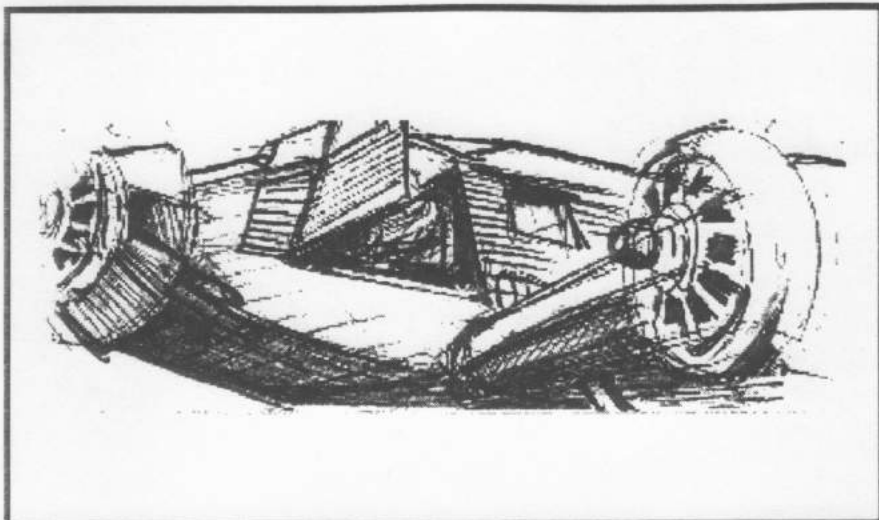
none

Multiple State Objects

Touchable objects

Dialogs

S-PLANE

Priority

Check List

- Backgrounds BW
- Backgrounds Color
- Object States
- Animations

Room Specific Tasks

Room description

Perspective

What happens here

Doors to...

