O-LOGO
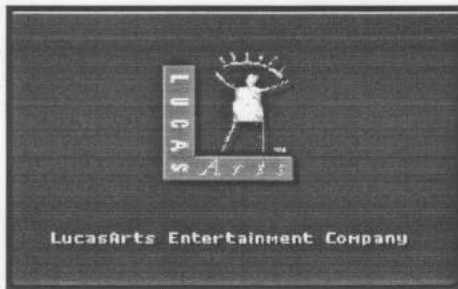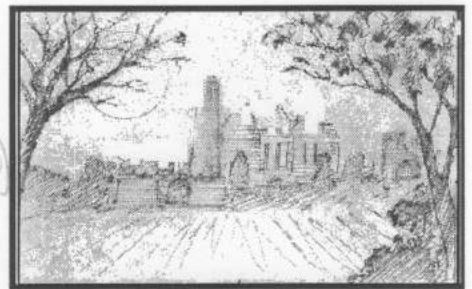
Priority

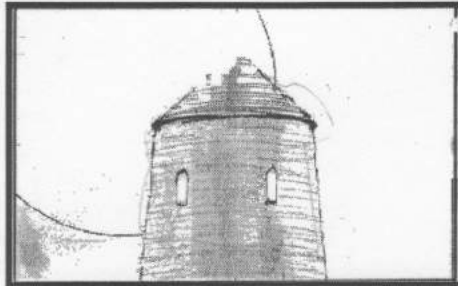## O-LONG
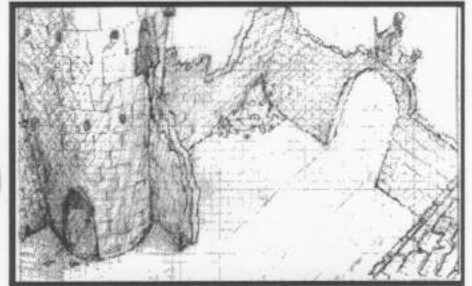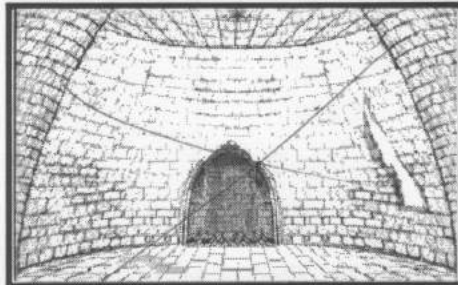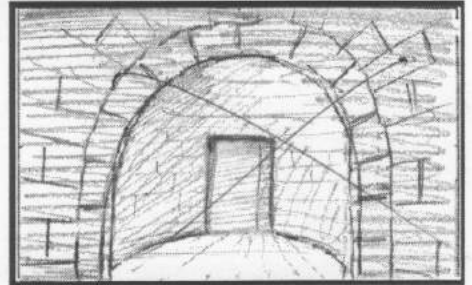
Priority

O-CLOSE

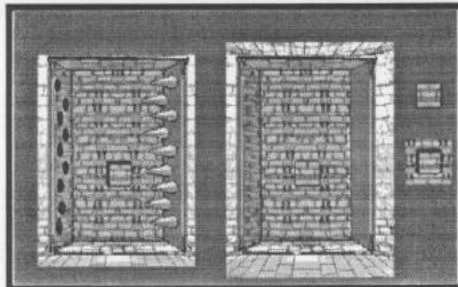Priority

O-TOWER

Priority

OT-FIREP

Priority

OT-TRAPF

Priority

OT-TRAP

Priority

OT-PUSH

Priority
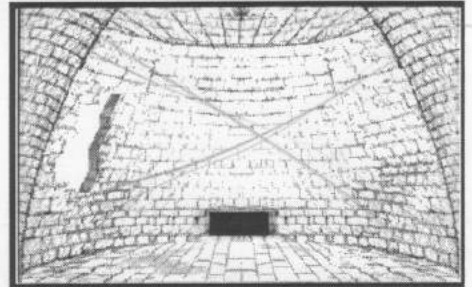
OT-EXT
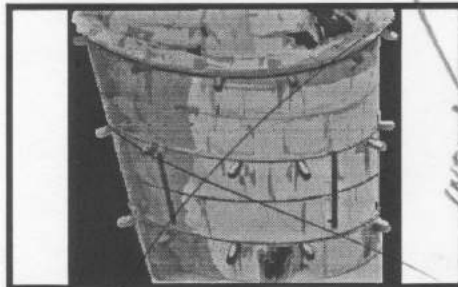
Priority

