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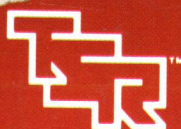
INDIANA JONES™



Crystal Death™

"Duel the Referee" Adventure Pack. *Now,*
with the Official MAGIC VIEWER™ System!

Duel the Referee *or* adventure together as *Indiana Jones* plunges into
African danger!



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TABLE 3
ADVENTURE ATTRIBUTE RATINGS

Characters/Type	Weapon	Attribute Ratings					
		ST	MV	PR	BK	IN	AP
McIver, Ian (villain)	pistol	72	64	52	76	72	68
Monks (goons)	sub.	72	76	64	52	44	48
Natives (goons)	spears	80	80	64	48	88	72
Nazis (goons)	sub.	76	72	60	80	40	64
Outback Charlie (villain)	pistol	72	64	56	84	80	36
Shintay warriors (goons)	spears	84	80	64	68	64	72
Vogel, Colonel (villain)	pistol	64	80	68	76	52	76
Vyperion (villain)	knife	88	80	68	76	64	76

Creature	Special	Attribute Ratings					
		ST	MV	PR	BK	IN	AP
Boa Constrictor	See 1 below	80	52	84	44	28	32
Crocodile		80	56	36	60	36	32
Elephant		88	48	44	36	56	52
Panther		84	64	76	64	68	48
Hippopotamus	See 2 below	76	28	48	56	28	40
Black Leopard		80	72	72	44	48	60

(1) A boa constrictor must make a successful Prowess Check to wrap itself around a victim. Treat as a Hold result on the Action Results Table. The victim can't do anything until he breaks free of the hold. Every round after the boa successfully wraps a victim up, the snake inflicts punching damage on the victim at a Danger Rating of 80.

(2) If the hippo attacks a raft, use the following Prowess Check results. If the hippo's Check is greater than $\frac{1}{2}$, the creature bumps the raft. Everyone on it must make a successful Prowess Check or fall in the water. If the hippo's Check is lower than or equal to $\frac{1}{2}$, the creature tips the raft over completely, spilling anyone and anything on it into the river.

ABBREVIATIONS:

ST Strength

PR Prowess

IN Instinct

SUB Submachine gun

MV Movement

BK Backbone

AP Appeal

MASTER CLOCK (for Episode 5 only)

TURNS 10		TURNS 20		TURNS 30		TURNS 40		TURNS 50	
1	X	1	X	1	X	1	X	1	X
2	X	2	X	2	X	2	X	2	X
3	X	3	X	3	X	3	X	3	X
4	X	4	X	4	X	4	X	4	X
5	X	5	X	5	X	5	X	5	X
6	X	6	X	6	X	6	X	6	X
7	X	7	X	7	X	7	5	7	X
8	X	8	X	8	X	8	X	8	X
9	X	9	X	9	X	9	X	9	X
10	X	10	4	10	X	10	X	10	X

TURNS 60		TURNS 70		TURNS 80		TURNS 90		TURNS 100	
1	X	1	X	1	X	1	X	1	X
2	X	2	X	2	6	2	X	2	7
3	X	3	X	3	X	3	X	3	X
4	X	4	6	4	X	4	7	4	X
5	X	5	X	5	X	5	X	5	X
6	X	6	X	6	7	6	X	6	8
7	X	7	X	7	X	7	X	7	X
8	X	8	6	8	X	8	7	8	X
9	X	9	X	9	X	9	X	9	X
10	6	10	X	10	7	10	X	10	X

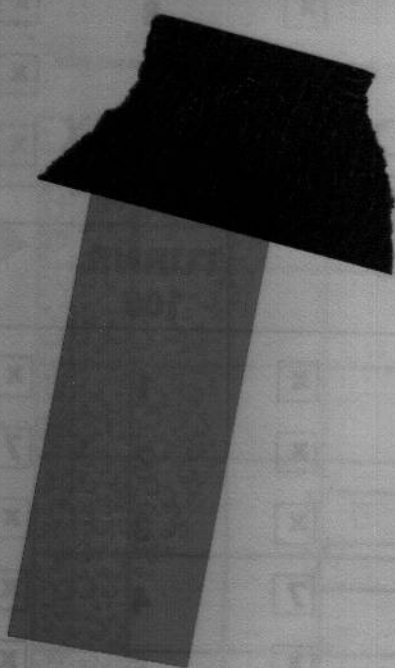
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Crystal Death™

MAGIC VIEWER™ EVIDENCE FILE

When the Referee tells you to read a certain entry in this file, use the MAGIC VIEWER™ screen to read what's inside the numbered box.



Screen Entry 1:

The National Museum has contracted you to find one of the following items:

- A. Plute Summoning Stone
- B. a set of ancient Tarot cards
- C. Hellenistic Death Mask
- D. an ancient, 6-inch-tall statue
- E. an ancient, soft cloth map

Choose the item that you wish to recover, and write down its letter on a separate sheet of paper. If you have recovered the item by the end of the episode, you'll be in good shape! Don't tell the Referee which item you have chosen.

Remember, damaged artifacts aren't worth anything, so whatever you choose, make sure you take good care of it!

You've traced the item you're looking for to a monastery in France, which you suspect is a front for an antiquities smuggling ring led by our old nemesis, *Jan Melver*. You've managed to find some old monk's robes to use as a disguise, and you've got your whip and pistol underneath. So you're ready for action.

You're standing in front of the door to the room you're sure is *Melver's* treasury. Here he comes now, that old crumb! Boy, is he going to be surprised! Good luck, *Dr. Jones*.

Screen Entry 2:

Oh-oh. It's starting to sink in. Other people have obviously seen this map. All sorts of them could be on their way to finding the *Shintay* right now. You've got to get into the jungle, and you can't hang around this steamy little village for days waiting for some comfortable means of transportation to come along. Get moving!

Screen Entry 3:

So what's the deal here? Quinine boxes filled with ammo? Swastikas? This is no medical expedition at all. They're rotten Nazis, and they must be on the trail of the *Shintay*!

Screen Entry 4:

A deep rumble echoes through the halls. The floor trembles below you. Muted explosions are going off all around. The palace is starting to disintegrate!

Screen Entry 5:

Explosions are rocking the palace. Showers of bone shards fall through the air. The ground is shaking constantly. The palace is about to fall apart... soon!

Screen Entry 6:

The noise is deafening. Thunderous explosions are booming down the hallways as sections of the palace roof start to cave in.

Things are really getting messy now. The halls themselves now have a Danger Rating of 16. Roll to see if you take any damage while moving through this area. For each turn after this, you must roll for damage, using the Danger Rating given above.

Screen Entry 7:

Huge chunks of bone blast into the hallway. Dust obscures your vision and chokes your lungs. The walls sway, and the ceiling cracks and sags! The explosions tear through the palace all around you. This is it, buddy.

The halls now have a Danger Rating of 32. Roll to see if you take damage while moving through this area. For each turn after this, you must roll for damage, using the Danger Rating given above.

Screen Entry 8:

The palace explodes in a roar of deadly fire and light. The entire structure comes tumbling down.

The palace explosion has a Danger Rating of 500. If you haven't escaped the palace by now, you're in a bit of a bind.

Screen Entry 9:

You can't leave this place without some kind of proof that the *Shintay* actually exist. Somewhere in this palace is the one thing that proves to *Brody* and all of your colleagues that the *Shintay* really exist.

Choose one item from the list below and write it down on your Combat Clock.

- A. Necklace of the *Shintay* King.
 - B. Armband of the *Shintay* King.
 - C. Headband of the *Shintay* King.
- Marion* won't be searching for the same item as you. She'll be looking for either her camera (A), her notebook (B), or her sketchbook (C).

Screen Entry 10:

You've got to get some of your reporting equipment back before you leave this palace. You've got the story of the century here, and it's going to be nothing but smoke if you don't find some of the gear that those hilly warriors took away from you.

Somewhere in this palace is the one thing that will prove to your editor that you were here. Then you can write your story!

Choose one item from the list below and write it down on your Combat Clock.

- A. Your camera, filled with pictures you took of the *Shintay* valley and palace.
- B. Your notebook filled with notes about the expedition.
- C. Your sketchbook, in which you saw a curious *Shintay* write some ancient script.

Indy won't be searching for the same item as you. He'll be looking for either the *Shintay* King's necklace (A), armband (B), or headband (C).

Screen Entry 11:

If you are reading this—SHAME ON YOU! There is no way you could possibly reach this entry by playing the adventure. You must be cheating. Now stop this and play the adventure properly or it's not going to be much fun at all.

Screen Entry 12:

You see debris floating down the river. A ration can! The markings are Dutch or German; you can't be sure which. The expedition must have passed this way.

Screen Entry 13:

The soil here is marked by heavy bootprints. There are also some bare feet markings. All of the prints lead off toward the east. The Dutch expedition must have been here.

Screen Entry 14:

Several 9mm brass shell casings litter the ground here. Nearby, the body of a leopard lies riddled with bullets. The animal hasn't been dead very long, either. Whoever killed it must be nearby. Several footprints lead off to the northeast.

Screen Entry 15:

There's a necklace lying on the ground before you. Though the necklace is broken, you recognize the strange markings as possibly *Shintay*! Large footprints lead off to the east.

Screen Entry 16:

A crystal spearhead is stuck into the trunk of a huge tree here. You can't get the spearhead out of the tree, but you can at least tell from the workmanship that it could possibly have been made by *Shintay*—but how long ago? The spearhead points to the southeast.

Screen Entry 17:

Several large footprints lead from this area off to the east. These are some pretty big feet, too! They are a bit more slender than normal human footprints, however.

Screen Entry 18:

Boy, these Nazis sure are a pain. They've surrounded you now, so you're going to have to create some kind of diversion—and fast! If you stay here they're bound to blow you away. Well, now maybe, some of the nearby items could come in handy. Perhaps a few live hand grenades? Maybe a burning oil lamp knocked into a case of ammo? Let's be creative here!

Screen Entry 19:

You overhear *Vogel* speaking to one of his men. "Be alert! Der Führer wants to know all there is to know about this ancient, Atlantean power. It was said that they possessed some kind of crystals—some powerful object that could aid us in our glorious cause!"

Screen Entry 20:

Out of the corner of your eye, you see *McIver* pressing a button on the pillar next to him. An alarm. Nuts! You'd better hurry and get out of here before the ugly monks start piling in.

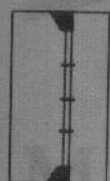
Screen Entry 21:

Suddenly, *Vogel* appears behind you, accompanied by several other men. You can tell, even out of the corner of your eye, that he's all done up in a military uniform now. And he's holding a gun. Well, the stakes just went up!

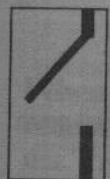
TREASURY ROOM MAP

Scale: 1 square = 5 feet

Key



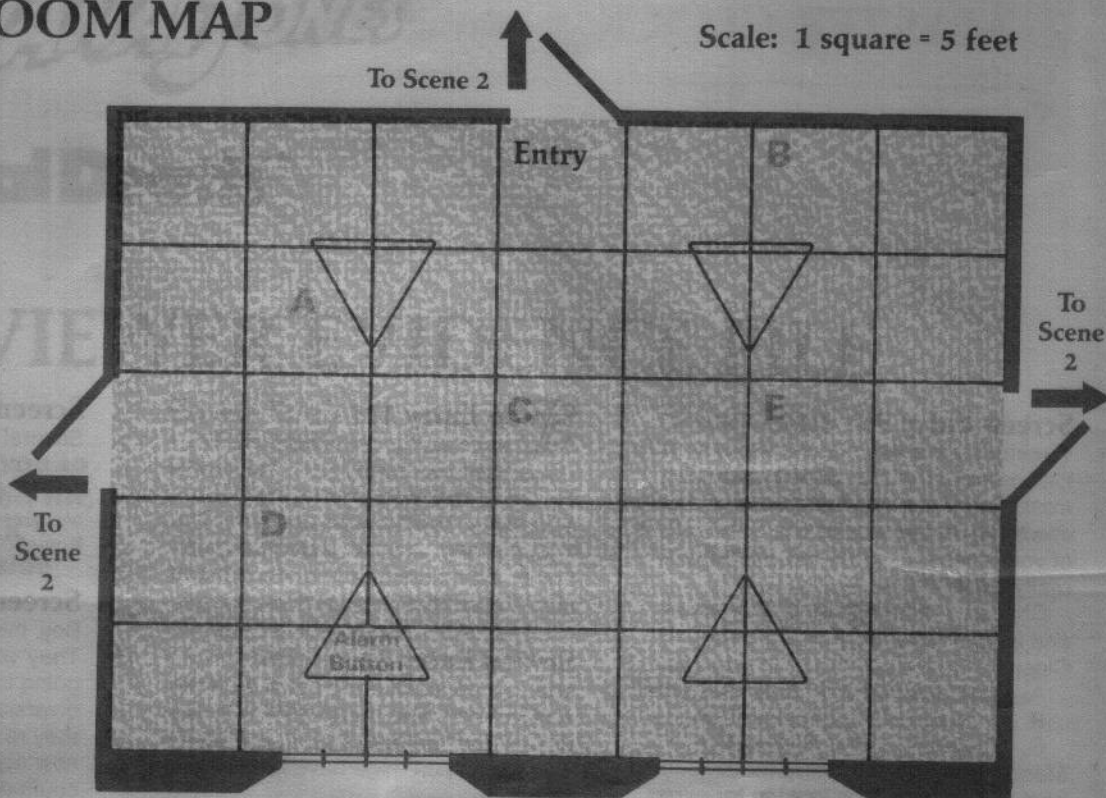
Iron Reinforced
Stained Glass
Window
(Impassable)