Actors

Sounds

Special Case Animations

Pickupable objects

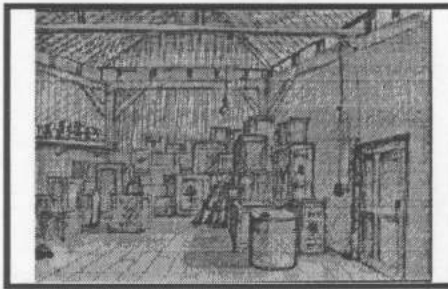
Multiple State Objects

Touchable objects

Dialogs

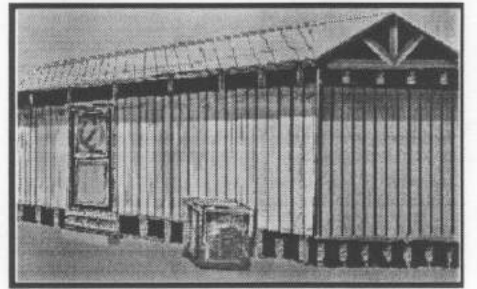
AS-INT

Priority 1a



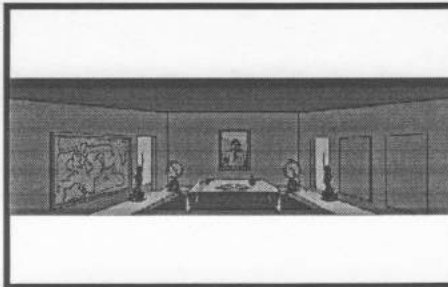
AS-EHT

Priority 2a



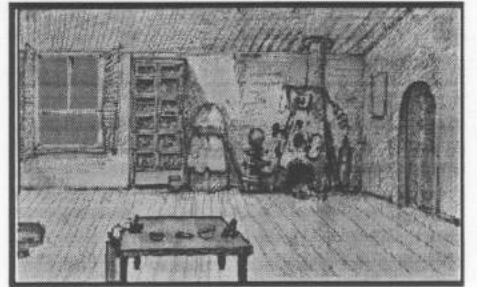
AM-WARRM

Priority 3a



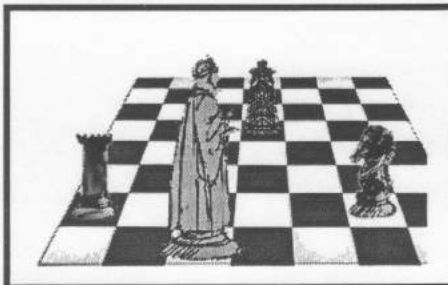
AM-LAB

Priority 4a



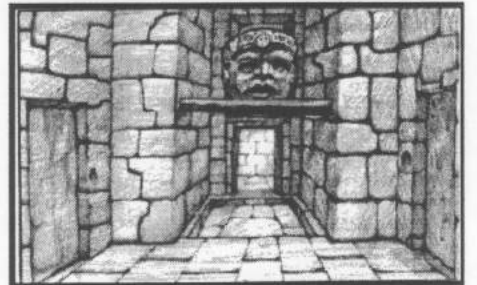
AM-CHESS

Priority 5a



AI-HEAD

Priority 6a



AJ-VINE

Priority 7a



AJ-PIT

Priority 8a



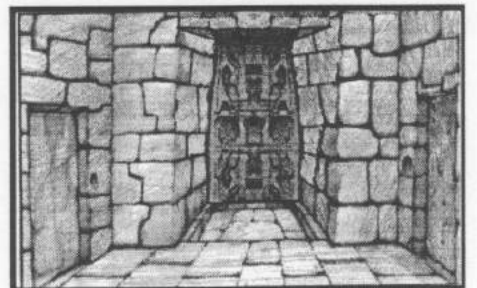
AJ-QUICK

Priority 9a



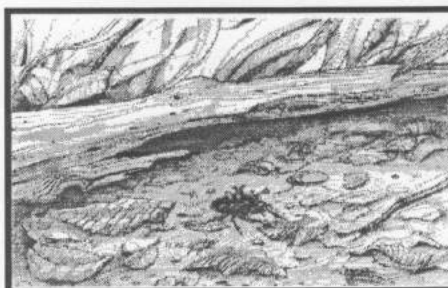
AI-MAZE

Priority 10a



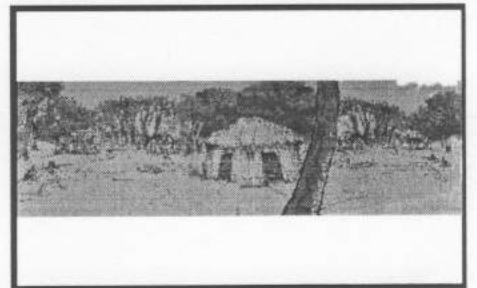
AJ-BUGS

Priority 11a



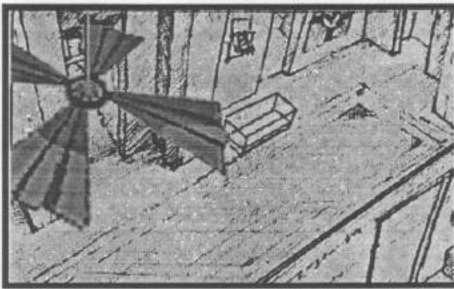
AN-DILL

Priority 12b



AM-HALL

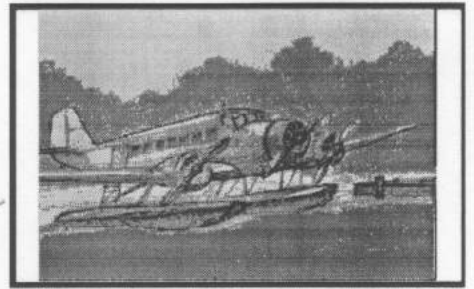
Priority 13b



AZ-DOCK

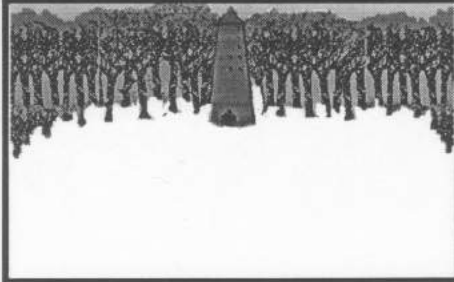
Priority 14b

*Bills
River
Shot*



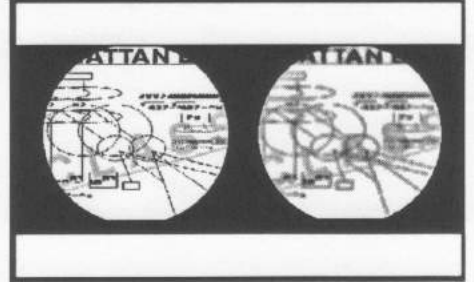
AZ-TOWER

Priority 15b



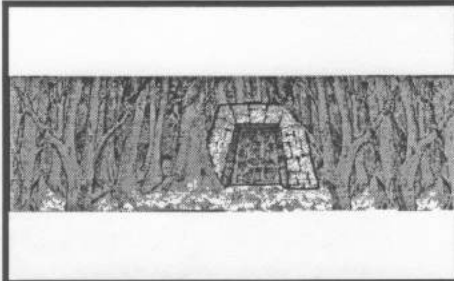
AL-MICRO

Priority 16b



AI-DOOR

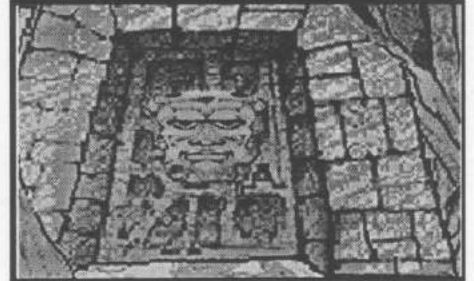
Priority 17b



AI-LOCK

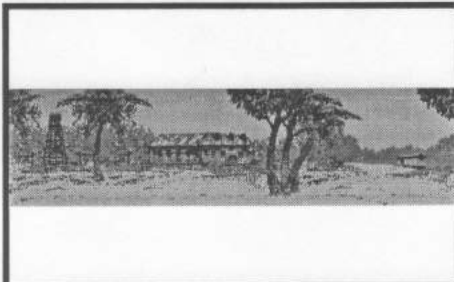
Priority 18b

*←
Zoom?*



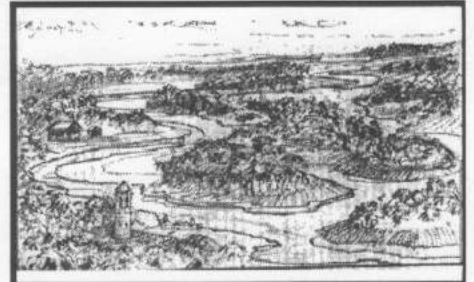
AM-EXT

Priority 19b



AZ-OVER

Priority 20b



AJ-JUNGL

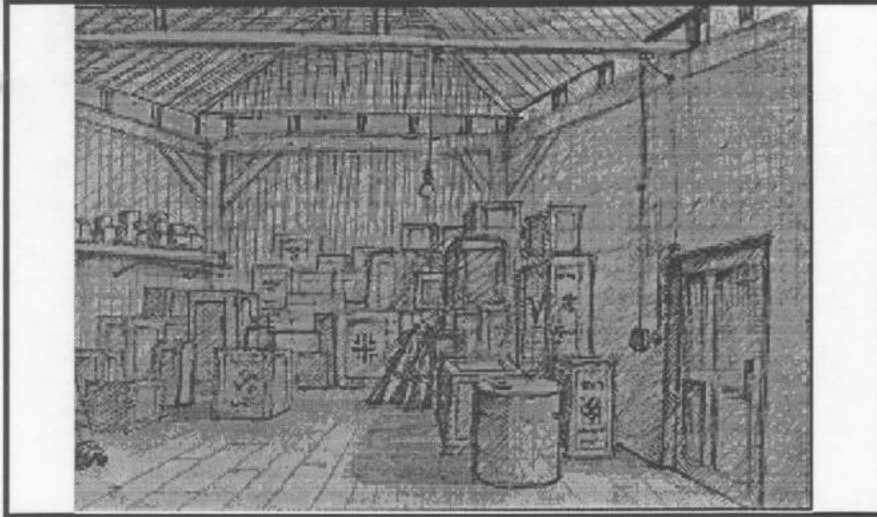
Priority 21c



9/15/93

AS-INT

1a
Priority



Check List

- Backgrounds BW
- Backgrounds Color
- Object States
- Animations

Room Specific Tasks

Room description Amazon Shack Interior Perspective

What happens here

Indy climbs down from roof opening.
 Indy turns off the light.
 Indy opens aviation fuel tank with wrench from seaplane pilot
 Indy uses the light w/ aviation fuel tank
 Indy drops a crate when he leaves which attracts the guards
 BILL... nix the rifles

Doors to...	Actors	Sounds	Special Case Animations
AS-EXT			AS-LOWER Indy climbs down crates AS-CLIMB Indy climbs up crates.. one falls AS-WHIP Indy whips cord and pulls down AS-BOOBY Indy puts lightbulb into fuel tank AS-BLOW Guard turns on light... kaboom

Pickupable objects	Multiple State Objects	Touchable objects

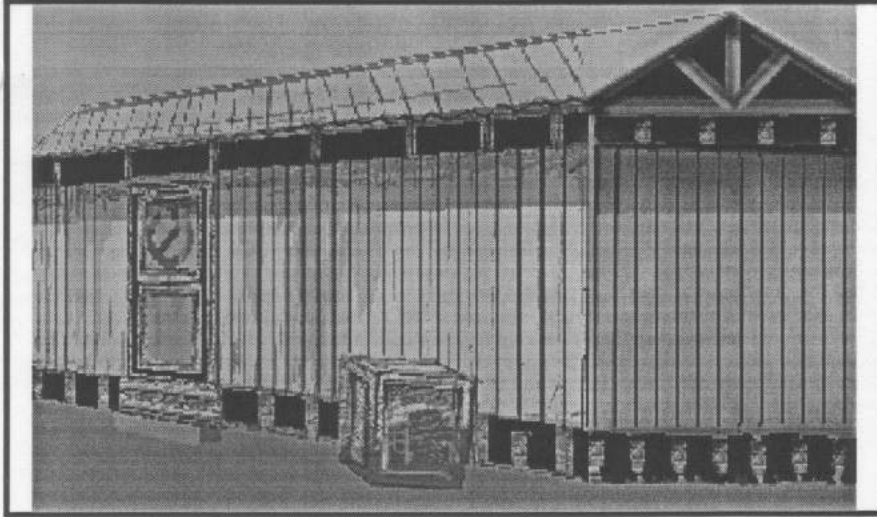
Puzzles/IQ points

Blow up the munitions with guard triggered bomb

9/15/93

AS-EXT

2a
Priority



Check List

- Backgrounds BW
- Backgrounds Color
- Object States
- Animations

Room Specific Tasks

Room description Amazon Shack Exterior

Perspective

What happens here

Indy uses his whip on a beam and climbs inside
 Indy won't confront the two nazi guards standing in front

Doors to...	Actors	Sounds	Special Case Animations
AM-OVER AS-INT			AS-ENTER Indy whips beam and climbs inside AS-GUARD Guard stands rifle ready at door AS-OPEN Guard hears noise and enters shed AS-SNEAK Indy sneaks away