OT-MEDUS

Priority
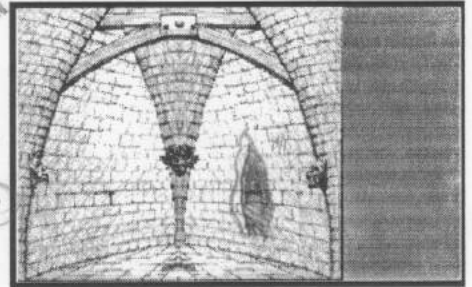
OT-MAGNS

Priority
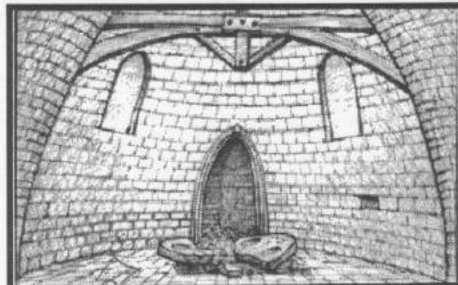
O-CU-BKE

Priority
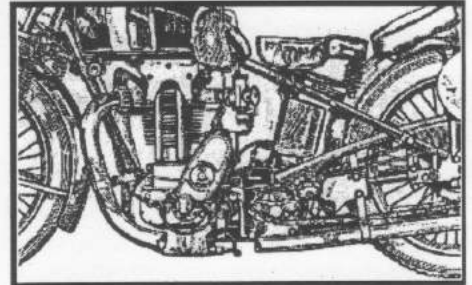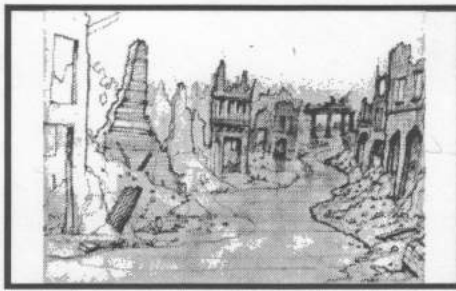
Side car

9

Truck cab

Gate

11

O-LOGO

LucasArts Entertainment Company
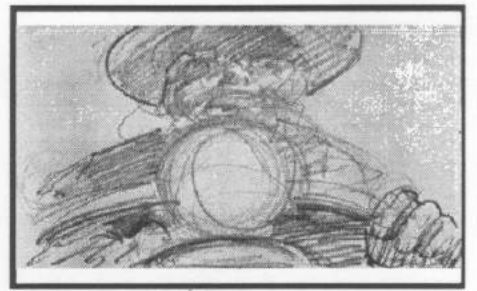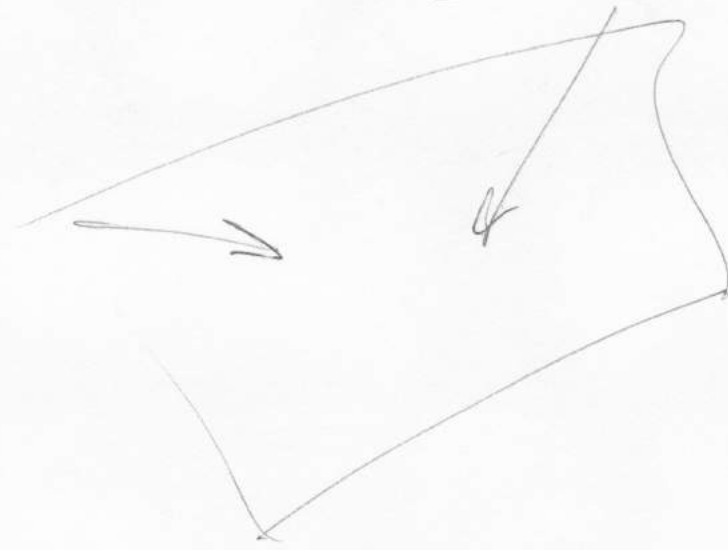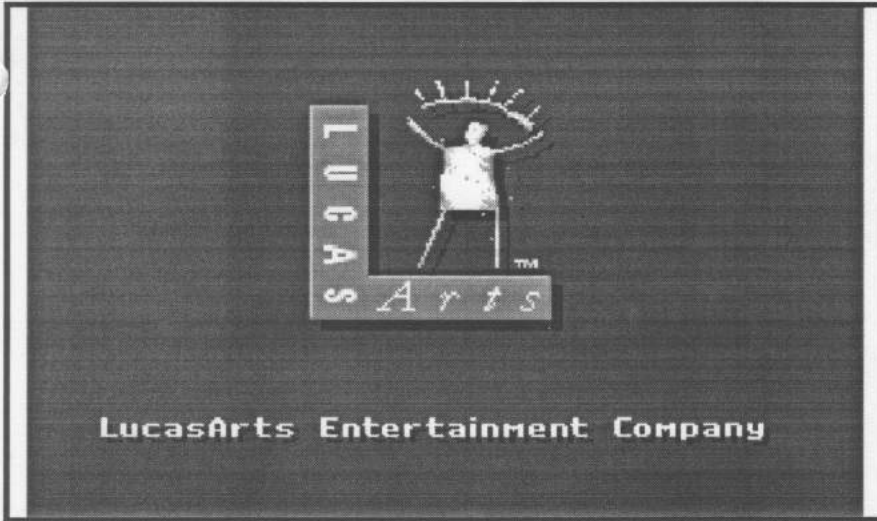
Check List

Backgrounds BW
Backgrounds Color
Object States
Animations

Room Specific Tasks

Room description | LucasArts Logo | **Perspective**

What happens here

intro screen with little gold guy

Doors to...	Actors	Sounds	Special Case Animations
none			

Pickupable objects

		Multiple State Objects	Touchable objects
v-walk	Verbs	none	none
v-lookat			
v-pickup			
v-use			
v-talkto			
i-whip	Indy's whip		
i-tgram	Telegram from Nadia		
i-flight	Handy flashlight?		