Doorway



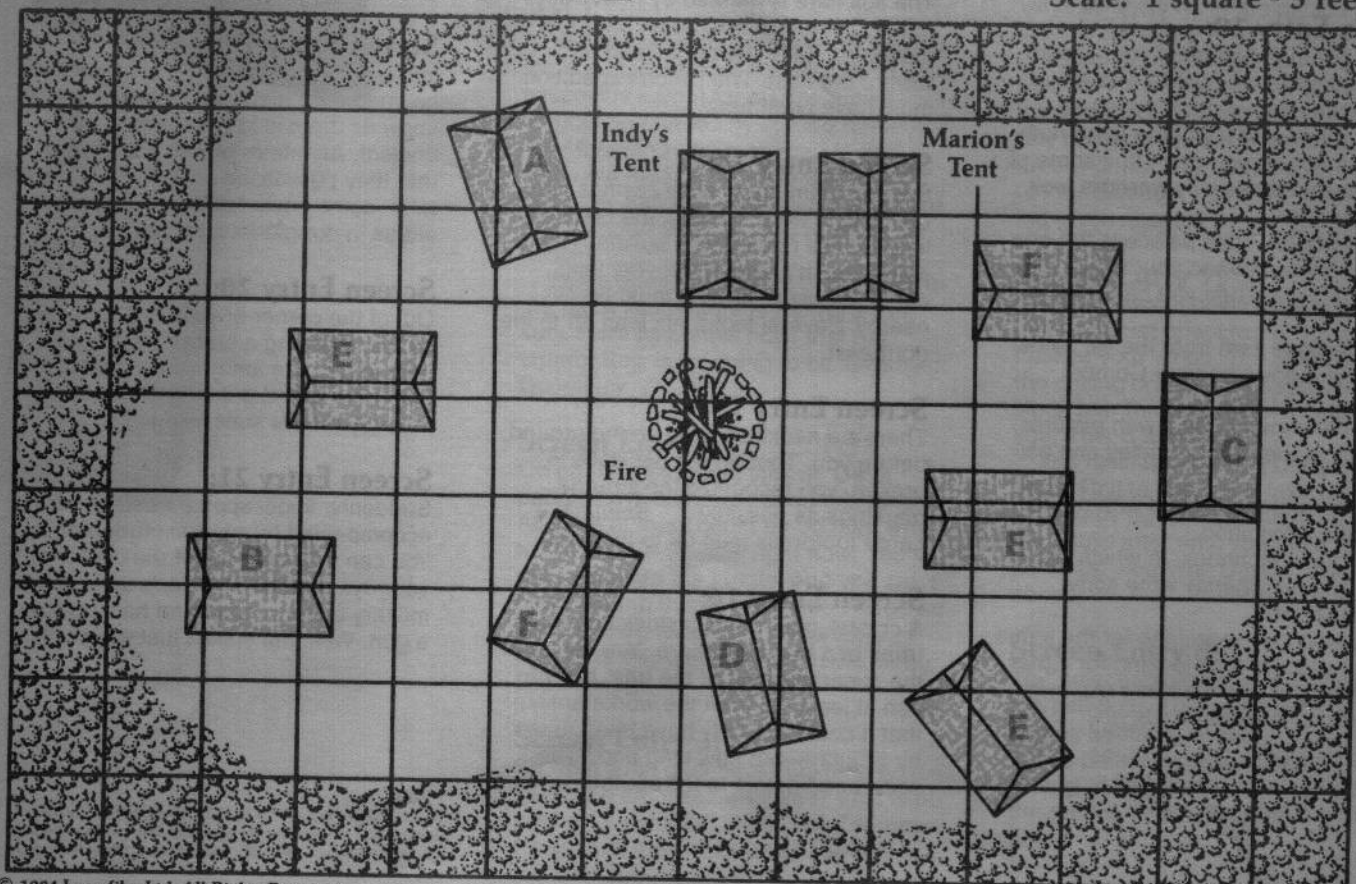
Pillar



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EXPEDITION CAMP MAP

Scale: 1 square = 5 feet



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START

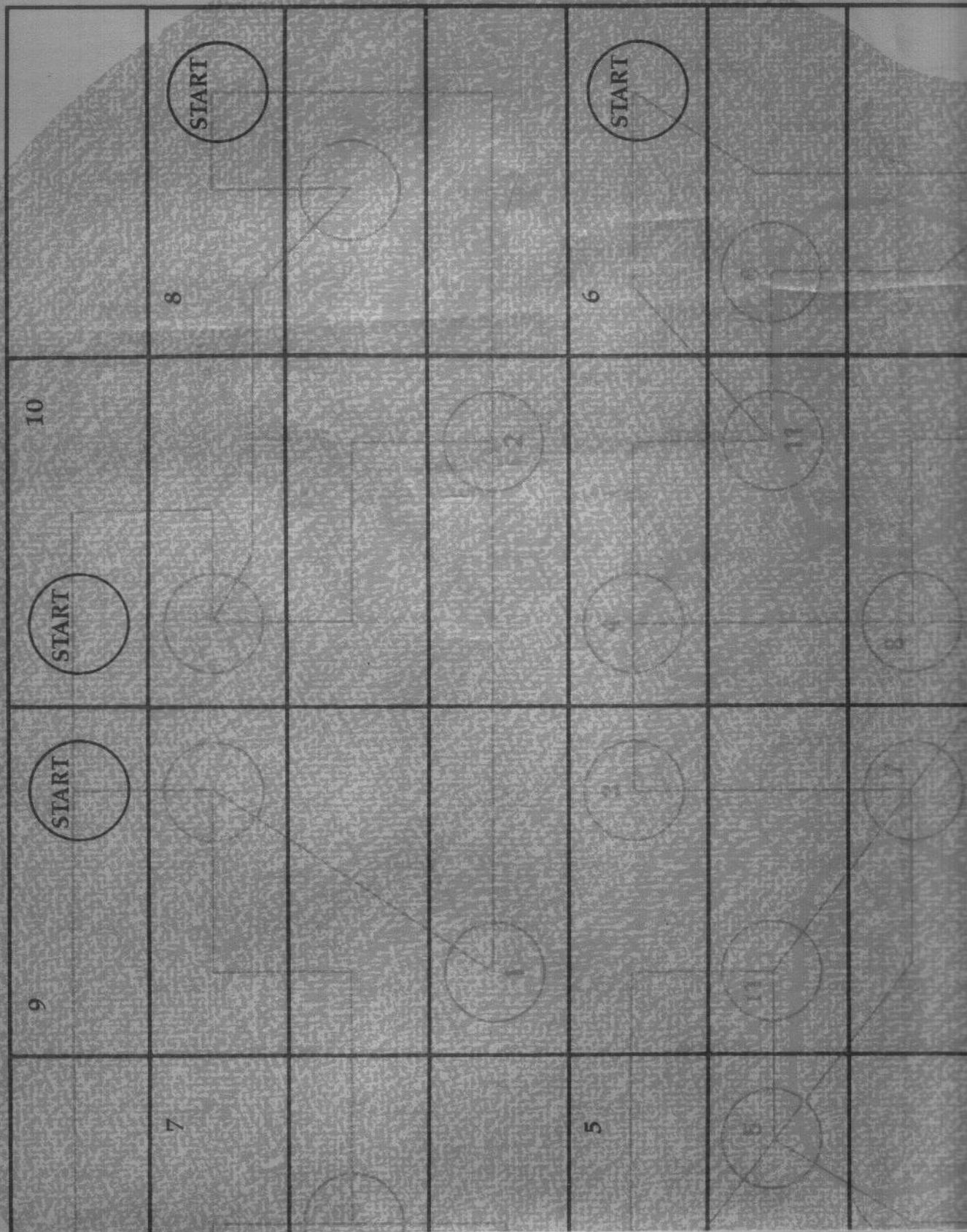
START

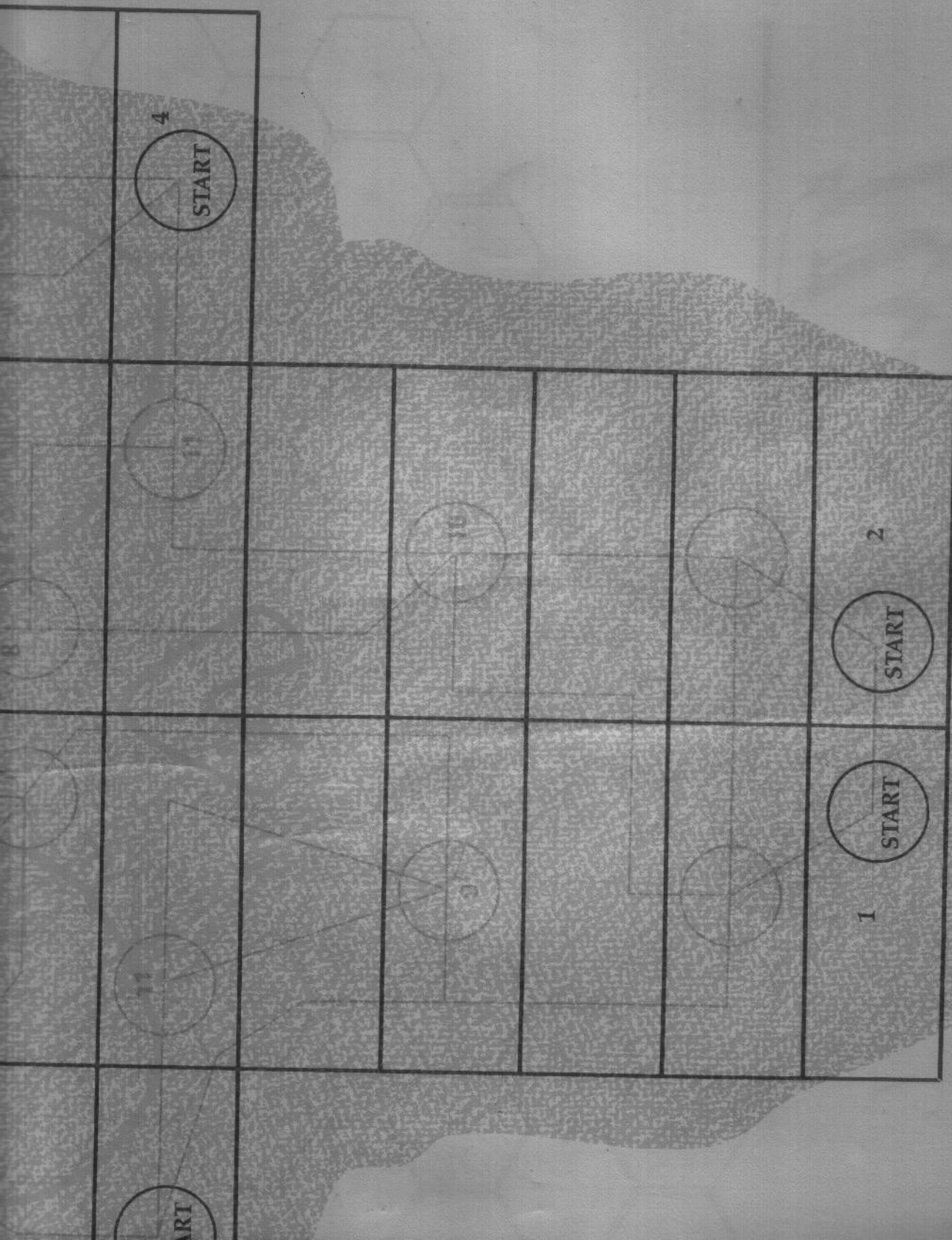
Magic Viewer™ Action SKULL PALACE MAP

TABLE 5
SKULL PALACE HAZARDS

Die Roll	Encounter Used for Hazard
1-4	Encounter 5
5-8	Encounter 7
9	Encounter 9
10	Encounter 10