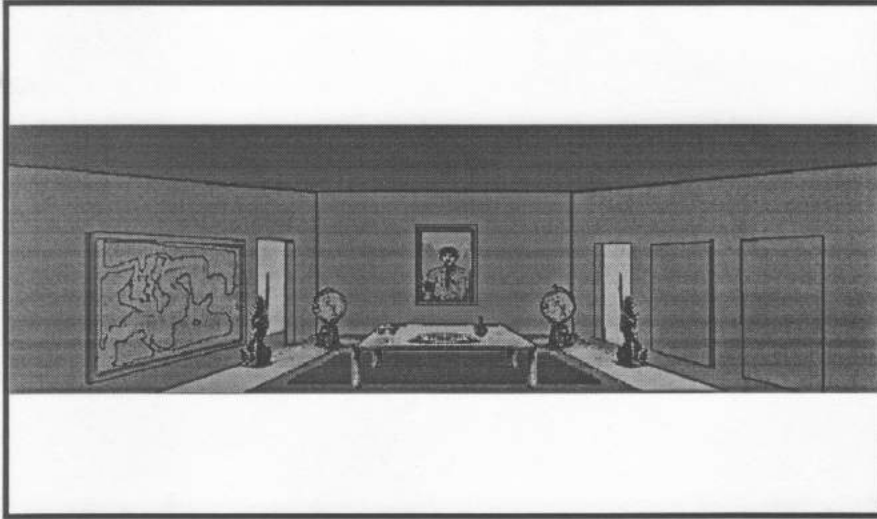
Pickupable objects	Multiple State Objects	Touchable objects
		No smoking sign Explosives warnings

Puzzles/IQ points

9/15/93

AM-WARRM

3a
Priority



Check List

- Backgrounds BW
- Backgrounds Color
- Object States
- Animations

Room Specific Tasks

Room description Amazon Mansion Nazi War-room Perspective

What happens here

Cut Scene with Jager, Dvolk, and Nadia... rooms is in Nazi mode
 Walls are covered with plantation maps and weather charts.
 If Indy tries to pull the portrait of Plantation Patriarch on the wall, it stays latched
 Examine the chess board.... Checkmate in 3 moves
 When Chess King tilted, room dims, Globe lights up with Swastika, maps change to mining charts and world domination timetables.
 Portrait changes to Adolf Hitler, safe behind painting can now be opened using Hitler's birthday as a combination
 Indy takes the microfilm along with the Incan Door gold statue head piece

Doors to...	Actors	Sounds	Special Case Animations
AM-HALL			AM-JAGER Jager with Swagger stick Hits DV when told about ship Examines Nadia at Swagger length

Pickupable objects	Multiple State Objects	Touchable objects
i-mfilm microfilm of bomb plans i-g-idol gold idol key for inca door	portrait opens safe opens	maps, planting charts, harvesting schedules portrait of Patriarch become world conquest maps conquest timetable Hitler portrait

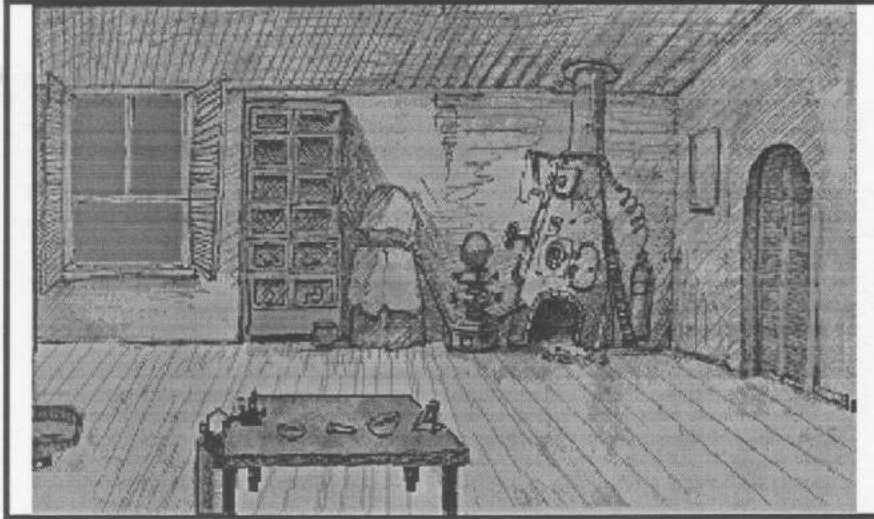
Puzzles/IQ points

Open save with Hitler's birthday as combo

9/15/93

AM-LAB

4 a
Priority



Check List

- Backgrounds BW
- Backgrounds Color
- Object States
- Animations

Room Specific Tasks

Room description Amazon Mansion Lab Perspective

What happens here

Indy gets a jar here that he can use to catch insects with.... without jar, insects climb out of interface
 Indy mixes ingredients over bunsen burner
 Indy can read the microfilm here in the microscope (microfilm is plans for building a bomb)
 Indy can't exit through the front door.
 Indy can unlatch the window and return here any number of times.

Ingredients.... flowers from jungle canopy, sap, bugs

Doors to...	Actors	Sounds	Special Case Animations
AM-HALL AM-OVER			

Pickupable objects	Multiple State Objects	Touchable objects
i-btrfly butterfly for antidote i-jar jar for bugs?		microscope butterfly collection window to open

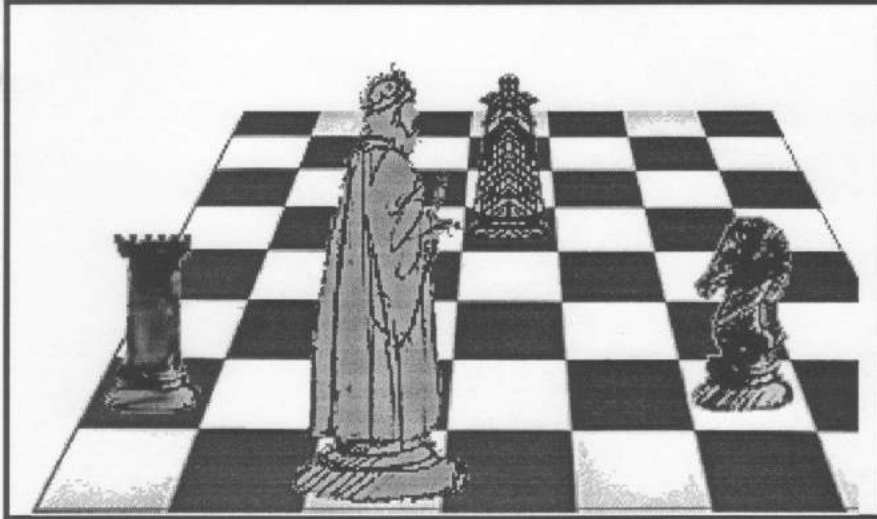
Puzzles/IQ points

Make the antidote
 Read the bomb plans

9/15/93

AM-CHESS

5a
Priority



Check List

Backgrounds BW
 Backgrounds Color
 Object States
 Animations

Room Specific Tasks

Room description Chess Set inside War-room Perspective

What happens here

When Indy first looks at the chess set, he comments that it is 3 moves to checkmate
 The player must make the proper 3 moves after which, the white king is defeated. When Indy lays the king on its side, there is a lever attached that converts the plantation headquarters into a Nazi War Room.
 After three moves, Indy resets the pieces

Doors to...	Actors	Sounds	Special Case Animations
AM-WARRM			AM-ARM Indy's arm picking up pieces AM-KING King defeated, lever underneath

Pickupable objects	Multiple State Objects	Touchable objects

Puzzles/IQ points

Solve the Chess puzzle, the King is beaten, and the Headquarters changes into War Room

9/15/93

AI-HEAD

6 a
Priority



Check List

- Backgrounds BW
- Backgrounds Color
- Object States
- Animations

Room Specific Tasks

Room description Amazon Inca Head Perspective

What happens here

Indy appears at the doorway, when he tries to walk across the gap, the floor shakes and he jumps off.
 Using his whip, Indy is able to swing across to safety.
 Dunkelvolk arrives, sees indy and charges across only to trigger the ancient trap and get killed by the rotating head.
 Indy is now able to climb the stairs on the back of the head up to the doorway that leads him to the tower