Puzzles/IQ points

O-LONG

Priority

Check List

Backgrounds BW
Backgrounds Color
Object States
Animations

Room Specific Tasks

Room description | Establishing shot for Magnus' tower | **Perspective**

What happens here

Text appears... Berlin, 1947... Soviet Sector
A crow caws and takes off, the trees part and we are zoomed into the O-CLOSE shot following the bird

Doors to...	Actors	Sounds	Special Case Animations
none	bird	bird caw	O-BIRD bird flying

Pickupable objects	Multiple State Objects	Touchable objects
none	none	none

Puzzles/IQ points

O-CLOSE

Check List

Backgrounds BW
Backgrounds Color
Object States
Animations

Room Specific Tasks

Room description | Zoom into this Closeup from Long shot | **Perspective**
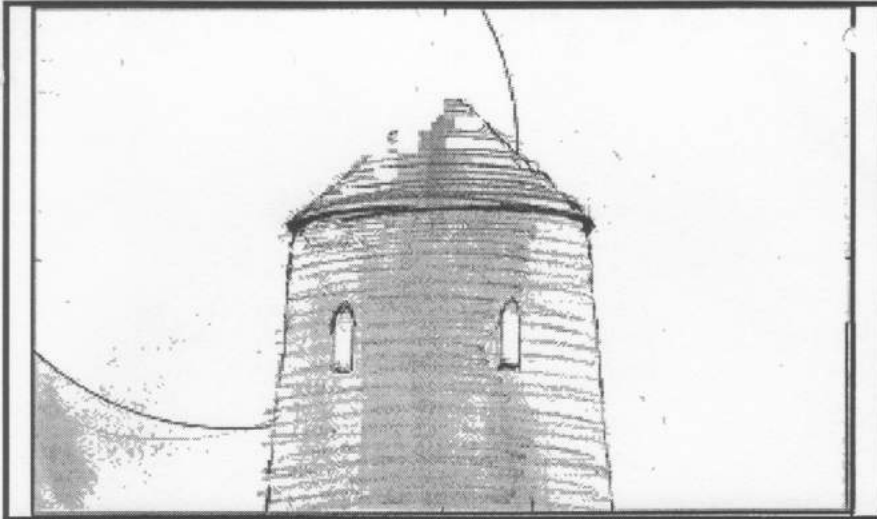
What happens here

Bird flys around tower and lands

Doors to...	Actors	Sounds	Special Case Animations
none	bird	bird flapping?	OCU-BIRD bird flying and landing

Pickupable objects

Multiple State Objects

Touchable objects

Puzzles/IQ points

O-TOWER

Check List

Backgrounds BW
Backgrounds Color
Object States
Animations

Room Specific Tasks

Room description Opening Tower, Berlin
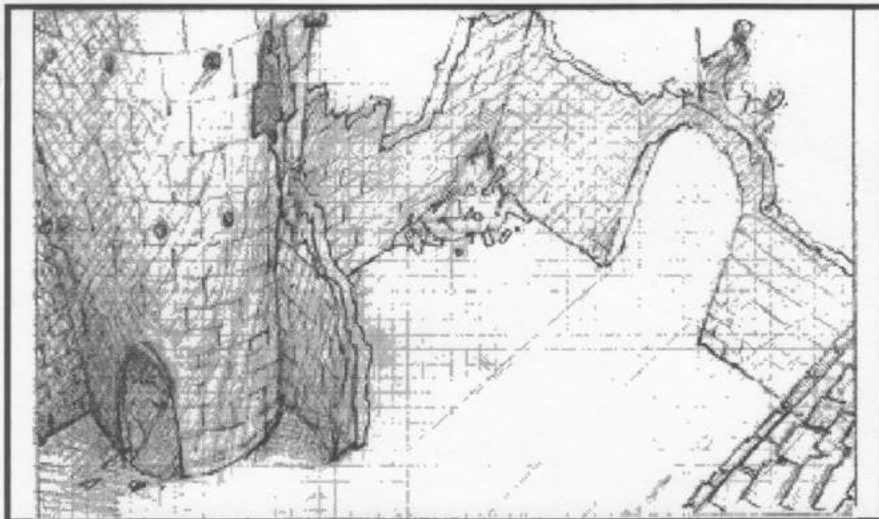
Perspective 3/4