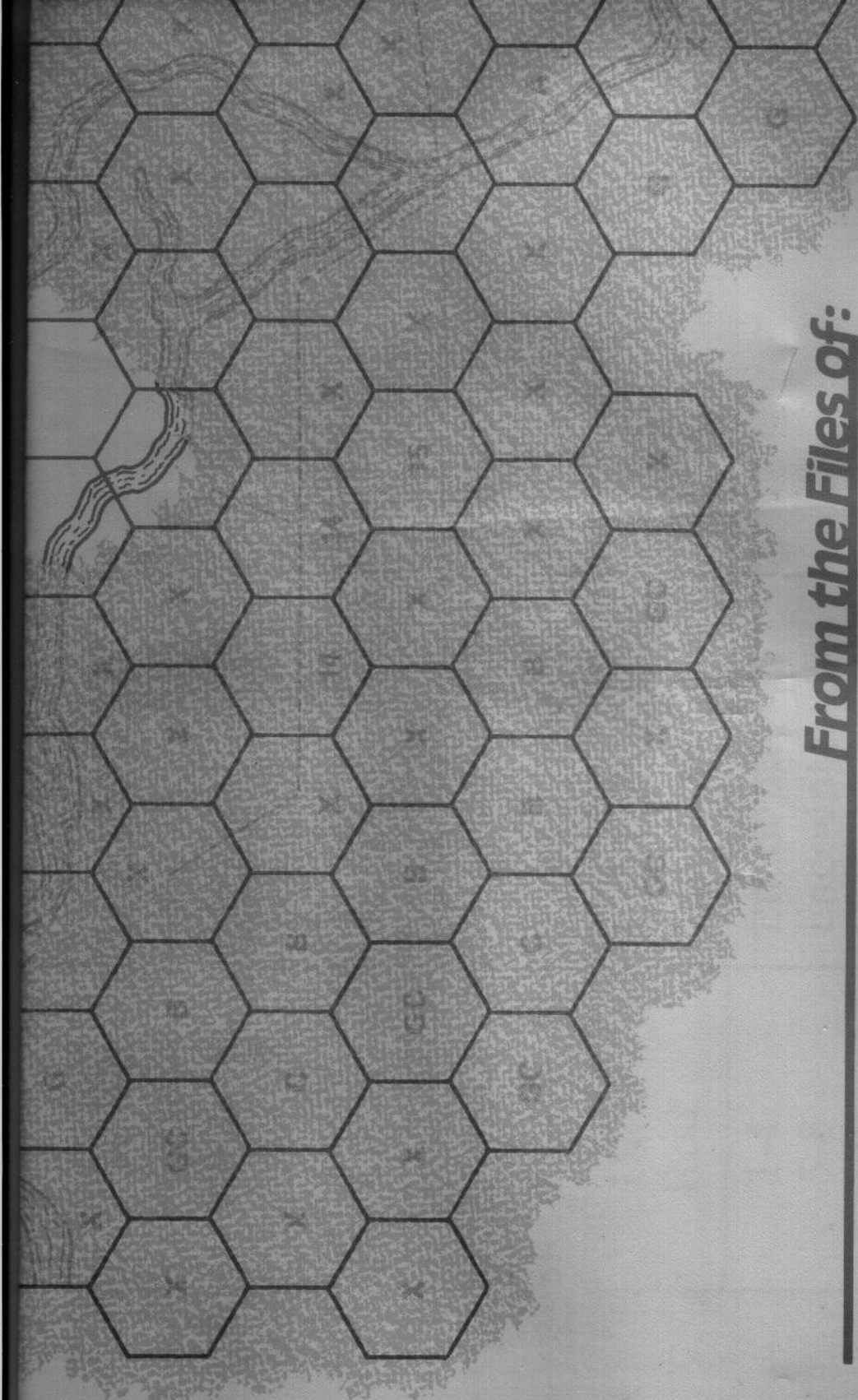
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Magic Viewer™ Action JUNGLE MAP

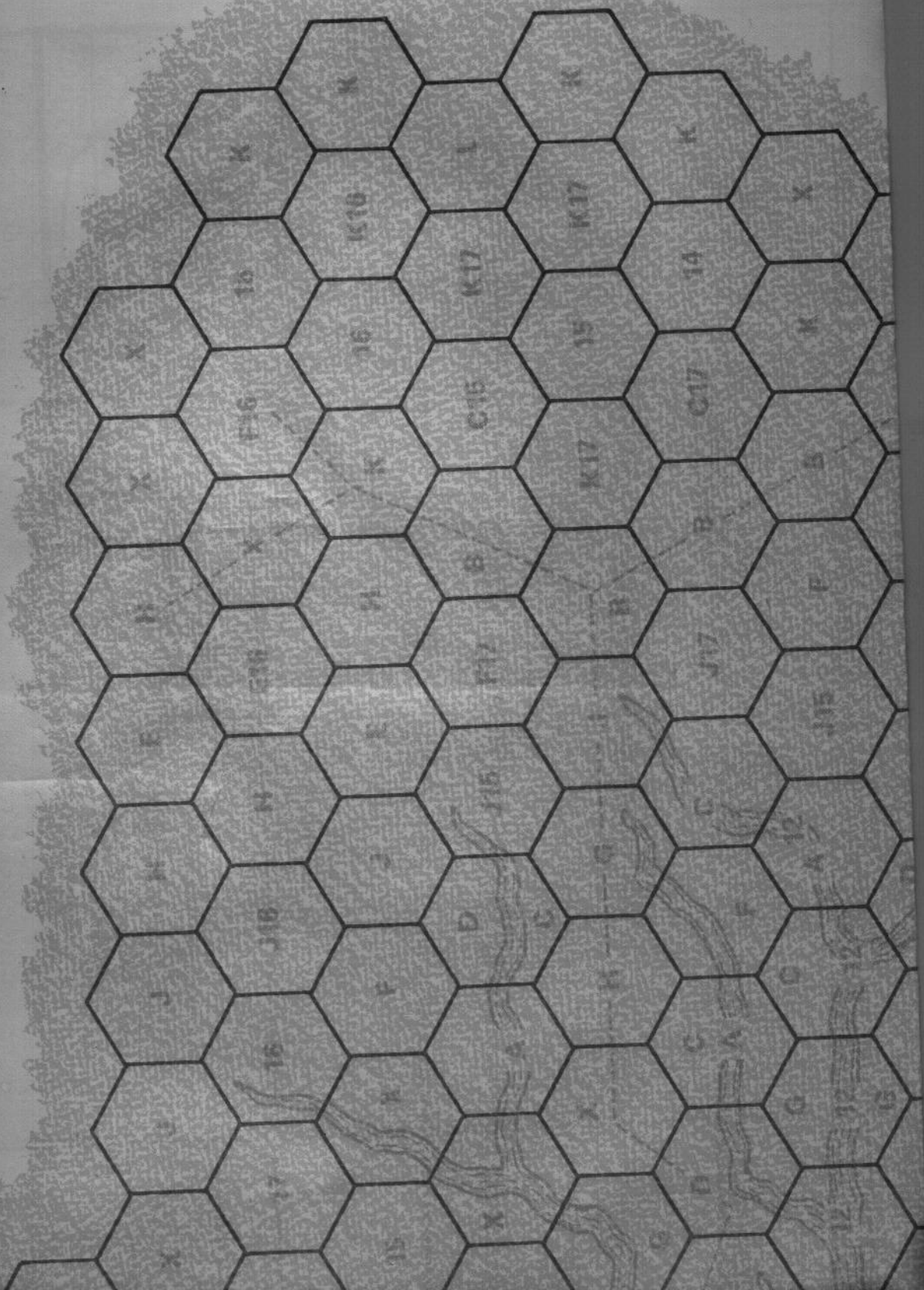


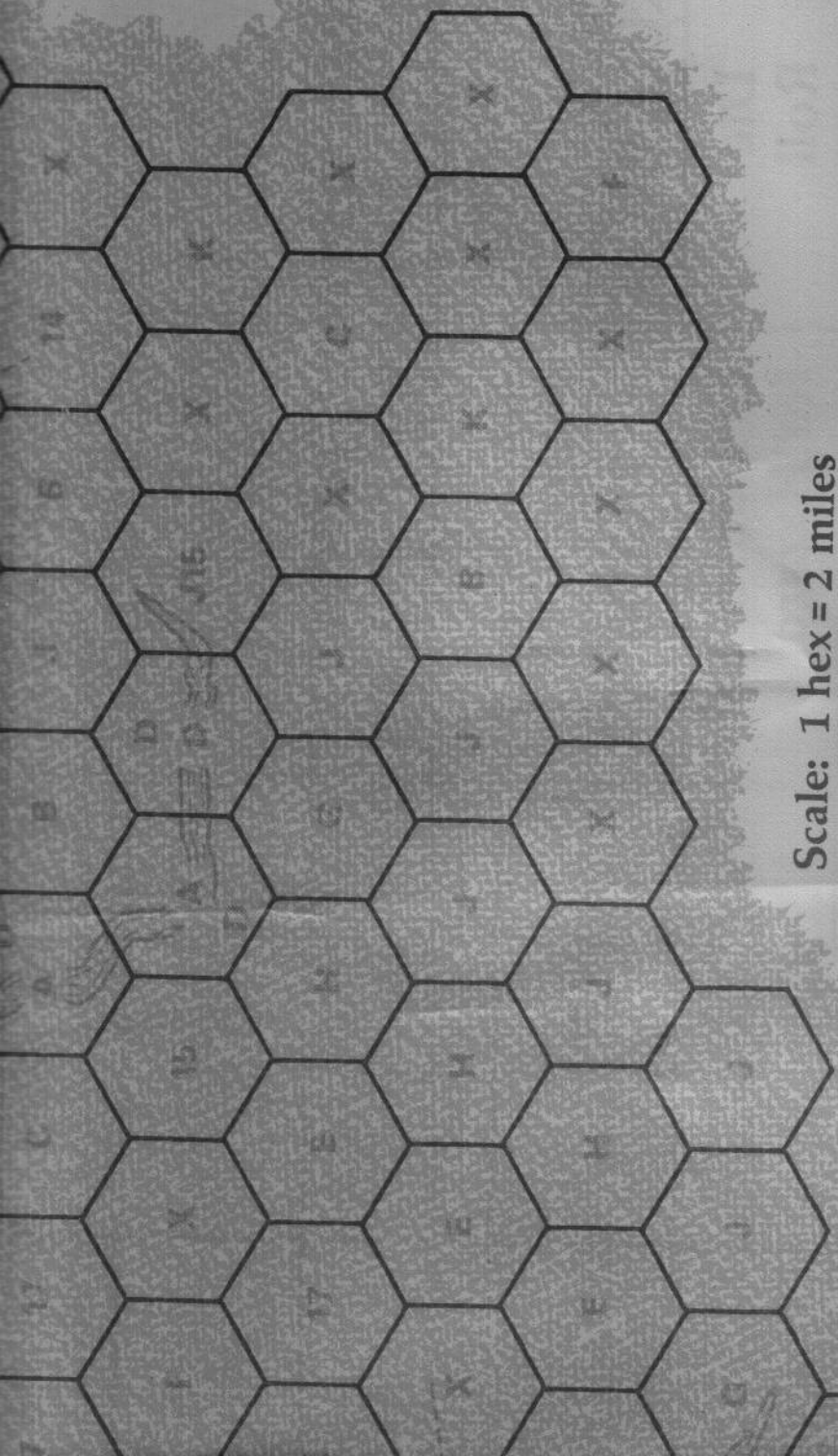


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Scale: 1 hex = 2 miles

Key



River



The Village



Jungle Trail



Jungle

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From the Files of: **INDIANA JONES™**

Crystal Death™ * by Tracy Hickman

**A Duel the Referee Adventure Pack for use with
THE ADVENTURES OF INDIANA JONES™ * Role-Playing Game**

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"Good evening, Dr. Jones."

University life starting to get a little, well, tame? Feeling that unmistakable itch under your collar again? Got that distant look in your eye? Well, all right. The National Museum has planned a little trip for you.

Prepare yourself for a special assignment. Have your ADVENTURES OF INDIANA JONES™ rules at the ready, but don't be surprised if we toss in some new twists . . . just for fun.

Crystal Death is designed for use with TSR's MAGIC VIEWER™ screen. Certain parts of the text and maps are hidden, and can be read only with the special screen that's enclosed with the adventure pack.

WHAT'S INCLUDED IN THIS PACK

This adventure pack comes with:

- a 16-page adventure booklet
- a 4-page MAGIC VIEWER™ Screen Evidence File
- a 4-page pull-out Referee Guide
- a 2-sided, MAGIC VIEWER™ screen action map
- a MAGIC VIEWER™ screen

HOW TO RUN THIS ADVENTURE

Crystal Death, from the files of *Indiana Jones*, is a special adventure pack: it can be played either as a regular group adventure, or as a one-on-one competition adventure.

This adventure's main characters are *Indiana Jones* and *Marion Ravenwood*. If you run this adventure for a group of more than two players, you can easily add extra characters. Make sure you read the entire adventure before you run it for a group. Whenever the text asks a player to read MAGIC VIEWER screen text, you should read the text yourself before showing it to players.

If you decide to play this adventure as a one-on-one competition, read the special rules below before you start playing.

PLAYING ONE AGAINST ONE

First, decide who will be Player A and who will be Player B. Both you and your friend should roll 1d10. The person who rolls highest gets to choose which player he wants to be.

Each episode of this adventure lists at the beginning whether Player A or B will take the part of *Indiana Jones* for that episode. Whenever are *not* playing *Dr. Jones*, you act as the Referee. You and your friend trade off these roles from episode to episode. The player who is Referee does all the things that a Referee in a regular *Indiana Jones* game would do.

Since both *Indy* and *Marion* take part in this adventure, the player who run *Indy* in an episode also controls *Marion*,



to some degree. In the final episode, both you and your friend play at the same time.

So if this is a competition adventure, how do you tell who wins?

ONE AGAINST ONE SCORING SYSTEM

You can earn points in each episode that can help you win the adventure.

You win **Action Points** each time your character successfully uses one of his attributes. For instance, if the Referee tells you that *Indy* must make a Movement Check to leap across a creek, you earn Action Points if your Check succeeds. The Referee then checks Table 6 on page 10. He cross-references the column that lists the Attribute your character used with the row that tells what modifier is applied to the Check ($\times 2$, normal, $1/2$, or $1/4$). If *Indy* made a successful Strength Check at $1/2$, then you earn 66 Action Points.

Remember, it's up to you, not the Referee, to keep track of your Action Points. List them on a separate piece of paper.

You earn **Bonus Points** when your character meets his objectives for an episode. After you've finished an episode, go to Table 7 on page 10. This table lists the Bonus Point awards for each episode. If your character did everything right, you get the points listed. It's up to you to keep track of these as well.

Finally, you can earn **Player Points** during the adventure. You earn 1 Player Point for every 1,000 Action Points you earn. You can use Player Points as outlined in the *Indiana Jones* rule booklet. Bonus Points don't count toward Player Points.