ONLY the close-up doorways

Doors to...	Actors	Sounds	Special Case Animations
CL-TOWER			AI-SWING Indy swings across trap AI-FALL Dunkelvolk killed by stone falling AI-STEP Indy steps onto and jumps off trap

Pickupable objects	Multiple State Objects	Touchable objects

Puzzles/IQ points

Indy uses whip to swing across the trap

9/15/93

AJ-VINE

7a
Priority



Check List

- Backgrounds BW
- Backgrounds Color
- Object States
- Animations

Room Specific Tasks

Room description Amazon Jungle Vine Trap Perspective

What happens here

Indy picks up a vine from the ground and rigs a loop trap that snags the first Nazi.
 When the Nazi is lifted up, his machete falls to the ground

Doors to...	Actors	Sounds	Special Case Animations
AJ-?	Indy Nazis	ooh-ooh aah-aah tookie-tookie	AJ-BEND Indy bends the tree for the trap AJ-RAISE Nazi springs trap and is lifted up

Pickupable objects	Multiple State Objects	Touchable objects
i-machete handy dandy cutter		

Puzzles/IQ points

9/15/93

AJ-PIT

8a
Priority



Check List

- Backgrounds BW
- Backgrounds Color
- Object States
- Animations

Room Specific Tasks

Room description Amazon Jungle Pit room Perspective

What happens here

Indy uses his machete to cut bamboo into poles and stakes
 Indy uses stakes in the pit, and poles and Banana leaves to cover the trap

Indy returns later to use his machete on the dead log in order to find the bugs inside

Doors to...	Actors	Sounds	Special Case Animations
AJ-? AJ-BUGS	Indy Nazis	ooh-ooh aah-aah tookie-tookie	AJ-PIT Indy builds the pit trap

Pickupable objects	Multiple State Objects	Touchable objects
		Dead Log

Puzzles/IQ points

9/15/93

AJ-QUICK

9a
Priority



Check List

- Backgrounds BW
- Backgrounds Color
- Object States
- Animations

Room Specific Tasks

Room description Amazon Jungle QuickSand Room Perspective

What happens here

Indy falls into the invisible quicksand, and must use his whip to escape.
 Indy sets trap for Nazi by placing his hat in the middle of the quicksand
 Indy Swings in on a vine and knocks the Nazi into the quicksand, and recovers his hat on the return swing.

The vine Indy swings on becomes active now for indy to climb up into the canopy to get the orchid for antidote

After nazi is killed here, next room transition takes Indy into the village

Doors to...	Actors	Sounds	Special Case Animations
AJ-? AJ-VILL	Indy Nazis	ooh-ooh aah-aah tookie-tookie	AJ-QUICK Indy falls into the quicksand AJ-WHIP Indy saves himself AJ-HAT Indy sets the trap AJ-SWING Indy knocks Nazi into quicksand AJ-CLIMB Indy climbs the vine to the canopy

Pickupable objects	Multiple State Objects	Touchable objects
i-hat Indy's fedora		

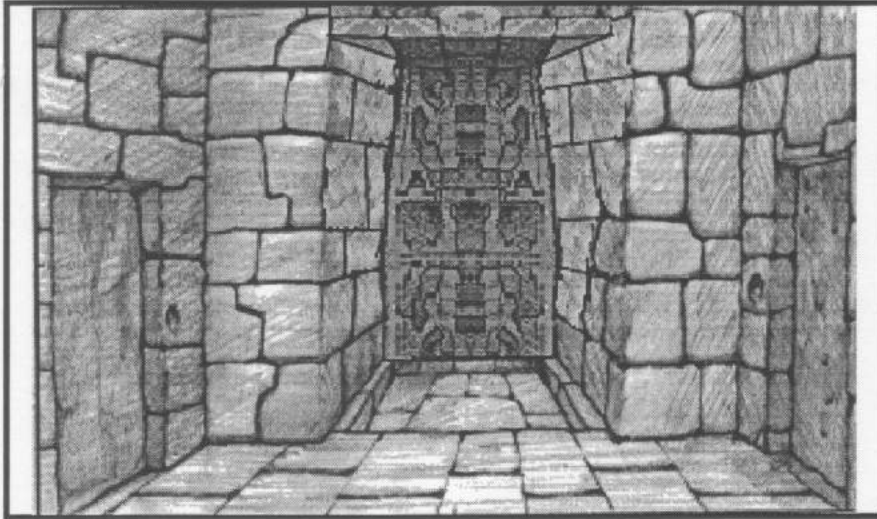
Puzzles/IQ points

9/15/93

AI-MAZE

10a

Priority



Check List

- Backgrounds BW
- Backgrounds Color
- Object States
- Animations

Room Specific Tasks

Room description

Perspective

What happens here

This entire section may be done using a first person 3D engine...
 One section may involve using the gold head to unlock the door, only to present the player with a nasty floor that triggers darts when mis-stepped. The clue is to notice the pattern in the door that the player opened.

Doors to...	Actors	Sounds	Special Case Animations

Pickupable objects	Multiple State Objects	Touchable objects

Puzzles/IQ points

9/15/93

AJ-BUGS

11a

Priority



Check List

- Backgrounds BW
- Backgrounds Color
- Object States
- Animations

Room Specific Tasks

Room description Amazon Jungle Bugs close-up Perspective

What happens here

The player must overturn the log and grab the proper kind of bug as described by the shaman.
 If the player does not have the jar, the bugs will crawl out of the interface area and disappear

Doors to...	Actors	Sounds	Special Case Animations
AJ-PIT			AJ-BUGS Lots of crawling bugs AJ-HAND Indy's hand collecting bugs?

Pickupable objects	Multiple State Objects	Touchable objects
i-bugs must be put into jar!		

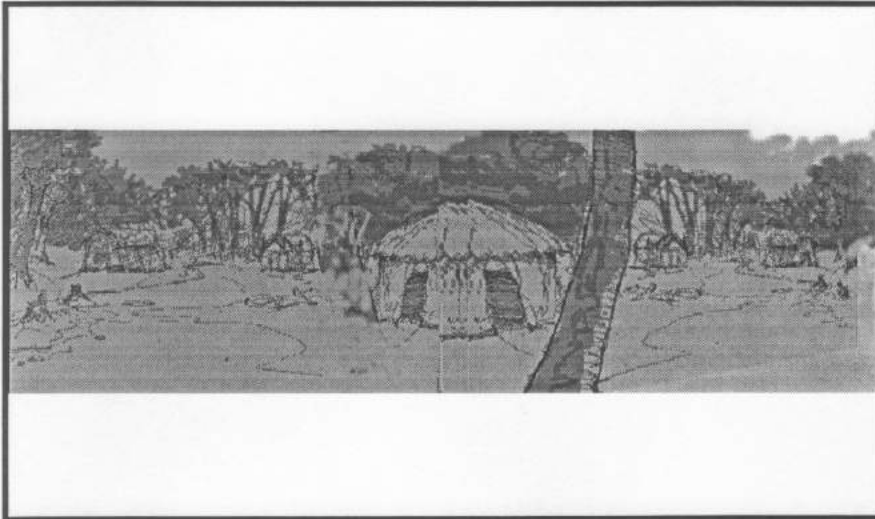
Puzzles/IQ points

9/15/93

AN-VILL

12b

Priority



Check List

- Backgrounds BW
- Backgrounds Color
- Object States
- Animations

Room Specific Tasks

Room description Amazon Natives Village Perspective

What happens here

Indy arrives still pursued by Nazi's. He is captured and is in a death-battle with the Nazi when the Nazi crumples to the ground. Upon examination, Indy finds that the Nazi has been killed with a blow-gun dart, and upon that discovery, the native Shaman arrives. He is pleased to find that you share a common enemy