What happens here

Indy climbs in and out of tower
Nadia captures Indy
Indy takes off on motorcycle

Doors to...	Actors	Sounds	Special Case Animations
OT-FIREP	Indy Nadia two soldiers	sirens	OT-RUBLE indy climbing rumble -- up/down OT-PRISN indy being taken away by guards

Pickupable objects	Multiple State Objects	Touchable objects
i-beam? ladder?	Beam for climbing	Bricked up door, Rubble for climbing, Archway, Beam for climbing, Crack in tower

Puzzles/IQ points
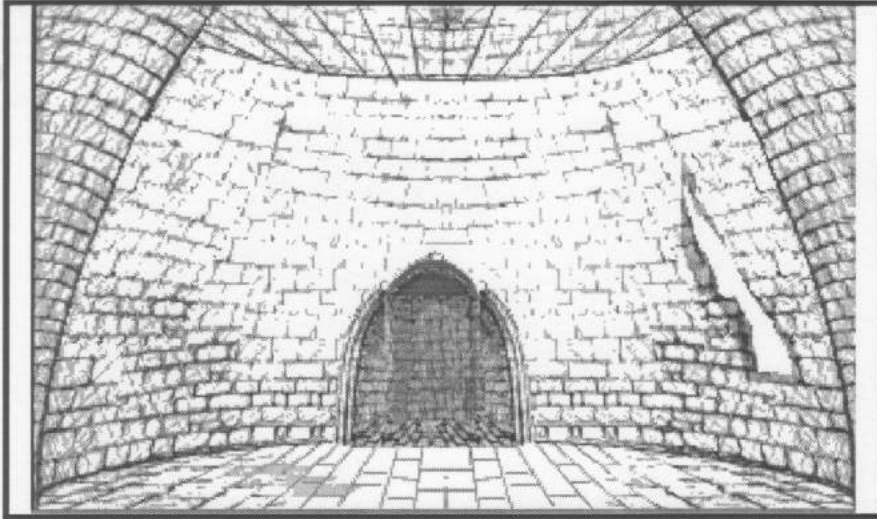
OT-FIREP

Check List

Backgrounds BW
Backgrounds Color
Object States
Animations

Room Specific Tasks

Flashlight beam lighting effect

Room description Opening Tower Fireplace room

Perspective Regular

What happens here

It is dark. Indy must use his flashlight to see around. He climbs up the flu to the trap room.

Doors to...	Actors	Sounds	Special Case Animations
O-TOWER OT-TRAP	Indy Flashlight beam		O-I-FLU Indy going up flu

Pickupable objects

rope

Multiple State Objects

Touchable objects

debris, fireplace, flu,
bricked up window,
opening in ceiling after
going in trap room, rope

Puzzles/IQ points
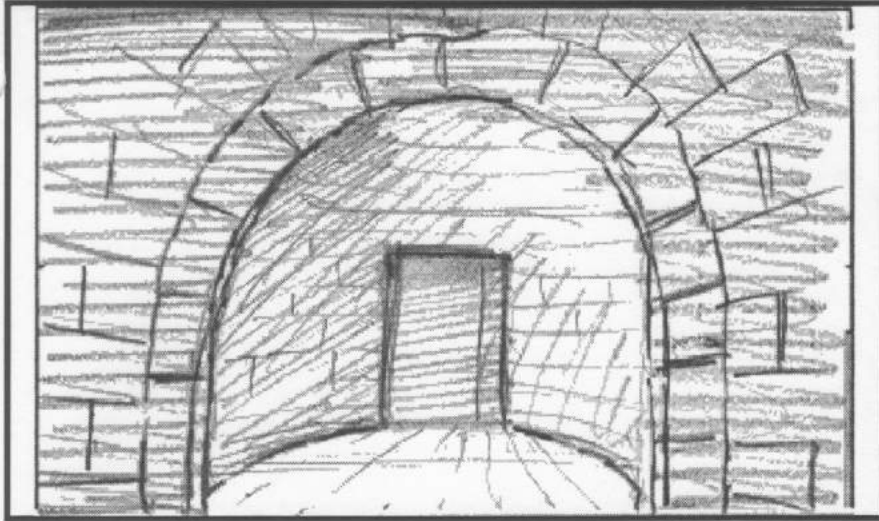
OT-TRAPF

Check List

Backgrounds BW
Backgrounds Color
Object States
Animations

Room Specific Tasks

Room description | Frame shot of indy climbing out of fireplace |

Perspective

What happens here

This is a dollar shot to set the scene in OT-TRAP

Doors to...	Actors	Sounds	Special Case Animations
none	Indy	none	O-I-APPEAR Indy appears up through fireplace