USING THE SCREEN

In case you didn't know what to call that red strip that came with this pack, it's a MAGIC VIEWER screen. You can use it to read hidden passages in text and on maps during the adventure. In fact, if you don't use it, you could get lost pretty quickly!

Throughout the adventure, the text tells you when the Referee or player should read a certain piece of MAGIC VIEWER screen text. Most of this text is included in the 4-page Evidence File, although the MAGIC VIEWER screen map also holds hidden surprises.

THE REFEREE GUIDE

Also included in *Crystal Death* is a 4-page pull-out Referee Guide that features Attribute Ratings of major NPCs, and special game aids used in playing the one-on-one competition.

OTHER FEATURES

The inside adventure pack cover features a complete table of Attribute Ratings for all characters and animals that *Indy* and *Marion* will encounter in this adventure.

Also included is a special *Indy* game aid. Table 4 lists several Attribute Ratings, along with their $\times 2$, $1/2$, and $1/4$ values. This table should come in handy if you don't want to slow your game down for math.

*Well Dr. Jones
are you ready?*

EPISODE 1 MONASTERY MADNESS

In which *Dr. Jones* confronts an old nemesis, the slimy so-called archaeologist *Ian McIver*, and finds he must escape a monastery with some old relics . . . and his life!

In this episode, Player A runs *Indiana Jones*. Before beginning this episode, give Player A the *Indiana Jones* Character Dossier from the boxed game.

SCENE 1: CLOISTERS!

Read the following boxed text to the player.

It is 1936, and even though the threat of war hangs like a gathering stormcloud over all of Europe, the hillside vineyards of France offer a traditional haven of solitude and tranquility.

Here at the ancient monastery of the Mere D'amitie' monks, the scene is one of peace, harmony, and fellowship.

Of course, appearances can be deceiving!

Have the player use the MAGIC VIEWER™ screen to read Entry 1 in the Evidence File. Do not read it yourself! Then continue with the episode.

Indiana Jones is inside the monastery, searching for an artifact he knows his old friend *McIver* has taken. To avoid detection, *Indy* is dressed as a monk. Another monk, his head bowed, approaches him in the quiet corridor.

The monk approaching *Indy* is none other than *McIver* himself, infamous antiquities thief (see the Referee Guide for *McIver's* Attribute Ratings). Unfortunately for him, *McIver* isn't aware that he's about to run into his old pal *Dr. Jones*.

The two enemies should meet in the monastery hallway. Have *McIver* make an Instinct Check at 1/2. If the Check succeeds, *McIver* recognizes *Indy*, bolts through a nearby door to his treasury, and sounds the alarm. If the Check fails, *McIver* is caught off-guard. *McIver* is unarmed in this encounter.

THE TREASURY ROOM

Use The Treasury Room Map (from the Evidence File) for this encounter. You can show the map to the player, but not with the MAGIC VIEWER screen. Several tables are set up around this room, each holding dozens of artifacts. These specific items can be found here:

- A. a Piute Summoning Stone
- B. a set of ancient Tarot cards
- C. a Hellenistic death mask
- D. an ancient, 6-inch-tall statue
- E. an ancient, soft cloth map

Indy has come to claim one of these items. *McIver* doesn't know which one he wants, however. The letters from the

list above correspond to the hidden letters on the Treasury Room Map. When *Indy* enters a Square containing one of these items, you must tell him which item is in sight. Use the screen to find out which items are located where.

McIver isn't particularly surprised to see *Jones* raiding his turf. He doesn't challenge *Indy* directly; he's tangled with the hot-headed archaeologist enough times to know better than that. He would rather have his henchmen do the dirty work of disposing of *Jones*, so he tries to sound an alarm from the treasury room.

The alarm button is hidden on the pillar in the southwest corner of the room. If *Indy* is in the room when *McIver* tries to press the button, have *Indy* make an Instinct Check at 1/2. If the Check succeeds, have the player read MAGIC VIEWER screen Entry 20 in the Evidence File.

Unless *Indy* acts quickly, *McIver* successfully pushes the button, and the alarm is sounded. Go to Scene 2.

If *Indy* keeps *McIver* from pushing the button, *McIver* starts a fistfight.

There are several items in the room that would make handy helpers in a fistfight. Either character may try to grab one of these items (listed on Table 1). If a character states he wants to grab an item, roll 1d10. On a roll of 1-7, character grabs the item (determined randomly on Table 1; roll 1d10).

TABLE 1 TREASURY ROOM WEAPONS

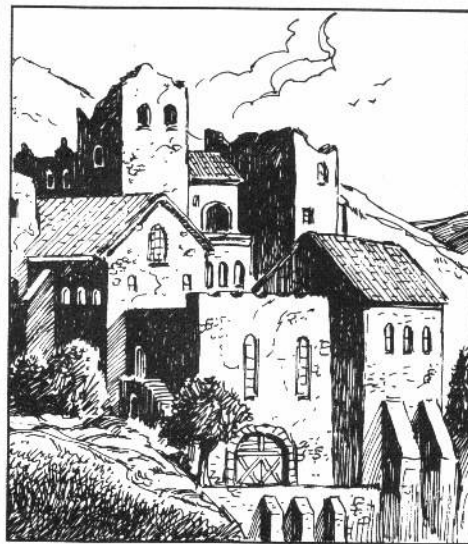
Die Roll	Weapon
1-2	Phoenician Vase (range - 0; type of combat - Brawling; Severity - +1)
3-4	Pharaoh's Crook (range - 0; type of combat - Brawling; Severity - +2)
5-6	Barovian Cross (range 0; type of combat - Brawling; Severity - +2)
7-8	Steel Lance of St. George (range - as spear; type of combat - both; Severity in Brawling - +1)
9-10	Chest of Black Opals (if cast on floor, character who steps on them must make a successful Movement Check at 1/2 or fall)

If a fight breaks out in the treasury room, guards rush in 4 combat turns later. If nothing happens, guards enter the room 8 combat turns after *Indy* does. When this happens, go to Scene 2.

SCENE 2: SAY A PRAYER FOR ME!

Read the following boxed text to the player.

Suddenly, the door bursts open! Great. Four guards, dressed in monk's robes and armed to the teeth, are snarling and advancing toward you. So this is what they mean by answering the calling . . .



If *Indy* doesn't get moving, the guards blast him until he is unconscious. If *Indy* falls unconscious (at any time during this episode), go to option 2 of this episode's Cliffhanger.

If *Indy* takes off, the guards chase him. *McIver* has ordered them to try to take *Jones* alive, however.

Use the Chase Flow Chart from the boxed game for this chase. The treasury room (where the chase starts) is on the third floor of the monastery. The monastery has a total of six floors, including a dungeon basement. Each of the floors (except for the dungeon) has windows from which *Indy* can jump. There is a distance of 10 feet between each floor of the monastery. Apply normal falling damage if *Indy* jumps. If *Indy* gets a Lucky Break on a fall, he lands in a vat filled with grapes, reducing the fall's Danger Rating by 40.

Roll 1d10 to determine where *Indy* starts the chase on the flow chart. Windows should appear only at even numbered circles. There is only a 10% chance that a window is open. If *Indy* tries to jump through a closed window, give the action a Danger Rating of 70.

Roll 1d10 again to determine in which circle on the flow chart the stairs down to the next monastery floor are located. Roll 1d10 a third time to find out where stairs lead up to the next floor. If *Indy* is on the

ground floor, roll 1d10 again to determine the location of the monastery's main gate.

Whenever *Indy* enters a Hazard circle on the chart, roll 1d10 on Table 2 to find out what happens.

TABLE 2 MONASTERY HAZARD TABLE

Die Roll: 1-2

Hazard: Guards' Quarters - Five guards, all disguised as monks, attack *Indy* or join the chase after him as he runs through this area.

Die Roll: 3-4

Hazard: Bell Tower Shaft - The hallway suddenly ends in a bell tower shaft, which is 20 feet in diameter. A thick bell rope hangs down the center of the shaft. *Indy* must make a successful Movement Check to jump and grab the rope. If the Check fails, *Indy* falls 10 feet down to the next level. If the Check succeeds, *Indy* can climb down the rope to the ground floor (in 1 combat turn) or up to the next level (in 2 combat turns). Of course, there's probably going to be some lead flying during all of this.

Die Roll: 5-6

Hazard: Dead End - The hallway ends at a locked door. *Indy* must make a successful Prowess Check to shoot the lock off the door. If he rolls a Bad Break, the gun jams. Otherwise, the door delays *Indy* for only 1 combat turn. *Indy* can try to break the door down, but he must make a successful Strength Check at $\frac{1}{4}$ (and have a running start) to do so. If the door doesn't give, it has a Danger Rating of 20.

Die Roll: 7-8

Hazard: Chanting Monks - Ten chanting monks sway down the hallway here. These monks are also *McIver's* goons. If it's obvious to these monks that *Indy* is being pursued by their brethren, they try to hold him back, although they are not armed. On the other hand, if *Indy* has given his pursuers the slip, he may be able to join these monks undetected. Make an Instinct Check at $\frac{1}{4}$ to see if the monks realize that *Indy* is a stranger. If the Check fails, *Indy* falls into the ranks. *Indy's* pursuers now make Instinct Checks at $\frac{1}{4}$. To make things interesting, have this procession avoid any stairs or exits.

Die Roll: 9-10

Hazard: *McIver* Again - As *Indy* rounds the corner, he runs straight into *McIver* and four of his goons.

Attribute Ratings for *McIver's* goons are given on the inside cover of the adventure pack.

SCENE 3: HOLY ROLLING

Read the following boxed text to the player.

So much for quiet French countryside. The hills are ringing with the sound of gunfire. Boy, people around here are really going to wonder about these monks now, what with all of them tearing out of the monastery after you, guns blazing.

Well, look at that! A truck parked right in front of the monastery, and with the motor running. Now there's a real miracle. And it looks like the driver (dressed like a monk, of course) hasn't even noticed you.

Allow *Indy* to reach the truck before it pulls away. Four monks armed with machine guns are 4 Areas behind *Indy*. Two unarmed monks are in the back of the truck; the driver is armed with a pistol. If *Indy* gains control of the truck, go to Option 1 of the Cliffhanger. If *Indy* is knocked unconscious, go to Option 2.

CLIFFHANGER: AFRICA CALLING

OPTION 1: IF INDY ESCAPES

Read the following boxed text to the player.

Whew. This job just gets crazier every day. At least you got away from that so-called monastery. But there's still a long road ahead: the rough ride to Paris, a race to catch your plane out of France, and a series of cramped connecting flights that take you, finally, back to Connecticut and your home.

But forget resting, because as you unpack, you find that you accidentally picked up some extra baggage at that monastery. You wrapped your artifact in some old cloth map that was in *McIver's* treasury room... a map that seems to detail the movements of a clan of people around 1600 B.C. The clan moved from the African coast into the Congo; could they possibly be...the *Shintay*?

The *Shintay*—you want so badly to believe it. They were a race of people that supposedly splintered off from the fabled Atlantis—the lost continent that no one has ever been able to prove existed. If the *Shintay* once lived, then maybe...

Marcus Brody, who has been standing beside you listening calmly as you

babbled on, smiles broadly. "Well, *Indiana*, perhaps you should go see for yourself? Certainly the National Museum would be, er, interested in any artifacts of *Shintay* culture you might be able to scare up." Before he's finished speaking, you've started repacking.

"Now you wouldn't want to go to deep dark Africa all alone, would you *Jones*?" *Marion*! You turn to see that *Marion's* been sitting in your darkened study all the time... she heard the whole thing! And now she's telling you that she insists on going along—to get a scoop for that newspaper she's working for now—or she'll blow the whistle on the whole thing here and now. Well, you think, maybe some company wouldn't be such a bad thing after all.

OPTION 2: IF INDY FALLS UNCONSCIOUS

Read the following boxed text to the player.

Fireworks! Rockets! All going off in your head as you slowly come to. Searing pain blinds you when you shake your head. Where are you? And who the heck is shaking you so hard? Mom? Slowly your vision clears. *Marion*!

"*Jones*. Welcome back to the living. I chase you all over Europe and now Africa, and I find you dead drunk in some hole in the wall. What are you doing here, anyway?"

That's a very good question. As far as you can figure, the boys at the French monastery must have dumped you here. But why Africa?

The air is sticky and hot, and it doesn't help your head much, but *Marion* here, she's all decked out in safari clothes and ready to go. You tell her about the monastery, but she doesn't seem to believe you. You search through your pockets trying to find some shred of evidence to support your story, but all you find is this scrap, this old cloth map—obviously something you picked up in the monastery.

You stare for a moment at the map, and suddenly your head clears. It's an ancient map that shows the route of the *Shintay*, a race that supposedly splintered off from... Atlantis! They apparently settled in Africa. So that's what's going on here. *McIver's* hot for some *Shintay* ruins, so he dumped you here along the way. The map indicates that there could be remnants of *Shintay* settlements very close by! Suddenly the African climate doesn't feel so bad.

EPISODE 2 DARKEST AFRICA!

In which *Indiana Jones* and *Marion Ravenwood* journey through Africa in search of the ancient *Shintay* and find more than a few pitfalls along the way.

In this episode, Player B runs both *Indy* and *Marion*. He receives Action Points for both characters during play.

SCENE 1: DEALING IN CAMEROON

Indy and *Marion* start their African journey in the small, steamy village of Cameroon. Several native huts surround the only Western structure in the village: the local trading post.

The natives here are friendly, and are willing to help outsiders. Very few of them (only 10%) speak English, however. If a character speaks to a native who speaks some English, make an Instinct Check for the native to see if he understands the character.