C-LIST closeup of nazi hit by dart

Doors to...	Actors	Sounds	Special Case Animations
AJ-PSDO AZ-TOWER AM-EXT	indy shaman last Nazi		AN-FIGHT Indy and Nazi Fight, w/ stake AN-DART Nazi paralyzed by dart AN-SHAM Blowgun appears, shaman appears from hut door

Pickupable objects	Multiple State Objects	Touchable objects

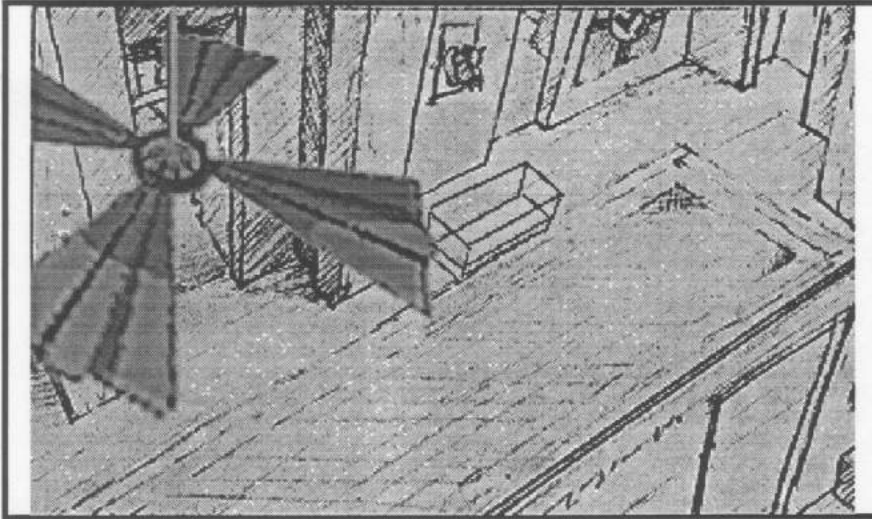
Puzzles/IQ points

9/15/93

AM-HALL

13b

Priority



Check List

- Backgrounds BW
- Backgrounds Color
- Object States
- Animations

Room Specific Tasks

Room description Amazon Mansion Hall Perspective

What happens here

Indy can enter either the War Room or the Nazi Lab from here. Initially War Room is locked shut (Jager inside)
 The stone Idol that is a door key is found here in a display case
 Indy arrives from AM-OVER, but because the guards are alert, he won't exit that way

NIX Nazi emblems
 Key for display case???

Doors to...	Actors	Sounds	Special Case Animations
AM-LAB AM-WARRM			AM-FAN Fan rotates in foreground AM-JAGND Jager&Nadia leave War Room AM-DUNKL Dunelvolk sent after Indy AM-SNEAK Indy watches scene from behind door

Pickupable objects	Multiple State Objects	Touchable objects
i-s-idol The Stone key for inca door		portraits

Puzzles/IQ points

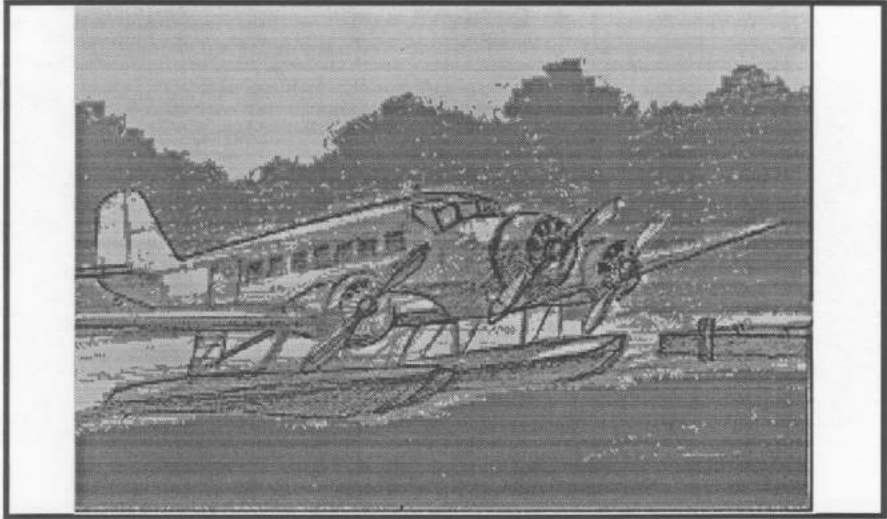
Unlock the display case in order to get the stone idol.

9/15/93

AZ-DOCK

14b

Priority



Check List

- Backgrounds BW
- Backgrounds Color
- Object States
- Animations

Room Specific Tasks

Room description Perspective

What happens here

Indy jumps from the plane wreckage and in a hail of gunfire, Dunkelvolk's guards persue him

Doors to...	Actors	Sounds	Special Case Animations
			AZ-CRASH JU-52 crashes onto beach AZ-BAIL Indy jumps from plane and runs AZ-HAIL Dvolk&Nazis shoot at fleeing indy AZ-DEPRT DV & Nadia follow trail to mansion

Pickupable objects	Multiple State Objects	Touchable objects
i-wrench? wrench for avation fuel		

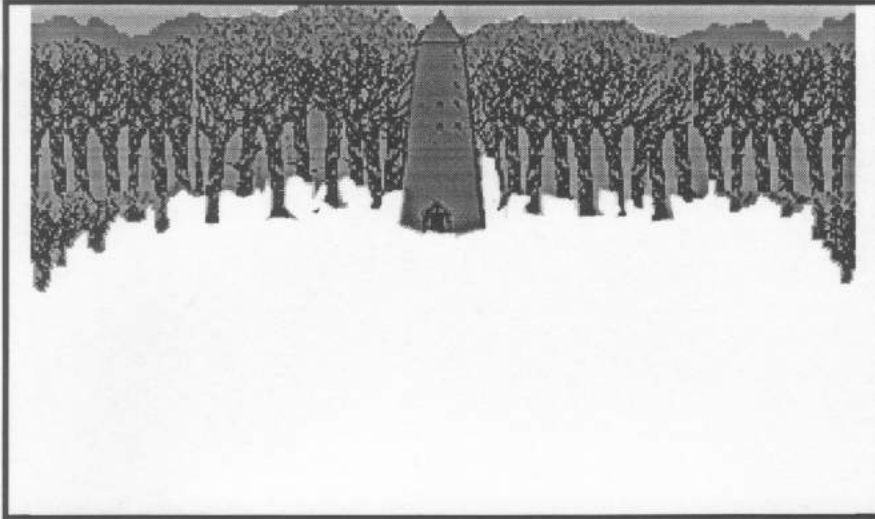
Puzzles/IQ points

9/15/93

AZ-TOWER

15b

Priority



Check List

- Backgrounds BW
- Backgrounds Color
- Object States
- Animations

Room Specific Tasks

--

Room description Amazon Tower Long Shot of suffering Perspective

What happens here

Indy and Shaman appear in foreground foliage parts to reveal the Tower and mining camp
 Room is filled with felled trees, slave laborers, nazi guards, burning slash piles, concentration camp fencing

Doors to...	Actors	Sounds	Special Case Animations
			AZ-PLANT Parting foliage for better viewing AZ-PRISN Smoke, workers, guards working