Pickupable objects	Multiple State Objects	Touchable objects
none	none	none

Puzzles/IQ points

OT-TRAP

Check List

Backgrounds BW
Backgrounds Color
Object States
Animations

Room Specific Tasks

Room description Opening Tower Trap room, Berlin   **Perspective** Regular
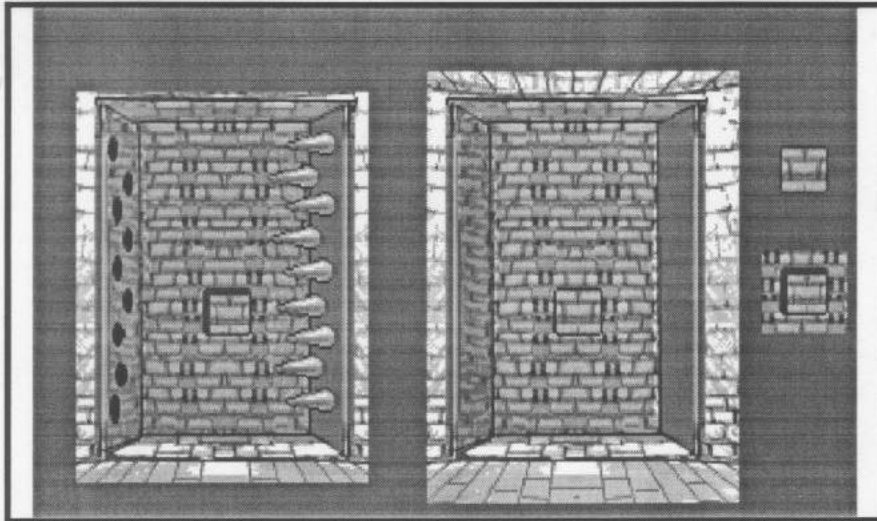
What happens here

Indy pushes on crack in wall which causes the walls to sprout spikes and start moving in on him, the ceiling to move in on him which opens a crack in the ceiling, and the floor drops from under him. Indy must pull himself up through the crack in the ceiling. Otherwise he falls through crack ing in floor back down to OT-FIRE.

Doors to...	Actors	Sounds	Special Case Animations
OT-FIRE OT-PUSH	Indy flashlight beam	none	OT-SPIKE indy climb up spikes OT-FALL indy fall down through floor OT-ENTER indy come out of fireplace (if no trapf)

Pickupable objects	Multiple State Objects	Touchable objects
	traps -- moveable walls, floor and ceiling cracks in floor and ceiling	cracks in floor and ceiling crack in wall debris

Puzzles/IQ points

OT-PUSH

Check List

Backgrounds BW
Backgrounds Color
Object States
Animations

Room Specific Tasks

Room description Opening Tower Push room, Berlin

Perspective Regular

What happens here

Indy discovers loose stones and collapses wall. He them climbs out to outside of tower (OT-EXT)

Doors to...	Actors	Sounds	Special Case Animations	
OT-EXT	indy		O-I-BRICK	pushing down bricks
OT-TRAP	flashlight			

Pickupable objects	Multiple State Objects	Touchable objects
		loose brick

Puzzles/IQ points

OT-EXT

Check List

Backgrounds BW
Backgrounds Color
Object States
Animations

Room Specific Tasks

Room description | Opening Tower Exterior, Berlin | **Perspective** Regular

What happens here

Indy climbs up to roof of tower to climb into hole into OT-MEDUS.

Doors to...	Actors	Sounds	Special Case Animations
OT-PUSH OT=EXT OT-medus	indy	sirens to indicate trouble	OT-CLIMB indy climbing on outside of tower

| Pickupable objects	Multiple State Objects	Touchable objects
none	none	spikes, hole in roof

Puzzles/IQ points

OT-MEDUS

Check List

Backgrounds BW
Backgrounds Color
Object States
Animations

Room Specific Tasks

Room description | Opening Tower Medusa head room | **Perspective** Regular

What happens here

Indy must choose the correct head on the wall to reveal hidden staircase. (HOW IS THIS DONE?? WHAT CLUES?)

Doors to...	Actors	Sounds	Special Case Animations
OT-EXT OT-MAGNU	indy	door opening	O-I-MEDU indy pushes correct head /door opens

Pickupable objects	Multiple State Objects	Touchable objects
	reveal hidden staircase	medusa head other heads

Puzzles/IQ points

9/15/93

OT-MAGNS

Priority

Check List

Backgrounds BW
Backgrounds Color
Object States
Animations

Room Specific Tasks

Room description Opening Tower Magnus' room with hidden scroll

Perspective Regular

What happens here

Using piece of brick to fit the notches in the table top, Indy reveals the hiding place of the scroll

Doors to...	Actors	Sounds	Special Case Animations
OT–MEDUS	indy flashlight beam		OT-FSCRL indy finds scroll -- tadah!