The natives direct the characters to the trading post for information. The proprietor of the post is the only "Westerner" the natives know.

If characters inspect any villager's hut, they find only spears and a 1-day supply of food. If characters enter a hut without an invitation, the natives (5% cumulative chance per hut entered) get a little testy about it. If the characters enrage the natives, a group of five natives attacks, driving the characters into the jungle. The characters may try to charm the natives out of attacking, but their Appeal Ratings are cut to $\frac{1}{4}$ in this case.

None of the natives will serve the characters or act as porters for them.

The characters should probably go to the trading post before setting off into the jungle, but if they want, they may head straight for the jungle trails that wind inward from the village (in this case, go to Scene 2).

THE TRADING POST

Cameroon's trading post is filled with an odd mixture of native craft and Western wares. The post is run by *Outback Charlie*, a burly barrel of a man. Originally from Australia, *Charlie* has lived in the African jungles for more years than he'd care to remember. Like so many others here, he is hiding from some dark deed in his past and finds the obscurity of the jungle much to his liking.

Charlie takes no guff from anyone, least of all from strangers. He's not a violent man, but he's not stupid either. He's also quite famous with the natives, and they would most certainly attack anyone who tried to do *Charlie* harm.

If characters approach *Charlie* cordially, he does what he can to cooperate.

"Now, normally I would have all kinds of native bearers, were you to be

takin' an expedition into the jungle there. But every last one of them was hired away by some Dutch expedition just yesterday. This Dutch doctor said they were huntin' for some rare orchid to use for medical research. Sorry I can't help you today, mate, but they should be back in two weeks or so."

If the characters press *Charlie* for more information about the expedition, start making Appeal Checks. *Charlie* could get suspicious about having to answer too many questions. *Charlie* knows the Dutch expedition took rafts up the river into the darkest part of the jungle. He also sold them his last case of hand grenades (this he reveals only on a Lucky Break result).

Of course, *Charlie* may be more inclined to talk if the characters want to do some business. He gladly sells anything in his store for twice the normal price. He's got plenty of weapons, although he's no army.

Charlie also tells the characters that they could wait for the next regular barge up river, but it won't come through for another week or so.

After the characters have dealt with *Charlie*, have *Indy* make an Instinct Check. If he gets The Big Picture, have the player read screen Entry 2 in the Evidence File. No matter what *Indy* learns from this encounter, *Charlie* should help him realize that waiting a week for the next barge would be foolish.

Charlie does have a few rafts left that he can rent or sell to the characters. The raft's statistics are given below.

RIVER RAFT

Maximum: 30 Redline: 20 Braking: 10
Turn Speed: 10 Acceleration: 10

SCENE 2: HEART OF THE JUNGLE

Read the following boxed text to the player.

Your journey into the dark heart of the Congo has begun. Huge, twisted vines dangle from the thick canopy of trees overhead. The air here is thick as water—you can hardly breathe.

Lush tropical growth stands all around you. The sounds of the black, gurgling river and the millions of insects are ceaseless. This is beautiful territory, but not the kind of place you'd want to stay in forever!

Use the Jungle Map and the MAGIC VIEWER™ screen for this encounter. You can show this map to the player, but only you can use the screen on it. As the characters move into the jungle, have the player point to the map hex that he wants the characters to enter. Then place the MAGIC VIEWER screen over that hex.

Each of the hexes has a letter, number, or combination of the two written in it. The letters correspond to the encounters listed on the inside back cover. When the characters enter a lettered hex, run the encounter given for that letter.

The numbers in the hexes correspond to screen entries in the Evidence File. When the characters enter a numbered hex, give the screen to the player and let him read that entry in the Evidence File.

If both of the characters get so badly chewed up in one of these encounters that neither can go on, have them both fall unconscious. At that point, *Dr. Vogel* of the Dutch expedition appears like the cavalry and saves them. He invites the characters to his camp, and offers medical attention, as well as food and a place to sleep. He gently insists that the characters join his expedition. Then go to the Cliffhanger at the end of the episode.

If *Vogel* has to rescue the characters, the player earns no Bonus Points for this episode. If the characters refuse to go with *Vogel*, the Dutchman disappears into the jungle. The player still receives no Bonus Points. Continue running jungle encounters. If necessary, *Vogel* tries to rescue them again.

JUNGLE ENCOUNTERS

When characters must fight someone or something in one of these encounters, go to Table 3 for the opponent's Attribute Ratings. Since the jungle encounters are used in more than one episode, they are listed on the inside back cover.

CLIFFHANGER: THE CIVILIZED MAN

Read the following boxed text to the player, no matter how the characters meet *Vogel*.

Vogel's camp has obviously been laid out very carefully. It seems a little crazy—suddenly, smack in the middle of the wildest part of the jungle, here sits this perfect camp, with a bright, cheery fire blazing in the center. The tents are all arranged perfectly, and several of *Vogel*'s assistants, armed with submachine guns, stand guard around the camp. The jungle heat has subsided considerably since nightfall, and *Vogel* is getting ready to sit down to dinner. And it's no beans-and-franks affair!

Pheasant! Most pleasant, as *Vogel* says. Indeed, why not make the best of it while out on safari? But something smells here, and it's not the food. This Dutch doctor asks a lot of questions, and not about orchids. If everything's on the up and up here, why are all these scientists carrying automatic weapons?

EPISODE 3 JUNGLE ESCAPE

In which *Indy* and *Marion* discover that the Dutch expedition is just another bunch of lousy Nazis.

In this episode, Player A runs both *Indy* and *Marion*. He receives Action Points for both characters in this episode.

SCENE 1: COMFORTS OF HOME

Read the following boxed text to the player.

Well, this is just one fine setup! A blazing fire keeping the jungle darkness at bay, an exquisitely set table, and a fine dinner of pheasant, potatoes, and wine. You haven't quite figured this *Vogel* guy out yet, but he sure does live right.

During dinner, *Vogel* tells the characters that he is a Dutch scientist searching for a rare orchid. The orchid, he explains, may possess the secret to longer lives, as some of its components may increase cells' ability to regenerate and repair damage to themselves. *Vogel* should sound as if he really knows his stuff.

The characters should realize, though, that the expedition seems to be carrying an unusually large number of weapons with it. *Vogel* explains this away, however, without blinking an eye. "Africa, as you know, is an extremely dangerous place, and I am nothing if not cautious."

Vogel goes out of his way to be kind to the characters. "My expedition heads eastward tomorrow, I would be greatly honored if the eminent *Dr. Jones* and his lovely companion were to join me. You might even find some items of an archaeological nature in this jungle, *Dr. Jones*, even though I am looking only for a flower."

Horsefeathers.

Dr. Vogel is really *Colonel Vogel* of the German Reich. Since the difference between the Dutch and German languages is slight, *Vogel* has easily pulled off his deception. The last thing he really wants is *Jones* tagging along on his expedition, but he would rather have him in sight than wandering around and getting tangled up in his mission. *Vogel's* Attribute Ratings are listed in the Referee Guide.

While the characters are eating, 5 of *Vogel's* 10 assistants take up positions around the camp's perimeter. Each is armed with a submachine gun.

After dinner, *Vogel* insists that everyone retire for the night. Two of his assistants (actually Nazi goons) show *Indy* and *Marion* to their tents.

If the characters try to leave the camp, the assistants gently lead them back, telling them that the jungle is bad enough in the daytime, but it is simply deadly at

night. The assistants refuse to allow the characters to do any kind of investigating, although they remain polite, even if they must use force. If the characters start fighting the assistants, go to *Vogel's* Mission in Scene 3.

If the characters decide to take a look around the camp, go to Scene 2.

If the characters join *Vogel's* expedition and don't do any poking around, the night passes peacefully. *Vogel* is up early the next morning, rousing his men for the day's journey. *Vogel* marches his crew farther into the jungle toward the east. (On the Jungle Map, the expedition moves 3 hexes eastward and then stops to set up camp.)

Use the list of jungle encounters from the inside cover while the expedition marches through the jungle. If the characters have not yet figured out that the expedition is a bunch of Nazis, use only encounters K and L during the march. Treat all other encounter letters as "X"—no encounter. The expedition continues eastward until it runs across the encounter listed in K or L.

SCENE 2: PAJAMA PARTY!

The characters will probably want to take a peek inside some of the tents in the camp. To do so, however, they must successfully sneak out of their tents after the rest have gone to sleep. Four natives, armed with spears, stand guard around the camp throughout the night. Four of *Vogel's* assistants also stand guard; they switch off with other assistants sometime in the middle of the night.

INVESTIGATING THE TENTS

Use the Expedition Camp Map from the Evidence File if characters investigate tents. The player should point to the tent he wants the characters to check out. All of the tents are lettered, but you can see the letters only when you look at them through the MAGIC VIEWER™ screen. The letters correspond to the list of tents below. The player cannot use the screen during this encounter.

A. Supply tent: This tent is filled with food supplies. There is nothing else of interest here.



REFEREE GUIDE

From the Files of INDIANA JONES™
CRYSTAL DEATH

PLAYER A COMBAT CLOCK (for Episode 5 only)

TURNS 10		TURNS 20		TURNS 30		TURNS 40		TURNS 50	
1	☐	1	☐	1	☐	1	☐	1	☐
2	☐	2	☐	2	☐	2	☐	2	☐
3	☐	3	☐	3	☐	3	☐	3	☐
4	☐	4	☐	4	☐	4	☐	4	☐
5	☐	5	☐	5	☐	5	☐	5	☐
6	☐	6	☐	6	☐	6	☐	6	☐
7	☐	7	☐	7	☐	7	☐	7	☐
8	☐	8	☐	8	☐	8	☐	8	☐
9	☐	9	☐	9	☐	9	☐	9	☐
10	☐	10	☐	10	☐	10	☐	10	☐

TURNS 60		TURNS 70		TURNS 80		TURNS 90		TURNS 100	
1	☐	1	☐	1	☐	1	☐	1	☐
2	☐	2	☐	2	☐	2	☐	2	☐
3	☐	3	☐	3	☐	3	☐	3	☐
4	☐	4	☐	4	☐	4	☐	4	☐
5	☐	5	☐	5	☐	5	☐	5	☐
6	☐	6	☐	6	☐	6	☐	6	☐
7	☐	7	☐	7	☐	7	☐	7	☐
8	☐	8	☐	8	☐	8	☐	8	☐
9	☐	9	☐	9	☐	9	☐	9	☐
10	☐	10	☐	10	☐	10	☐	10	☐

START LOCATION: _____

EXIT CIRCLE: _____

LOCATION OF YOUR ITEMS: _____

OPPONENT'S ITEM LOCATIONS (Player B): _____

(A) _____ (B) _____ (C) _____

ENCOUNTER AREAS CLEARED OUT:

1	☐	5	☐	9	☐
2	☐	6	☐	10	☐
3	☐	7	☐		
4	☐	8	☐		

ACTION POINTS _____

BONUS POINTS _____

TOTAL POINTS _____

REFEREE GUIDE

From the Files of INDIANA JONES™
CRYSTAL DEATH

PLAYER B COMBAT CLOCK (for Episode 5 only)

TURNS 10		TURNS 20		TURNS 30		TURNS 40		TURNS 50	
1	☐	1	☐	1	☐	1	☐	1	☐
2	☐	2	☐	2	☐	2	☐	2	☐
3	☐	3	☐	3	☐	3	☐	3	☐
4	☐	4	☐	4	☐	4	☐	4	☐
5	☐	5	☐	5	☐	5	☐	5	☐
6	☐	6	☐	6	☐	6	☐	6	☐
7	☐	7	☐	7	☐	7	☐	7	☐
8	☐	8	☐	8	☐	8	☐	8	☐
9	☐	9	☐	9	☐	9	☐	9	☐
10	☐	10	☐	10	☐	10	☐	10	☐

TURNS 60		TURNS 70		TURNS 80		TURNS 90		TURNS 100	
1	☐	1	☐	1	☐	1	☐	1	☐
2	☐	2	☐	2	☐	2	☐	2	☐
3	☐	3	☐	3	☐	3	☐	3	☐
4	☐	4	☐	4	☐	4	☐	4	☐
5	☐	5	☐	5	☐	5	☐	5	☐
6	☐	6	☐	6	☐	6	☐	6	☐
7	☐	7	☐	7	☐	7	☐	7	☐
8	☐	8	☐	8	☐	8	☐	8	☐
9	☐	9	☐	9	☐	9	☐	9	☐
10	☐	10	☐	10	☐	10	☐	10	☐

START LOCATION: _____

EXIT CIRCLE: _____

LOCATION OF YOUR ITEMS: _____

OPPONENT'S ITEM LOCATIONS (Player A):

(A) _____ (B) _____ (C) _____

ENCOUNTER AREAS CLEARED OUT:

1	☐	5	☐	9	☐
2	☐	6	☐	10	☐
3	☐	7	☐		
4	☐	8	☐		

ACTION POINTS _____

BONUS POINTS _____

TOTAL POINTS _____

MAJOR NPCs

From the Files of INDIANA JONES™*
CRYSTAL DEATH

Ian McIver

(Ian) is a mercenary whose idea of archaeology is to steal whatever someone else has found.