Pickupable objects	Multiple State Objects	Touchable objects
none		

Puzzles/IQ points

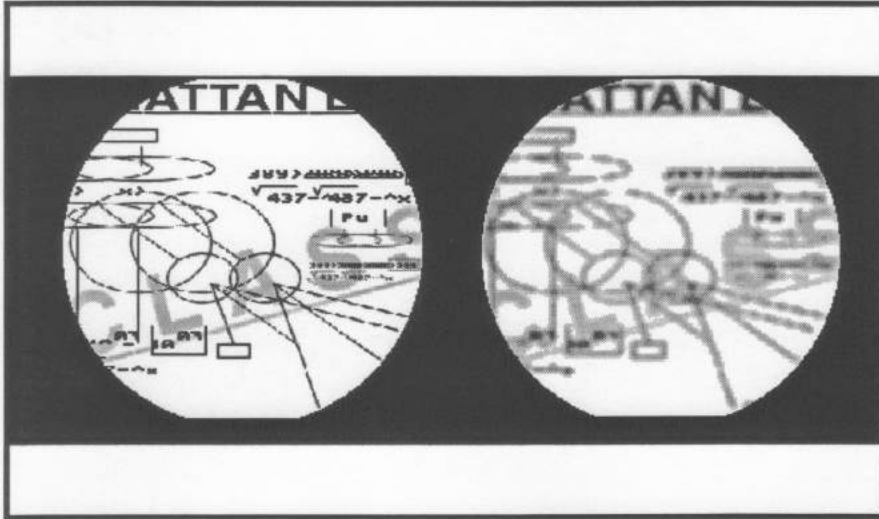
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9/15/93

AL-MICRO

16b

Priority



Check List

- Backgrounds BW
- Backgrounds Color
- Object States
- Animations

Room Specific Tasks

Room description Amazon Lab microscope view of microfilm

Perspective

What happens here

Indy is able to read the microfilm that contains the plans for building an atomic bomb
 Indy must slide the microfilm and change focus on the microscope

Doors to...

Actors

Sounds

Special Case Animations

Pickupable objects

Multiple State Objects

Touchable objects

Puzzles/IQ points

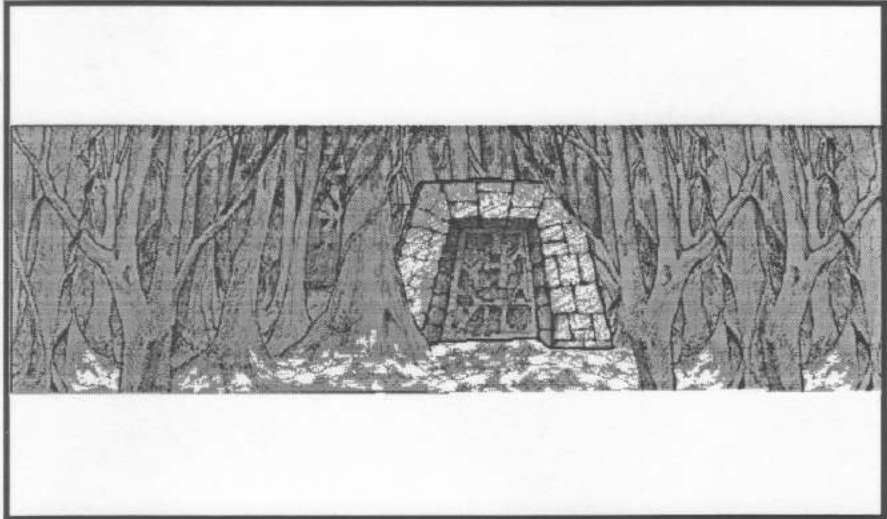
Indy learns of the plans
 Change microscope focus
 Change microfilm position under lens

9/15/93

AI-DOOR

17b

Priority



Check List

- Backgrounds BW
- Backgrounds Color
- Object States
- Animations

Room Specific Tasks

Room description

Perspective

What happens here

Indy must use the machete to uncover the door

Doors to...

Actors

Sounds

Special Case Animations

AI-LOCK

AI-HACK Indy swinging machete at vines

Pickupable objects

Multiple State Objects

Touchable objects

vines

Puzzles/IQ points

Get the door open

9/15/93

AI-LOCK

18b

Priority



Check List

- Backgrounds BW
- Backgrounds Color
- Object States
- Animations

Room Specific Tasks

Room description Amazon Inca Door Lock shot Perspective

What happens here

Indy places the three god heads into the proper slots

Doors to...	Actors	Sounds	Special Case Animations
AI-MAZE			AI-INSRT Indy inserts the 3 idol keys

Pickupable objects	Multiple State Objects	Touchable objects

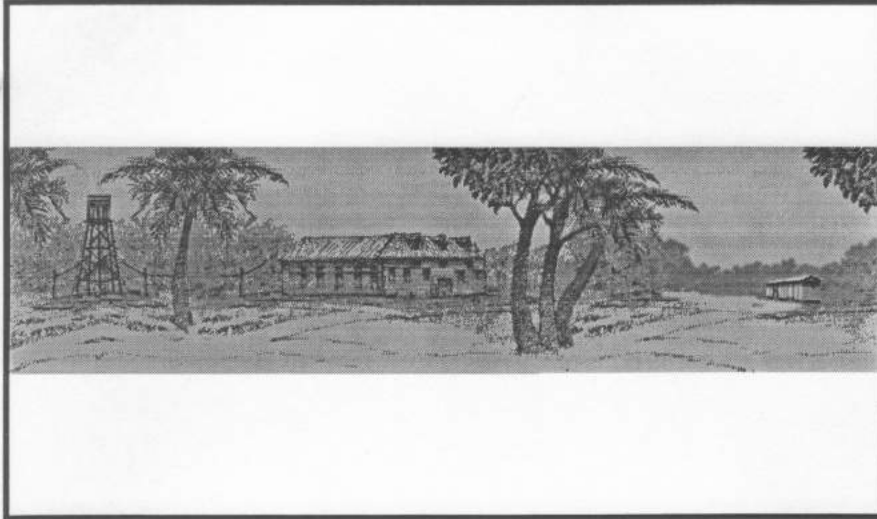
Puzzles/IQ points

9/15/93

AM-EXT

19b

Priority



Check List

- Backgrounds BW
- Backgrounds Color
- Object States
- Animations

Room Specific Tasks

--

Room description

Perspective

What happens here

UnZombie juice is used in the water-tower in order to free the natives.
 Long shot of Shed explosion seen from here... (Bill... widen shot?)

Doors to...

AM-HALL
 AS-EXT
 AJ-PSDO

Actors

--

Sounds

--

Special Case Animations

AM-TOWER Indy climbs tower, uses antidote
 AM-EXPLO Shed fire seen from this shot
 AM-LEAVE Guards leave front of mansion

Pickupable objects

--

Multiple State Objects

--

Touchable objects

--

Puzzles/IQ points

Use antidote in water tower

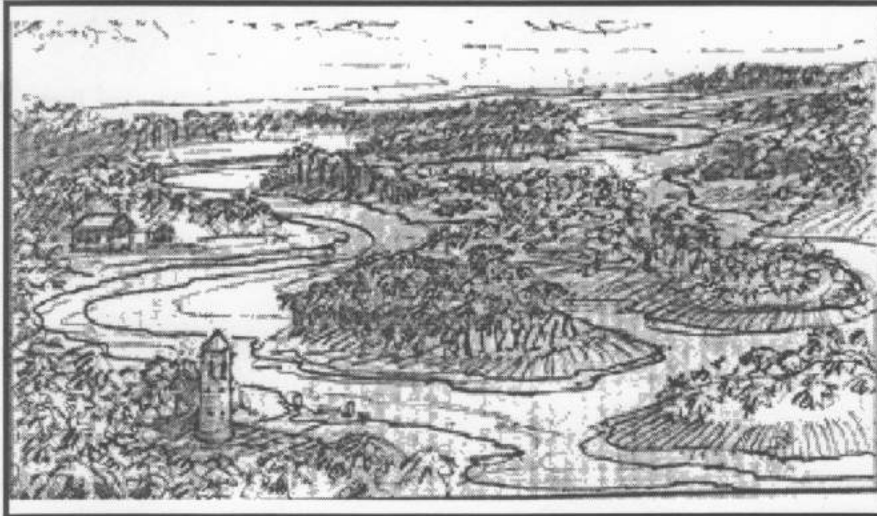
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9/15/93

AZ-OVER

20b

Priority



Check List

- Backgrounds BW
- Backgrounds Color
- Object States
- Animations

Room Specific Tasks

Room description Amazon Overview

Perspective

What happens here

We watch as the JU-52 lands here

Doors to...