Pickupable objects	Multiple State Objects	Touchable objects
i-scroll The clavicula i-statue Broken bronze statue	opening table	table, scroll, broken statue

Puzzles/IQ points

O-CU-BKE

Check List

Backgrounds BW
Backgrounds Color
Object States
Animations

Room Specific Tasks

Room description | Intro for 3d bike | **Perspective**

What happens here

Close up of Indy starting Bike for 3d sequence

Doors to...	Actors	Sounds	Special Case Animations
none	indys-leg	Bike kicking over Bike reving to life	B-STARTR Indy starting motorbike (foot shot)

Pickupable objects	Multiple State Objects	Touchable objects
none	none	none

Puzzles/IQ points

O-CYCLE

Priority

Check List

Backgrounds BW
Backgrounds Color
Object States
Animations

Room Specific Tasks

Room description | Indy speeds off into Berlin Streets | **Perspective**

What happens here

Doors to...	Actors	Sounds	Special Case Animations
none	bike	Bike zooming away	B-ZOOM animation of bike driving away

Pickupable objects

Multiple State Objects

Touchable objects

Puzzles/IQ points

O-3DBIKE

Check List

Backgrounds BW
Backgrounds Color
Object States
Animations

Room Specific Tasks

Room description | First person getaway on motorbike | **Perspective** 1st prsn

What happens here

Doors to... | **Actors** | **Sounds** | **Special Case Animations**

VROOMMM

Pickupable objects

Multiple State Objects

Touchable objects

Puzzles/IQ points

B-TOWER

Priority
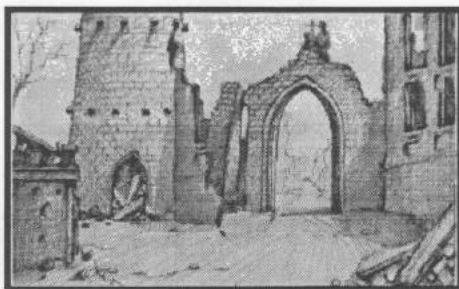
B-CU-NAD

Priority

BJ-ENTER

Priority
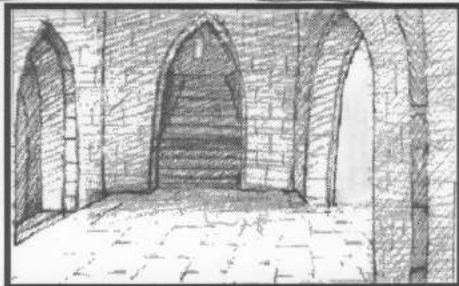
BJ-CELL

Priority
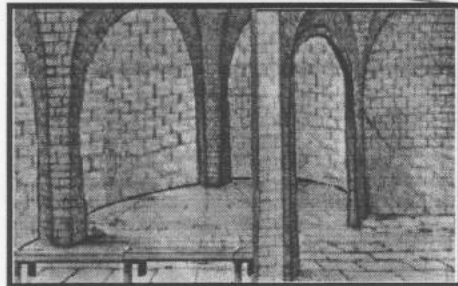
B-CU-DUN

Priority
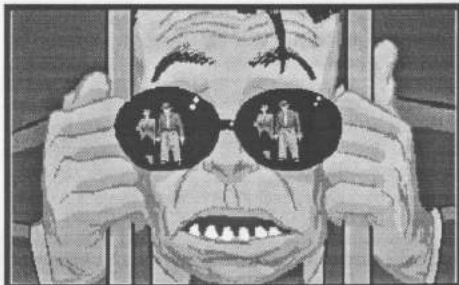
BJ-STORE

Priority
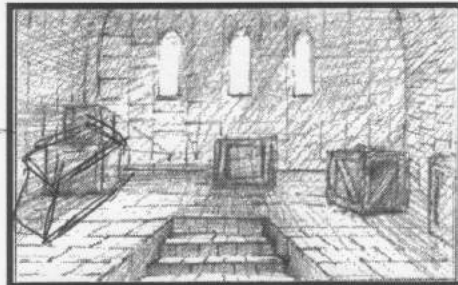
BR-EXT

Priority

BR-INT

Priority
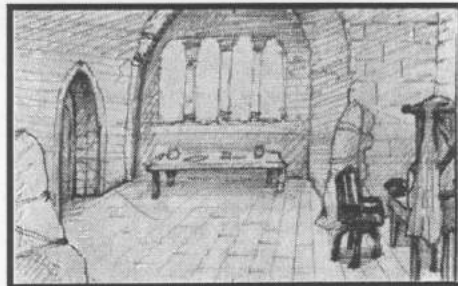
B-CU-JAG

Priority

use gun on crate

Pick up   use /move
Give   talk to
Look at

B-TOWER

Check List

Backgrounds BW
Backgrounds Color
Object States
Animations

Room Specific Tasks

Room description Berlin Tower, straight view

Perspective Regular

What happens here

Indy rides off on bike straight towards shooting soldiers. He makes his get away.