Attributes	Normal	x 2	1/2	1/4
Strength	72	144	36	18
Movement	64	128	32	16
Prowess	52	104	26	13
Backbone	76	152	38	19
Instinct	72	144	36	18
Appeal	68	136	34	17

MOVEMENT RATE (running): 20 Squares (4 Areas)/turn
WEAPON: pistol

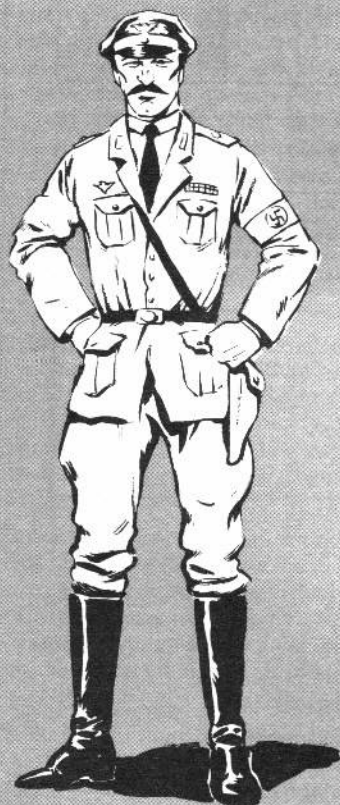


Colonel "Doctor" Hans Vogel

The "Dutch doctor" is in charge of an expedition that's after more than just orchids!

Attributes	Normal	x 2	1/2	1/4
Strength	64	128	32	16
Movement	80	160	40	20
Prowess	68	136	34	17
Backbone	76	152	38	19
Instinct	52	104	26	13
Appeal	56	112	28	14

MOVEMENT RATE (running): 25 Squares (5 Areas)/turn
WEAPON: pistol



Vyperion, King of the Shintay

From his Skull Palace, Vyperion rules his ancient cult of death with an iron fist and a very cold heart.

Attributes	Normal	x 2	1/2	1/4
Strength	88	176	44	22
Movement	80	160	40	20
Prowess	68	136	34	17
Backbone	76	152	38	19
Instinct	64	128	32	16
Appeal	76	152	38	19

MOVEMENT RATE (running): 25 Squares (5 Areas)/turn
WEAPON: knife



REFEREE GUIDE

From the Files of INDIANA JONES™*
CRYSTAL DEATH

TABLE 6

ACTION POINT AWARDS

Indiana Jones						
Att. Modifiers	ST	MV	PR	Attributes		
				BK	IN	AP
				(No. of pts. awarded for successful Check)		
x 2	0	0	0	0	0	0
Normal	32	20	24	28	20	12
1/2	66	60	62	64	60	56
1/4	33	80	81	82	80	88
Lucky Break	95	95	95	95	95	95

Marion Ravenwood						
Att. Modifiers	ST	MV	PR	Attributes		
				BK	IN	AP
				(No. of pts. awarded for successful Check)		
x2	0	0	0	0	0	0
Normal	48	36	44	20	40	8
1/2	74	68	72	60	70	54
1/4	87	84	86	80	85	77
Lucky Break	95	95	95	95	95	95

TABLE 7

BONUS POINT AWARDS

EPISODE 1 (Player A)

For recovering the artifact

500 points

For getting out of the monastery alive

500 points

EPISODE 2 (Player B)

For finding *Vogel* before needing to be rescued

1,000 points

EPISODE 3 (Player A)

For discovering that the *Vogel* expedition is a bunch of Nazis

500 points

For escaping from Nazi expedition's camp

500 points

For discovering the Skull Palace alone

1,000 points

EPISODE 4 (Player B)

For meeting *Vyperion*, King of the Shintay

500 points

For escaping from the Sun Trap Room

1,500 points

EPISODE 5 (Players A & B)

For finding the specified item

1,000 points

For escaping the palace before it explodes

1,000 points

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To remove Referee Guide, open staples, pull out center sheet, and bend staples back.

B. Ian McIver: *McIver*, *Indy's* pal from France (see Episode 1), is *Vogel's* partner on this little trip. He's sleeping in this tent. Any character who enters the tent must make a Movement Check. If the Check fails, *McIver* wakes up and immediately sounds an alarm. Then go to Scene 3.

An open box marked "Quinine" rests at the foot of *McIver's* bed. The box holds German hand grenades and several cartons of ammunition. Swastikas are painted on the cartons. *McIver's* Luger pistol rests atop the cartons of ammo. An unlit oil lamp stands next to the box.

C. Ammo dump: Several boxes marked "Quinine" are stored in this tent. The sides of the boxes are marked with swastikas. If the characters open one of these boxes, they find that it's filled with 9mm ammunition. Have the player read screen Entry 3 in the Evidence File. Then allow 1 combat turn to pass.

If the character doesn't act, the light of an oil lamp suddenly shines into the tent's entrance. Go to Scene 3.

D. Vogel's tent: *Vogel* is here, changing into his Nazi uniform, which he finds quite a bit more comfortable than his safari disguise. A burning oil lamp stands on the tent floor, and an opened crate of hand grenades rests near the tent entrance.

If the characters are clumsy, *Vogel* spots them.

E. Natives' quarters: Five natives sleep in this tent. Their spears lie near their sleeping mats. Characters must make Movement Checks if they enter the tent to see if they startle the natives. If awakened, the natives sound an alarm; go to Scene 3.

F. Assistants' quarters: Three of *Vogel's* goons sleep in this tent. A leather bag rests at the foot of each bed. Each bag contains a Nazi uniform and several rounds of 9mm ammo. A burning oil lamp stands between the beds. As soon as characters discover the contents of the bags, go to Scene 3.

SCENE 3: OUT OF THE FRYING PAN...

Have the player make an Instinct Check for whichever character is investigating the tents. If the characters are both investigating separate tents, go to the tent *Indy* is in and use his Instinct Rating for this Check.

If the Check succeeds, let the player read screen Entry 21 in the Evidence File. Then allow the characters 1 combat turn to act before starting the fun. Don't tell the player that the characters have 1 turn; see if he can think quick and

his characters out of this. If nothing happens, go to *Vogel's* Mission below.

VOGEL'S MISSION

If the characters are caught while investigating tents, or if they have started a fight with some of the natives or assistants, read the following boxed text to the player.

You turn around to see *Vogel* standing before you, all decked out in a sharp Nazi uniform. He's got his Luger aimed right at your heart. "You can call me Colonel now, rather than Doctor—at least the short time you have left on this earth.

"I recognize you from intelligence photographs, *Herr Jones*. I'd hoped to keep you alive a bit longer—to make full use of your archaeological expertise—but my partner convinced me that such a luxury was too much risk. I believe you have met my partner."

From behind a tent flap appears *Ian McIver*. "I suppose there ain't no reason to hide no more, *Indiana*, since this here is *my* expedition. I planned it from a copy of that map you stole from me! *Vogel* here was good enough to put up some funds—seems these soldier boys are interested in the part of the *Shintay* legend that deals with the Atlanteans' mysterious source of power. Can't say as I blame them."

Have *Indy* make an Instinct Check. If the Check succeeds, let the player read MAGIC VIEWER™ screen Entry 18. Note what items *Indy* has around him (if he's in a tent) that he could use to create a diversion. If *Indy* cooks up a diversion that buys him at least a few seconds, he has time to grab *Marion* and escape from the camp.

If the characters escape into the jungle, *Vogel* orders *McIver* and his goons to chase them. He tells the natives to stay behind. Go to Scene 4.

If the characters don't escape, *Vogel* takes any weapons they might have (including *Indy's* whip). *Vogel* doesn't take away *Marion's* reporting gear, however. She still has her camera, notebook, and sketchbook.

Indy and *Marion* must now march along with the expedition as prisoners. As the expedition continues into the jungle, use the Jungle Map, but ignore all encounters except K and L.

SCENE 4: ...AND INTO THE FIRE

Use the Jungle Map for this scene as you used it in Episode 2.

Run all encounters as they are given on the inside cover. If the characters enter a hex with the letter J, however, substitute

the following encounter: **J2. Vogel's troops:** Eight Nazi goons have spread out in a line and are searching for the characters. The line is moving eastward. The characters can't cross the line without being spotted and attacked. If the characters keep moving east, however, they can avoid the goons. If they don't move, the goons are bound to find them! (If at any time the characters are really about to buy the farm, go to Option 1 of the Cliffhanger. *Shintay* warriors rescue the characters and take them to the *Shintay* Skull Palace (Option 2 of the Cliffhanger). If *Vogel* and his goons are close behind, the warriors stop them and escort them to the palace as well.

CLIFFHANGER: LEGEND COMES TO LIFE

OPTION 1:

A LEGEND HELPS OUT

Read the following boxed text to the player if the characters are about to be captured or badly mangled in a fight with some animal.

Suddenly, a crystal-tipped arrow whistles through the air. Somebody's on your side! But who?

Out of the blackness of the jungle, 20 natives—each one white and 8 feet tall, for cryin' out loud—emerge, carrying bows and arrows. It's the *Shintay*!

OPTION 2:

VALLEY OF THE SHINTAY

If the characters reach encounter L on the Jungle Map (either with or without the Nazi expedition), read the following boxed text to the player.

The characters may have been led here by members of the *Shintay* tribe.

The jungle here is even darker than before. But it doesn't seem like a natural darkness. Suddenly, the foliage thins out, and a deep ravine stretches before you.

This valley seems almost timeless—like centuries upon centuries are trapped here. Looming over the valley at the far end is a monstrous palace, shaped in the form of a human skull. You've found the *Shintay*!

But this time, you haven't just found relics. You've found the real thing. The valley is populated with living, breathing *Shintay*! And they've got all of you now—including *Vogel*, *McIver*, and their goons.

Remember that Player A receives Bonus Points only if the characters discover Skull Palace **on their own**—not with *Vogel's* expedition either as guests or prisoners.

EPISODE 4 SKULL PALACE

In which the *Shintay* warriors lead *Indiana* and *Marion* to a fortress made of bone: the Skull Palace.

In this episode, Player B runs *Indy*. *Marion* is an NPC for this episode, although her actions should be the same as *Indy's*.

SCENE 1: ENTERING THE PALACE

Read the following boxed text to the player.

It was bad enough stuck in an expedition full of Nazis, but this whole *Shintay* thing **really** looks like trouble!

The *Shintay* herd you, *Marion*, and all the Nazi creeps into their palace, and what a palace! Its gaping mouth seems to swallow you up. Everything in this place—walls, ceiling, furniture,

doorways—it's all made of bone! Your archaeological instincts have taken over, and you're sure that a lot of those bones came from animals that have never even been seen by civilized man! And—oh great—some of those bones look like they came from civilized men.

The 20 *Shintay* warriors are leading their prisoners to the Throne Room of the *Shintay* Crystals.

The *Shintay* have taken all of their prisoners' weapons away (the goons' sub-machine guns, *Vogel's* and *McIver's* Lugers, and *Indy's* pistol), but they let *Indy* keep his whip. The warriors also take away all of *Marion's* reporting gear. Otherwise, *Indy* and *Marion* have only what was left in their pockets. *Indy* has the cloth

map, a soft brush, a wooden pencil, a book of matches, his house keys, an unfired bullet, and five sticks of bubble gum. *Marion* has a makeup compact with a mirror, a set of keys, and some loose change.

Vogel and *McIver* are just as interested in the palace as *Indy* is. Neither tries to escape. The Nazi goons make no moves unless ordered to do so by *Vogel*, so they're keeping calm, although they seem lost without their weapons.

Have *Indy* make an Instinct Check. If the Check succeeds, let the player read Magic Viewer Entry 19 in the Evidence File.

If the characters try to escape, six of the *Shintay* warriors chase them. Use the Chase Flow Chart from the rules booklet in this case. One additional *Shintay* war-



rior joins the chase for each numbered circle on the chart that the characters enter. If the *Shintay* catch the characters, they brawl until the characters either surrender or fall unconscious. If the characters fall unconscious, go to Scene 3.

If the characters go quietly with the *Shintay*, go to Scene 2.

SCENE 2: THE POWER OF ATLANTIS

As the characters enter the throne room, read the following boxed text to the player.

A latticework of thousands of bones arches upward, forming the ceiling of this bizarre throne room. Shards of crystal, which give off a soft, eery light, are scattered about the room.

The crystals illuminate a tall, lean figure that rests on a throne at the far end of the room. Thirty *Shintay* warriors stand along the throne room's walls. Each is armed with a crystal-tipped spear.

Several bone pillars stand about the room. To one side of the throne, a large pedestal holds a magnificent crystal.

Sitting on the throne is *Vyperion*, the *Shintay* king. He speaks English, which he says he learned from a missionary who chanced upon this palace long ago. *Vyperion* even points out the missionary's bones—they are now part of the crystal pedestal by the throne.

While the other *Shintay* warriors seemed noble in their silence, an aura of evil hangs over *Vyperion*. He is quite confident that none of his prisoners will leave the palace alive, so he freely answers any questions they put to him. *Vyperion's* Attribute Ratings are listed in the Referee Guide.

Vyperion confirms that his people are indeed the *Shintay*, descendants of Atlantis. While Atlanteans revered life, *Vyperion* explained, the *Shintay* worshipped death. When the *Shintay* gained enough power to pose a threat to Atlantis, they were banished forever.

The *Shintay* managed in their exile to take with them many of the power crystals that they had planned to use against Atlantis. Those crystals, which were quarried from Atlantean soil eons ago, possess the unique ability to focus the elemental energy that courses through the planet itself. Several of these crystals adorn the *Shintay's* palace.

Just so no one doubts *Vyperion's* story, the king gives his prisoners a demonstration of the crystals' awesome power. He points to one of the Nazi goons in the room, and has two warriors tie the goon to one of the room's pillars. *Vyperion* goes to the main crystal and turns it slightly.