Actors

Sounds

Special Case Animations

AZ-LAND JU-52 fly-by and landing approach

Pickupable objects

Multiple State Objects

Touchable objects

Puzzles/IQ points

9/15/93

AJ-JUNGL

21c

Priority



Check List

- Backgrounds BW
- Backgrounds Color
- Object States
- Animations

Room Specific Tasks

Room description Amazon Jungle room Perspective

What happens here

Jungle room between village and Inca Maze Door... may also be used among trap rooms

Doors to...	Actors	Sounds	Special Case Animations
	Indy Nazis	ooh-ooh aah-aah tookie-tookie	

Pickupable objects	Multiple State Objects	Touchable objects

Puzzles/IQ points

C-FINALE

Priority



Check List

- Backgrounds BW
- Backgrounds Color
- Object States
- Animations

Room Specific Tasks

Room description

Perspective

What happens here

Doors to...

Actors

Sounds

Special Case Animations

Pickupable objects

Multiple State Objects

Touchable objects

Dialogs

MP-EUROP

Priority 1b



MP-ATLAN

Priority 2b



MP-KIEU

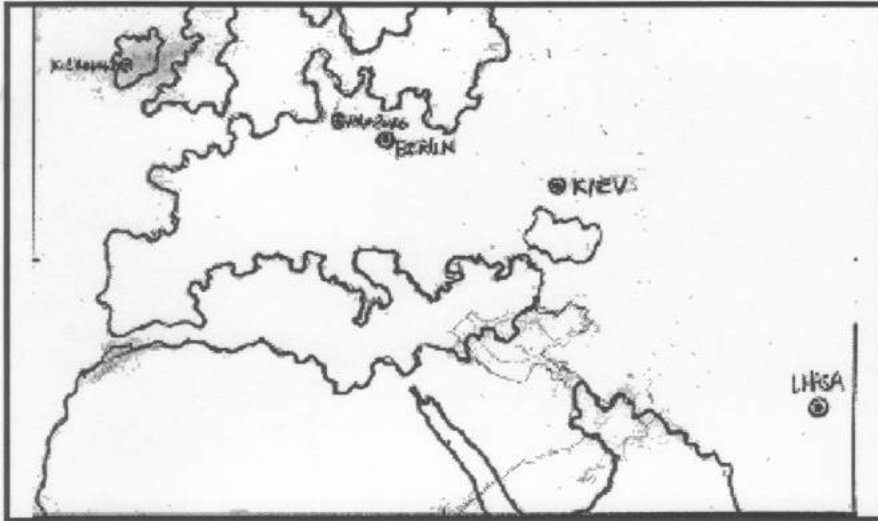
Priority 3c



9/15/93

MP-EUROP

1b
Priority



Check List

- Backgrounds BW
- Backgrounds Color
- Object States
- Animations

Room Specific Tasks

Room description global map of Europe that plane flies on leaving little red line behind Perspective Regular

What happens here
 The plane flies to the three locations.

Doors to...	Actors	Sounds	Special Case Animations

Pickupable objects	Multiple State Objects	Touchable objects

Puzzles/IQ points

9/15/93

MP-ATLAN

2b
Priority



Check List

- Backgrounds BW
- Backgrounds Color
- Object States
- Animations

Room Specific Tasks

Room description Perspective

What happens here

A freighter is moving across a map toward South America

Doors to...	Actors	Sounds	Special Case Animations
			-Freighter moving over a map-headed towards South America.

Pickupable objects	Multiple State Objects	Touchable objects

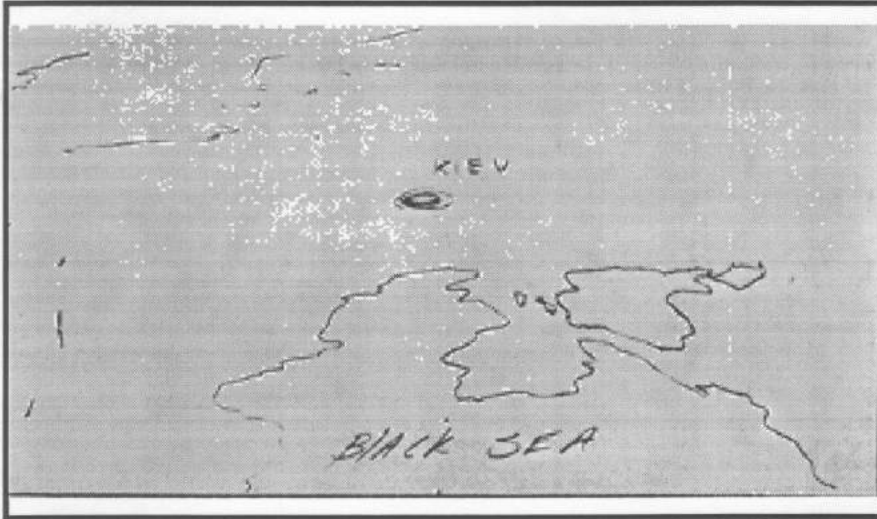
Puzzles/IQ points

9/15/93

MP-KIEU

3c

Priority



Check List

- Backgrounds BW
- Backgrounds Color
- Object States
- Animations

Room Specific Tasks

Room description
 What happens here

Global map zoomed into Soviet area

Perspective

Doors to...

Actors

Sounds

Special Case Animations

Pickupable objects

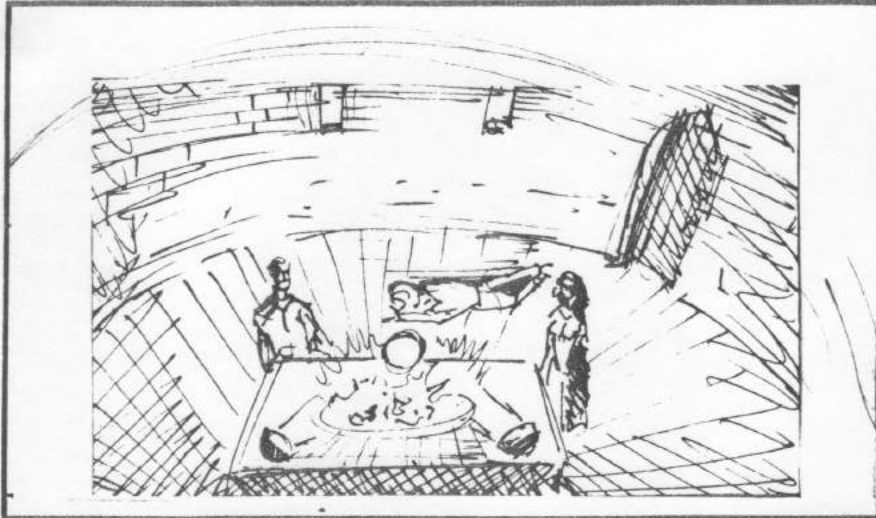
Multiple State Objects

Touchable objects

Puzzles/IQ points

ENDGAME

Priority



Check List

- Backgrounds BW
- Backgrounds Color
- Object States
- Animations

Room Specific Tasks

Room description

Perspective

What happens here

Doors to...