Doors to...	Actors	Sounds	Special Case Animations
B-Tower BJENTER	Indy Soldiers w/ dogs	shooting sirens dog barks	B-MOTOR Indy on motorcycle making getaway B-SOLDR1 Soldier with dog on leash B-SOLDR2 Soldier with gun

Pickupable objects	Multiple State Objects	Touchable objects
	motorcycle	motorcycle

Puzzles/IQ points

B-CU-NAD

Check List

Backgrounds BW
Backgrounds Color
Object States
Animations

Room Specific Tasks

Room description | Berlin Close-Up Nadia, at the base of the tower

Perspective 3/4

What happens here

Nadia confronts indy, talks to him, and arrests him.
Nadia takes whip, scroll, all of inventory. (you won't need these where you are going...
Flashing Lights in back from police cars

Doors to...	Actors	Sounds	Special Case Animations
none		sirens	BN-TALK nadia talking BG-IDLE guards moving about BG-FLASH guard's flashlight beam in your face

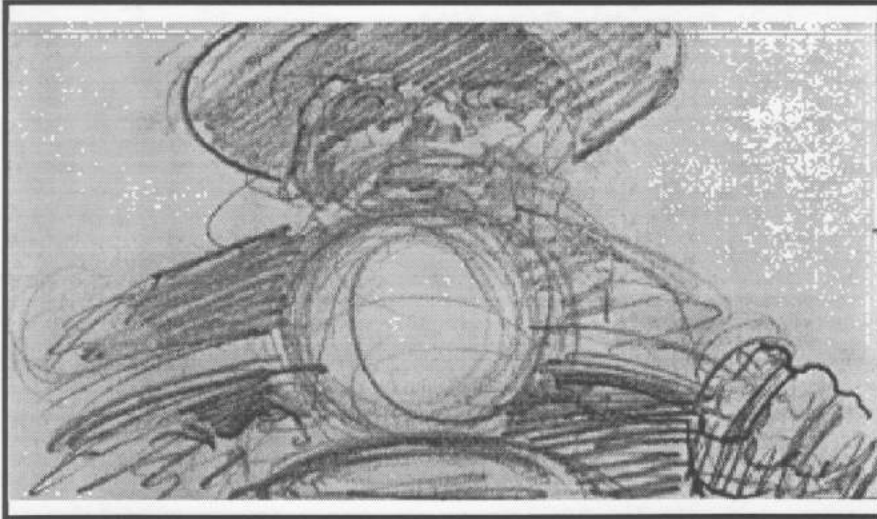| Pickupable objects	Multiple State Objects	Touchable objects
none	?guards?	none

Puzzles/IQ points
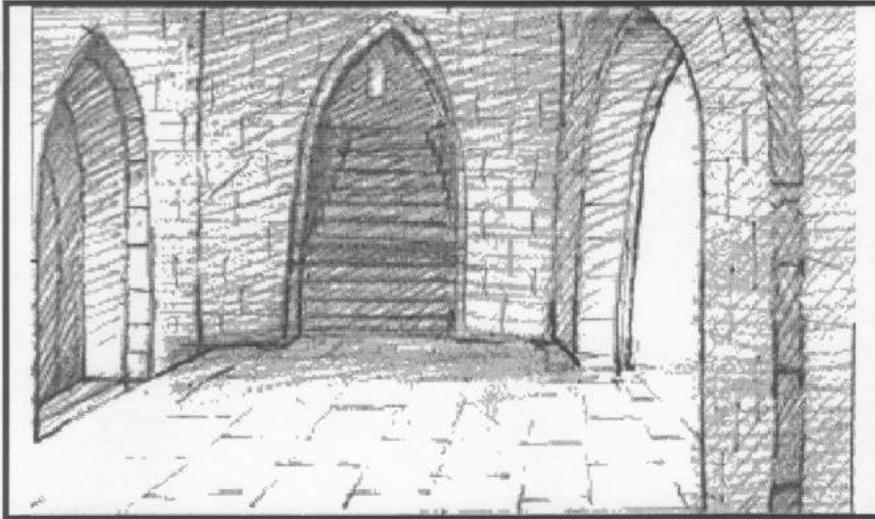
BJ-ENTER

Priority

Check List

Backgrounds BW
Backgrounds Color
Object States
Animations

Room Specific Tasks

Room description | Berlin Jail Entryway | **Perspective** Regular

What happens here

(This may be combined with BJ-CELL)
Indy is escorted in.
After D. dialog...Dunkelvolk attacks guard. Guard shoots all of bullets into Dunkelvolk but Dunkelvolk is still goin' . He crushes the guard and kills him. Dunk takes off. Indy gets motorcycle keys from dead guy.

Doors to...	Actors	Sounds	Special Case Animations
B-TOWER	guard	gun shots	BD-ATACK dunkelvolk attacks guard
BJ-CELL	dunkelvolk	skull crushing noise	BG-SHOTS guard shoots bullets
BJ-STORE	indy		?BD-WALK dunkelvolk walks

Pickupable objects

i-mkeys   motorcycle keys
i-papers   soviet papers? get you into
Kiev?