Seconds later, a low, rumbling sound fills the palace. The goon begins to shake and then sweat as the rumbling grows louder. The goon seems to lose control of his body, as some dark force takes over. He screams, and then his body bursts into flames! Within seconds, the goon is reduced to a smoldering skeleton.

"This," says *Vyperion* coldly, "will be your fate tomorrow." The *Shintay* king has the prisoners led away. The warriors take them to a large, roughly circular room. A pillar of bones rises from the floor to the ceiling in the center of the room. A single, wooden door, secured with a large, iron lock, is the room's only exit. It's too dark in the room for the characters to make out any other details.

Explain that there is little the characters can do until daybreak, when there is more light in the room. The Nazis, having been humbled by the *Shintay* king, remain silent during the night.

SCENE 3: THE SUN TRAP ROOM

Read the following boxed text to the player.

The pale light of early morning is creeping into the room. You start to come around, wondering how you ever managed to get any sleep in this crazy place. At least it's lighter in here than it was last night. As you look around, you notice that the floor of the room has been charred black. Dozens of crystals are imbedded in the ceiling.

Have *Indy* make an Instinct Check. If the Check succeeds, *Indy* realizes that the crystals in the ceiling are just like the one that destroyed the Nazi goon in the throne room. Allow the characters 3 combat turns in which to act, and then read the following boxed text to the player.

Slowly, the tropical sun begins to rise, and the room gets brighter. The crystals in the ceiling glow warmly, and then suddenly shoot out blinding rays of heat and light. No wonder the floor is charred!

The Nazi goons stumble out of their sleep, some screaming as they step into the deadly rays.

The beams of light have a Danger Rating of 200. They shoot down to the floor at dozens of angles, shifting slowly as the sun climbs into the sky. The characters must make a Movement Check at $\frac{1}{2}$ every 4 turns. If a Check fails, the character is hit by a beam.

The characters are going to have to act pretty fast, or they're going to be cooked.

The wooden door is the only exit. If a character tries to reach the door, he must make a Movement Check (at normal) for every 5 feet crossed. If a Check fails, the character is hit by a beam.

The iron lock on the door is old but fairly solid. If *Indy* tries his house key on the lock, have him make a Prowess Check at $\frac{1}{4}$. If the Check succeeds, the door opens. *Indy* may also try using *Marion's* compact mirror to deflect one of the beams onto some target. *Indy* can do so by making a successful Prowess Check. If *Indy* deflects a beam onto the lock, the lock melts to slag within seconds.

Indy can also use the bullet in his pocket to blow the lock off the door (with a successful Prowess Check at $\frac{1}{2}$), if he can find a way to make the bullet go off. Heat (from any source) or a sharp blow should do the trick. Anyone within 5 feet of the bullet when it goes off must make a Back-bone Check. If the Check fails, give the bullet a Danger Rating of 32, and then check to see if it damaged the character.

If the characters can't get out of the Sun Trap Room, go to Option 1 of the Cliffhanger. If the characters escape, go to Option 2.

CLIFFHANGER: ESCAPE FROM THE SUN TRAP

OPTION 1: TRAPPED!

Read the following boxed text to the player.

Oh, brother. You're about to become cooked archaeologist. You'd better pray for a . . . the beams, they're disappearing! The sun's gone under a cloud! It's now or never, pal. You slam your shoulder against the door, and it bursts open in a shower of splinters. You're back in the halls of the *Shintay* palace, and this time without an escort. It's up to the Nazis to get out on their own. Hey, you're not the Red Cross.

But now you've got to get out of this place, and yet, without some proof, who is ever going to believe that the *Shintay* existed at all? You've got to find some artifacts . . . and fast!

OPTION 2: ESCAPE!

You slam your shoulder against the door, and it bursts open in a shower of splinters. You're back in the halls of the *Shintay* palace, and you've got to get out of here fast!

But you can't leave . . . not without some proof that this place existed. You've got to find some artifacts . . . but how?

EPISODE 5 THE WALLS COME TUMBLING...

In which *Indy* and *Marion* must find some item that proves the existence of the *Shintay* before Skull Palace is destroyed forever.

Both Players A and B take part in this episode. Both of you may read the special rules for playing the episode before you actually start play.

You can decide among yourselves which of you will play *Indy* and which will play *Marion*. Roll dice if both want the same character. Even though *Indy's* Attribute Ratings are higher than *Marion's*, the Action Point rewards are pretty fairly balanced between the two.

If your character intentionally kills the other player's character, the game is over and you lose! You're probably going to find that the two characters will be best served by working through this episode together.

HOW TO RUN THIS EPISODE

In this episode, each character searches for an item that he or she can use to prove that the *Shintay* exist.

The *Indy* player should read screen entry 9 in the Evidence File. Then the *Marion* player should read Entry 10.

Both characters are rushing against the clock to find their items. This adventure features special rules that take you through the episode, turn by turn. Follow the steps outlined below, and then you'll be ready to go!

Start by getting out the Skull Palace Map. You'll be using this map for the chase through the palace.

Go to pages 7 and 8 of this booklet (part of the Referee Guide). These pages list the Player A Combat Clock and the Player B Combat Clock. If you want to make photocopies of these sheets, do so before you start filling them in. If you plan on playing this adventure more than once, photocopying might be a good idea. Otherwise, be sure to use a pencil!

FILLING OUT THE COMBAT CLOCKS

1. Determine the Start Location. One of you should roll 1d10. Let the other player see the die roll. Both of you should write down this number in the "Start Location" box on the Combat Clock. This number corresponds to the numbered start areas on the Skull Palace Map. For example, if you roll 8, your characters start their race through the palace in area 8 (in the upper right corner). When your characters bust out of the Sun Trap Room (in Episode 4), this is the location they are in.

2. Determine the Exit Circle. One of you should roll 1d10. Let the other player see the die roll. Both of you should write down this number in the

"Exit Circle" box on the Combat Clock. This number corresponds to numbered circles on the Skull Palace Map. Your characters must reach this circle on the map to escape from the palace. Don't worry if you can't see any numbered circles on the map right now; they're hidden in red and you can see them only with the screen. When your character finds the Exit Circle, you must state that your character is leaving the palace.

3. Determine the location of your opponent's item. The screen entries you just read listed three items (A, B, and C) that your character could search for. Now you're going to determine where in the palace each of your character's items is located (you must find a place for all three, even though the other character is looking for only one of them).

For each of your opponent's items, choose a number between 1 and 10 (you can roll a die, if you wish). Don't let your opponent see these numbers. Write down these numbers in the "Opponent's Item Locations" spaces on the Combat Clock. These numbers also correspond to the hidden, numbered circles on the Skull Palace Map. Anytime the other character enters a numbered circle where one of his or her items is located, you must say so. Tell your opponent which item is there (since it may or may not be the one he actually needs). These items are always in plain sight. However, most of the numbered circles hold some kind of obstacle (Nazis, *Shintay*, or animals). Your character must defeat or get around an obstacle in a room before claiming his or her item. What? Did you think this was going to be easy?

PLAYING THE EPISODE

Your characters will be racing through Skull Palace, trying to find their item. Two things stand in their way. First, there is a time limit, because the palace is about to come tumbling down. The Combat Clocks regulate how much time your characters have. Second, there are several obstacles in the way. Several rooms in the palace contain some kind of obstacle that the characters must overcome before they can move on. The contents of these rooms are listed below in Skull Palace Room Encounters.

USING THE MAGIC VIEWER™ SCREEN ON THE MAP

The Skull Palace Map is made up of black Start areas and viewing boxes. When your character starts moving through the palace, use the Magic Viewer to show what else is on the map. The lines that lead through the map represent hallways in the palace. The circles repre-

sent rooms. Numbered circles represent rooms with obstacles. No matter how long the lines are between circles, it takes your characters 4 combat turns to move from one room to another. If your characters are not working together, take turns moving through the palace (determine randomly who should go first).

USING THE COMBAT CLOCKS

Each time your character moves from one room to another, he uses up 4 combat turns. The boxes next to the combat turns on your Combat Clock are to help you keep track of time. For each turn your character uses, mark off one box. If your character is fighting someone or something, make sure you keep track of how many combat turns pass during the fight.

Your character can use up to 4 combat turns at one time before the other player moves his character.

ACTING AS REFEREE

Since both you and your opponent are players in this episode, who's going to act as Referee? You do. If both characters face some danger in a room that requires a Referee's actions, one of you should temporarily act as Referee while the other controls the characters. Make sure the two of you decide beforehand how you want the characters to react. Doing so will keep one player from intentionally doing dirt to the other player's character. Remember, be fair!

Even though one player controls both characters in some encounters, any Action Points earned by a character for successful Attribute Checks go to the player who would normally run that character, not the player who has temporary control.

USING THE MASTER CLOCK

The Master Clock (in the Evidence File) really adds pizzazz to this episode because it throws another wrench into works! Whenever you mark off a numbered turn box on your Combat Clock, use the MAGIC VIEWER screen to check that same numbered box on the Master Clock. If the box contains an "X," nothing happens, and you can go on. If the box contains a number, however, then you go to that numbered screen entry in the Evidence File and read it. Whatever is happening in that entry doesn't replace whatever encounter your character is currently experiencing, it **adds** to it. Whoeeee!

When you read one of these entries, read it aloud so the other player can hear. These entries affect both characters, no matter where they are in the palace.

SKULL PALACE ROOM ENCOUNTERS

Whenever a character enters a numbered circle on the Skull Palace Map, go to the corresponding numbered room encounter listed below. Remember that one player should act as Referee.

1. THRONE ROOM

Colonel Vogel, who is obsessed with the power of the crystals and its potential for Nazi Germany, is in this room. He has just broken the pedestal on which the main crystal rests. *Vogel's* Luger lies next to him. Any item that the characters may be searching for lies next to the pistol.

Deadly beams of light shoot across the room at several wild angles. An ominous rumbling begins to build within the room.

Each light beam has a Danger Rating of 150 to any character who steps into it. Characters can move between the beams without hitting them, however. To do so, the characters must make successful Movement Checks at $\frac{1}{2}$ when they enter the room. Then the characters must make another successful Movement Check at $\frac{1}{2}$ when leaving. If either Check fails, the character is hit by a beam.

Vogel holds onto the crystal, a mad gleam dancing in his eyes. He makes no effort to stop the characters. He couldn't if he wanted to, as the power of the crystal is shaking him violently.

2. ARCHERY RANGE

The characters suddenly find themselves standing among wicker target dolls. At the far end of the room (about 20 feet away), four *Shintay* warriors see the characters and stalk forward. The characters have interrupted their target practice, and now they want to make the characters into new targets!

The warriors fire one volley of arrows at the characters, but do not chase them. If characters are searching for an item here, they find it behind one of the targets. The targets provide soft cover.

3. TRAP ROOM

The bone floor of the hallway suddenly gives way! The characters drop 10 feet down to a 20-foot-diameter floor. Two open doors lead out of the circular room. Iron railings stick up from the floor next to each door.

As soon as a character moves toward one of the doors, the floor begins to tilt in that direction. The other edge of the floor tilts up. The floor doesn't tilt quickly, but the change is obvious.

The tilting floor exposes a pit of flaming coals 30 feet down. Characters who fall into the pit take falling damage. Of course, the pit of coals itself is no picnic, either. It has a Danger Rating of 80.

There are four possible ways for the characters to escape this trap room.

1. They may run and jump toward the exits. They can do so with successful

Movement Checks at $\frac{1}{2}$. The floor then begins to tumble end over end. If the Checks fail . . . char-broiled heroes.

2. The characters may run to the iron railing, grab it, and swing with the floor to the opposite door. A character can grab the rail by making a successful Movement Check. The heat from the coals as the characters swing over them has a Danger Rating of 30.

3. If there are two characters in the room, each can move toward an opposite door, counterbalancing the floor. Of course, the characters must then leave through different doors.

4. If characters fall into the pit of coals, they can escape the trap from that area. They can still take damage, however.

If a character rolls a Bad Break while trying to escape this trap, the floor swivels and sticks in the vertical position. Then everyone in the room falls into the coals. The trap remains stuck for the rest of the episode.

If a character rolls a Lucky Break while trying to escape, the floor sticks in the horizontal position. No sweat.

There are three lines (hallways) leading from circle 3. Once characters escape the trap in area 3, they can't go back the way they came in. If two characters left the trap through different exits, they must go down different hallways.

4. WEAPONS ROOM

This is the *Shintay* weapons room, which is stocked with several spears and swords. Two of the Nazis' submachine guns are also here, but they are being excitedly studied by four *Shintay* warriors.

When characters enter, the *Shintay* let loose with the guns for 7 turns. Their Prowess Ratings are cut to $\frac{1}{2}$, however, because they are unfamiliar with the guns.