Actors

Sounds

Special Case Animations

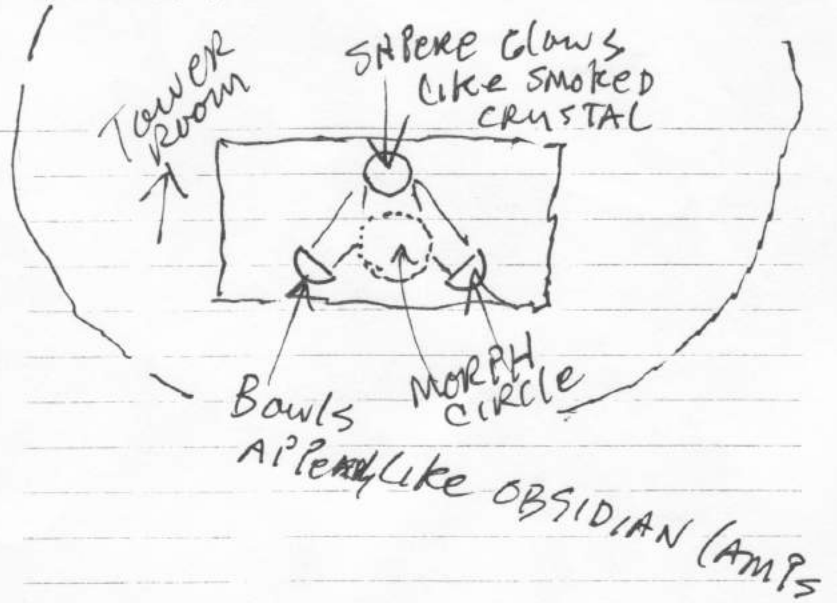
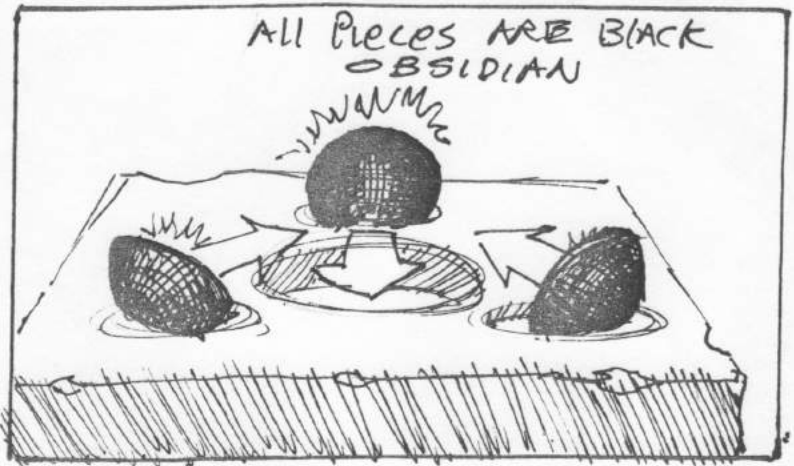
Pickupable objects

Multiple State Objects

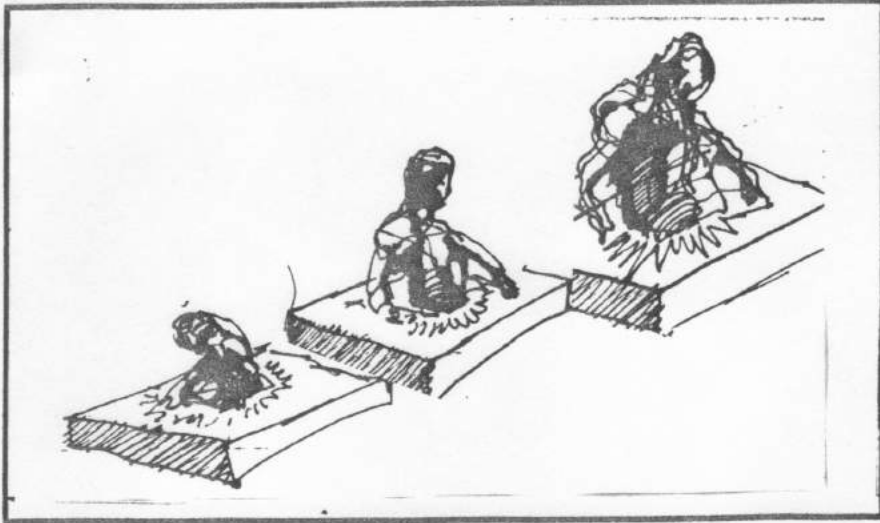
Touchable objects

Puzzles/IQ points

MAGNUM TABLE



Priority



Check List

- Backgrounds BW
- Backgrounds Color
- Object States
- Animations

Four empty rectangular checkboxes stacked vertically.

Room Specific Tasks

A large empty rectangular box for room-specific tasks.

Room description
What happens here

A long horizontal empty rectangular box for room description.

Perspective

A large empty rectangular box for perspective drawing.

Doors to...

Actors

Sounds

Special Case Animations

Empty rectangular box for doors to...

Empty rectangular box for actors.

Empty rectangular box for sounds.

Empty rectangular box for special case animations.

Pickupable objects

Multiple State Objects

Touchable objects

Empty rectangular box for pickupable objects.

Empty rectangular box for multiple state objects.

Empty rectangular box for touchable objects.

Puzzles/IQ points

A large empty rectangular box for puzzles and IQ points.

Priority



Check List

- Backgrounds BW
- Backgrounds Color
- Object States
- Animations

Four empty checkboxes arranged vertically.

Room Specific Tasks

A large empty rectangular box for room-specific tasks.

Room description

A long empty rectangular box for room description.

Perspective

What happens here

A large empty rectangular box for describing what happens in the room.

Doors to...

Actors

Sounds

Special Case Animations

Empty box for Doors to...

Empty box for Actors

Empty box for Sounds

Empty box for Special Case Animations

Pickupable objects

Multiple State Objects

Touchable objects

Empty box for Pickupable objects

Empty box for Multiple State Objects

Empty box for Touchable objects

Puzzles/IQ points

A large empty rectangular box for puzzles and IQ points.

Priority



Check List

- Backgrounds BW
- Backgrounds Color
- Object States
- Animations

Room Specific Tasks

[Empty box for Room Specific Tasks]

Room description
What happens here

[Empty box for Room description]

Perspective

[Large empty box for Room description]

Doors to...

Actors

Sounds

Special Case Animations

[Empty box for Doors to...]

[Empty box for Actors]

[Empty box for Sounds]

[Empty box for Special Case Animations]

Pickupable objects

Multiple State Objects

Touchable objects

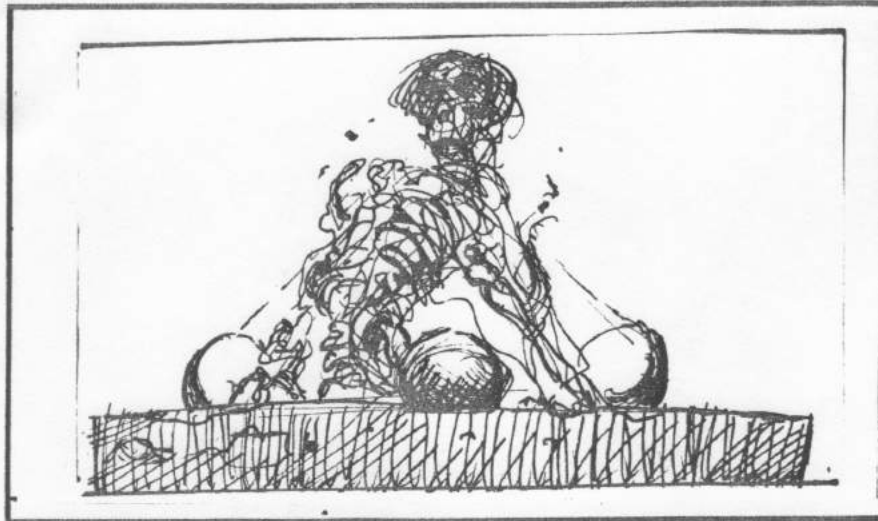
[Empty box for Pickupable objects]

[Empty box for Multiple State Objects]

[Empty box for Touchable objects]

Puzzles/IQ points

[Large empty box for Puzzles/IQ points]



Check List

- Backgrounds BW
- Backgrounds Color
- Object States
- Animations

Room Specific Tasks

Room description
 What happens here

Perspective

Doors to...

Actors

Sounds

Special Case Animations

Pickupable objects

Multiple State Objects

Touchable objects

Puzzles/IQ points