5. SHINTAY WARRIORS

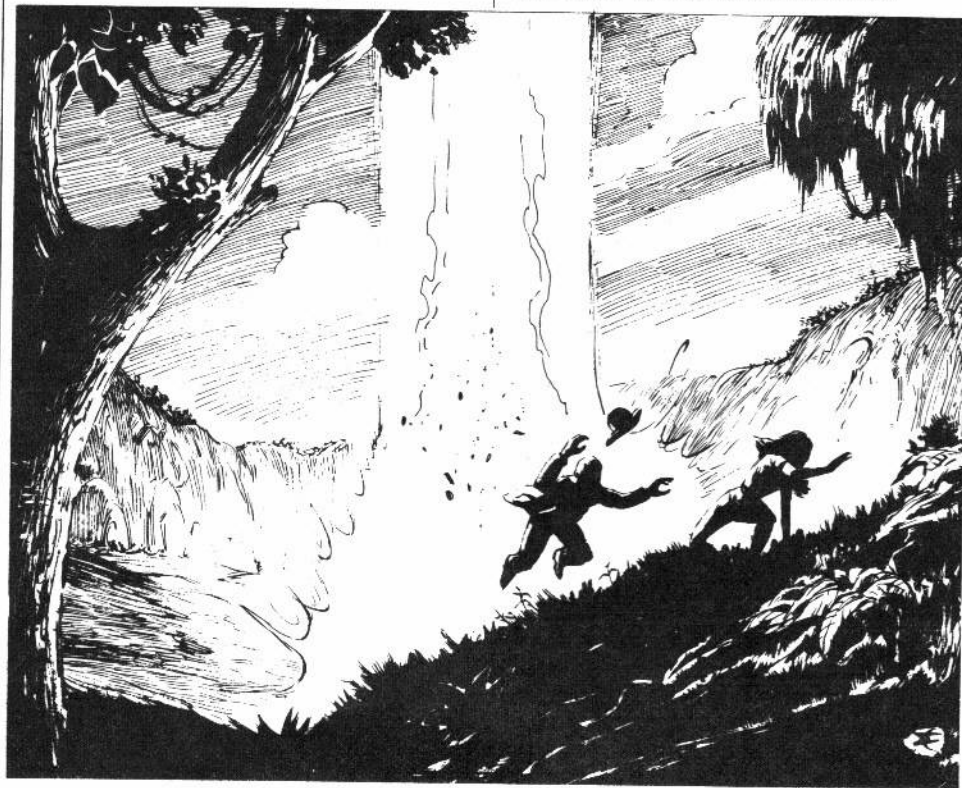
Four *Shintay* are here when characters enter. They chase the characters out of the room and follow for 7 turns before turning back.

6. LION PIT

The floor here suddenly ends. Ten feet below, a muscular lion paces angrily in a pit. The pit is 15 feet across. Stone hand holds lead from the floor up to the other side of the pit wall. Dozens of bones protrude at odd angles from the 10-foot-high ceiling that covers this hallway.

Characters can't go back the way they came. They must cross the pit. There are at least three ways they may do so.

1. Characters can climb the walls to the ceiling and then work their way



EPILOGUE FROM THE JAWS OF DEFEAT...

across, hanging onto the bones in the ceiling. Because none of the bones are loose, each character must make a Movement Check at $\frac{1}{2}$ to get across. If the Check fails, the character meets the lion.

2. Characters can use a whip to swing over the pit. The character throwing the whip must make a successful Prowess Check to connect the whip to the ceiling, and a successful Movement Check to swing over the pit. If the Prowess Check fails, the whip doesn't connect this turn. If the Movement Check fails, the character loses his or her grip while swinging across. Meet the lion.

3. The characters may play Daniel in the lion's den and try to beat up the lion. Good luck.

7. NAZI GOONS

So, the characters weren't the only ones who escaped the Sun Trap Room. These goons aren't in very good shape, though. In fact, they're delirious from fear and lack of leadership. They attack anyone and anything that crosses their path. They are also trying to find some artifacts they can take with them. They will fight characters for any items that characters may have or may find here.

These goons also chase the characters through the palace halls.

8. SHINTAY GUARDS

This encounter is the same as encounter area 5 above.

9. PET PANTHER

The young Panther from Jungle Encounter F followed *Marion* into the *Shintay* palace. Sensing that *Indy* is the obstacle between him and the enraging scent, the Panther attacks him fiercely. If *Marion* is here alone, the Panther, enraged by the scent, attacks her.

For this encounter, the player controlling *Indy* runs both PCs (and collects Action Points for both characters). *Marion's* player collects Action Points only if *Marion* must fight.

The panther chases the characters for 10 turns before turning back, pawing at his nose as he retreats.

10. IAN McIVER

McIver also escaped the Sun Trap Room, and he's been looking for *Indy*. He needs *Indy's* help if he's going to profit from his marvelous find, so he attacks *Marion* (if she is here) in hopes of persuading *Indy* to see things his way. If *Indy* is here alone, *McIver*, suddenly deciding that *Indy* is better dead than alive, attacks him.

For this encounter, the player controlling *Marion* runs both players (and col-

lects Action Points for both characters). *Indy's* player collects Action Points only if *Indy* must fight.

McIver chases the characters for 10 turns before giving up.

11. HAZARD!

If a character enters a circle on the map labeled as a Hazard, roll 1d10 on Table 5 to determine which room encounter takes place. Table 5 is located on the Skull Palace Map.

LUCKY BREAKS/BAD BREAKS

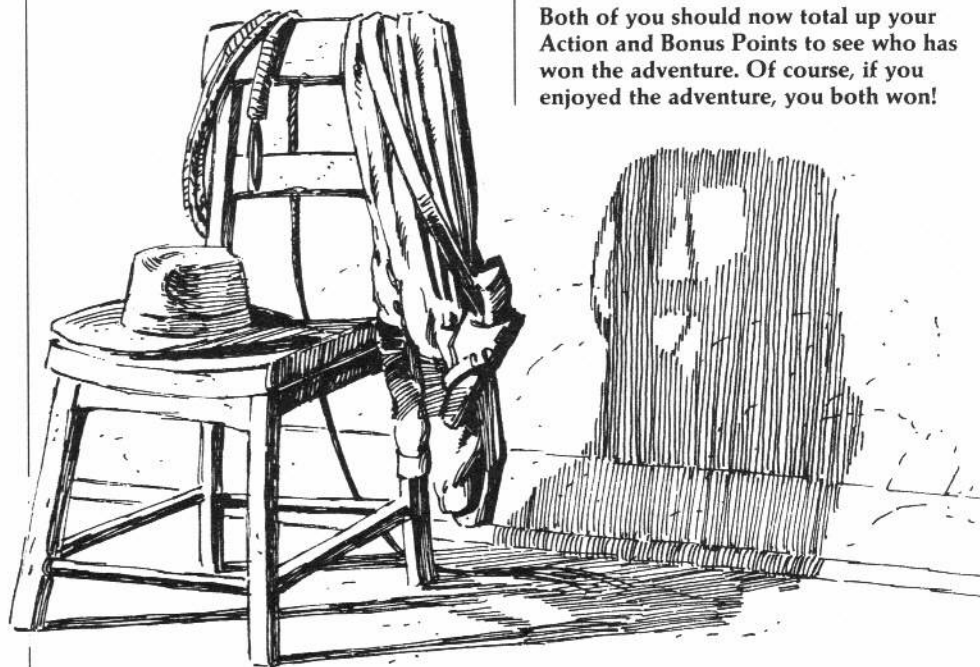
Use these Lucky and Bad Breaks if there are no special situations outlined in a specific encounter.

Lucky Break: The ceiling suddenly collapses—right on top of your enemy! They're instant history. If there is an item in this room that your character needs, he grabs it and takes off.

Bad Break: The floor suddenly gives way! Any characters standing here fall 20 feet. Check for damage, and then roll 1d10. The resulting number corresponds to the numbered circle to which the character falls. If the characters are being chased when this happens, the pursuers also fall through the floor.

EPILOGUE

Read the following boxed text aloud to the other player as the characters race out of the palace.



The *Shintay* citadel shudders violently. Spasms rock the palace as thousands of crystals crumble and shatter. All of the energy they once controlled has gone haywire, surging through the palace and ripping it apart, bone by bone!

Suddenly, the energy of the crystals focuses into a single, searing shaft of colored light that explodes from the place where the palace once stood. The surge of energy thunders into the sky, obliterating every piece of solid matter in its path.

You stare at the shaft of energy from a spot on a hill not too far away. You can feel the earth quaking below you. Suddenly you feel very, very small . . .

You turn to each other, thankful to be alive, and grateful to have seen the *Shintay* palace. As the furious light subsides, you think you hear a vaguely human, scratching sound. But you know no one who was inside the palace could have survived. Not that kind of explosion.

Enough of Africa already. It's time to head home. *Brody'll* never believe this one!

As the characters turn to leave, a badly bruised man stumbles from one of the nearby bushes.

"If I made it," *McIver* coughs, "then surely *Jones* is still breathing. Not that there's much I can do about it now . . . but someday, *Jones*, someday!"

Both of you should now total up your Action and Bonus Points to see who has won the adventure. Of course, if you enjoyed the adventure, you both won!

TABLE 4 ATTRIBUTE DIVISIONS

Normal Rating	x2	1/2	1/4
4	8	2	1
8	16	4	2
12	24	6	3
16	32	8	4
20	40	10	5
24	48	12	6
28	56	14	7
32	64	16	8
36	72	18	9
40	80	20	10
44	88	22	11
48	96	24	12
52	104	26	13

Normal Rating	x2	1/2	1/4
56	112	28	14
60	120	30	15
64	128	32	16
68	136	34	17
72	144	36	18
76	152	38	19
80	160	40	20
84	168	42	21
88	176	44	22
92	184	46	23
96	192	48	24
100	200	50	25

JUNGLE ENCOUNTER LIST (Episodes 2 and 3)

A. Hippo rampage: For every turn the characters are in this area, there is a 5% cumulative chance that they encounter a hippo. If they do, have them make Instinct Checks. If either Check succeeds, the characters see a stream of bubbles heading toward them.

Normally, a hippo would be docile, but this one feels the characters have invaded its territory. If the characters are on a raft, the hippo tries to overturn it (see Table 3 for details).

B. Panther prowls: An African panther is on the hunt here. He's getting on in years, and he can't catch the gazelles that he's used to eating. Nevertheless, he's still a tough cat, and the characters will have their hands full.

C. Boa constriction: Backbone Check time for Jones! If a check fails, *Indy* is frozen by fear for 1 turn.

D. Crocodile shores: Four crocodiles are lurking here. If a character falls into the water here, the crocs slither into the river to check out what's for supper. Crocodiles receive no penalties for fighting in the water.

E. Elephant stampede: A herd of 20 elephants, including several young, is moving through this area, heading straight for the characters. Hunters attacked these elephants a few moments ago, and the creatures are quite jittery. They stampede if they hear any sharp noises or if anyone comes within 30 feet of them. Have the characters make Movement Checks to see if they make some noise that could set the elephants off. In addition to the normal nasty damage a herd of panicked elephants could do, the herd has a Danger Rating of 80.

F. Trail Scent: A young panther is resting in the bushes here. Unfortunately, *Marion's* perfume has an enraging effect on him. He pounces from the bushes and tries to get to her. From a short distance (30 feet), the smell attracts this panther, causing it to attack anyone who stands between it and *Marion's* aroma. At point blank range, however, the perfume will enrage the beast to attack *Marion*.

G. Quicksand: Have the characters make Instinct Checks as they approach this area.

Bad Feeling. Something's funny about this area.

What or Where. There's something wrong with the ground.

The Big Picture. It's quicksand!

The characters start sinking. Branches hang 10 feet over the pit; they are all out of arm's reach. For the first turn that characters sink, cut their Movement Ratings to 1/2. On the second turn, cut them to 1/4. On the third turn, calculate damage based on the

drowning rules. The quicksand has a Danger Rating of 20.

H. Enraged natives: Ten natives, from a tribe *Indy* doesn't recognize, are here. They revere this area as their ancestral hunting grounds. The natives are dressed in warrior trappings and attack as soon as characters enter the area. Use the Attribute Ratings for the Cameroon village natives in this encounter. These natives are not from that village, however.

J. Dr. Vogel, I presume: If *Indy* and *Marion* haven't met up with the Dutch expedition, they do so here. *Dr. Vogel*, his "Dutchmen," and his natives are setting up camp in this area.

Vogel has 10 assistants and 19 native bearers with him. He is quite kind to the characters and invites them to join his expedition. If the characters accept, go to the Cliffhanger.

Ancient scouts: A tall, white native stands before the characters. He is a *Shintay* warrior. If the characters approach the native cautiously, he motions them toward area L on the Jungle Map. If attacked, the native fights to the death.

L. Skull Palace: Go to the Option 2 of the Cliffhanger in Episode 3.

X. No encounter here.

SHARE THE ADVENTURE!

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From the Files of:

INDIANA JONES™

Crystal Death

Adventure Pack
by Tracy Raye Hickman

Bullets chip and spark as the machine gun empties into the wall behind *Indiana Jones*. Some monastery! These goons may wear monks robes, but that doesn't make them saints by a long shot!

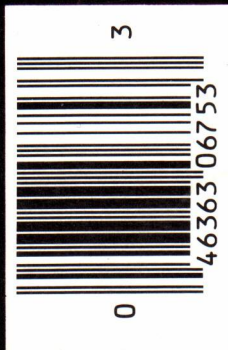
Indy rounds a corner at a dead run and slides to a halt. More monks with tommy guns! A beautiful stain glass window shines colored light into the hallway. It looks inviting...so *Indy* takes a breath. One jump, he thinks, and it's all over...glass smashes around him...daylight covers him and he's falling...falling...

From the French countryside to the steaming heart of Africa, *Indy* sets out on a fantastic adventure that tests his skills...and the skills of those who guide him. The CRYSTAL DEATH Adventure Module can be played as a standard group adventure or as a special duel where you pit all your gaming experience against the skill of your friends.

This adventure pack is for use with the ADVENTURE OF INDIANA JONES™* role-playing game from TSR, Inc. and cannot be played without that game.

An Adventure Pack for the ADVENTURES OF INDIANA JONES™* role-playing game from TSR, Inc., producers of the DUNGEONS & DRAGONS® game!

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