Multiple State Objects

Touchable objects

gun, keys,doors

Puzzles/IQ points
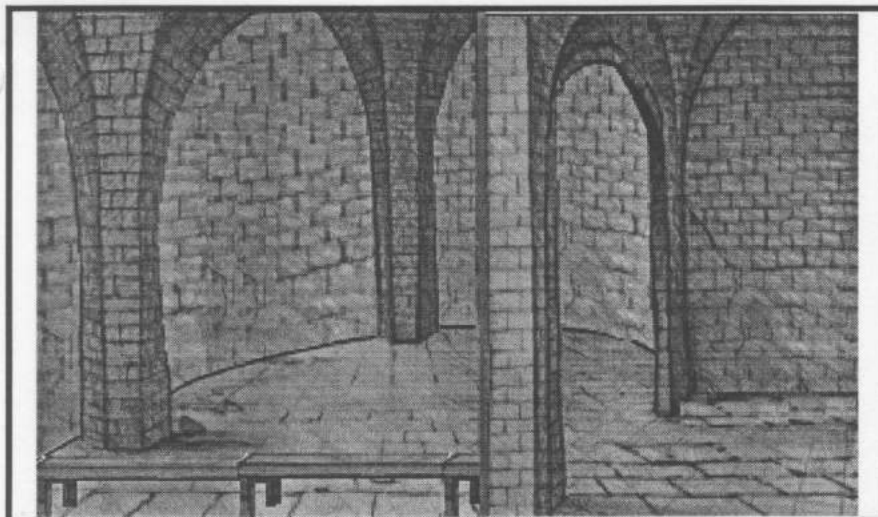
BJ-CELL

Check List

Backgrounds BW
Backgrounds Color
Object States
Animations

Room Specific Tasks

Room description Berlin Jail Cell

Perspective Regular

What happens here

Indy talks to Dunkelvolk. Dunkelvolk crushes rock.
Indy attacks guard, gets keys and releases Dunkelvolk and himself.

Doors to...	Actors	Sounds	Special Case Animations
BJ-ENTRY	indy Dunkelvolk guard	stone crushing whack of blackjack crushing guard's skull key clinks	BJ-ITALK Indy in cell talks to D. BJ-DTALK Dunk sits and talks to I. BJ-BLACK Indy attacks guard w/ blackjack

Pickupable objects

i-rag   for making blackjack
i-rubble
i-blackjack
i-spoon
i-keyrng   Keyring on guard

Multiple State Objects

fade wall of cell on
entry (pixel fade)

Touchable objects

rag, rubble, spoon,
keyring, old food, rats?

Puzzles/IQ points
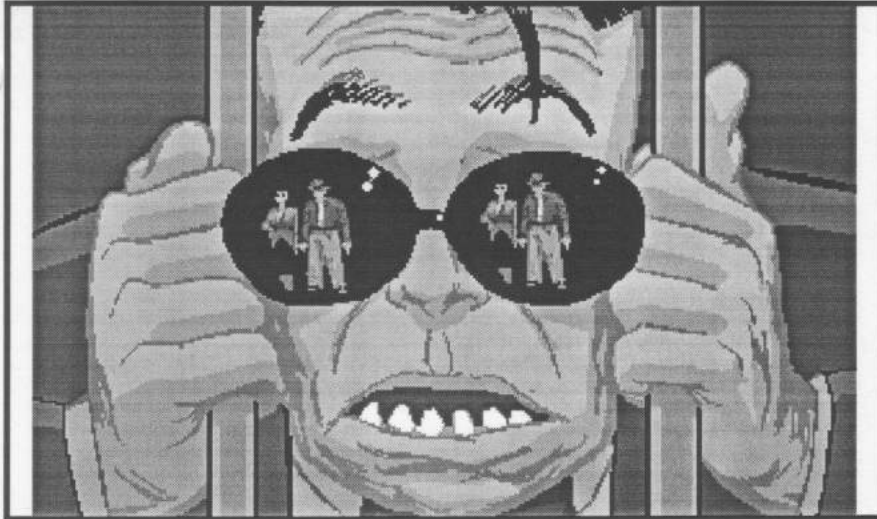
B-CU-DUN

Check List

Backgrounds BW
Backgrounds Color
Object States
Animations

Room Specific Tasks

Room description Closeup of Dunkelvolk in jail cel

Perspective

What happens here

Dunkel hears footsteps and looks up. Next you hear keys klink and open the jail cell. Soldier comments that the two nazi's can rot together

Doors to...	Actors	Sounds	Special Case Animations
none	Dunkelvolk	keys clink and door rattles footsteps sound is very important in this room to convey what can't be seen.	BJ-DLOOK Dunkelvolk looks up

| Pickupable objects	Multiple State Objects	Touchable objects
none	none	none

Puzzles/IQ points

BJ-STORE

Priority

Check List

Backgrounds BW
Backgrounds Color
Object States
Animations

Room Specific Tasks

Room description Berlin Jail Storage room   **Perspective** Regular
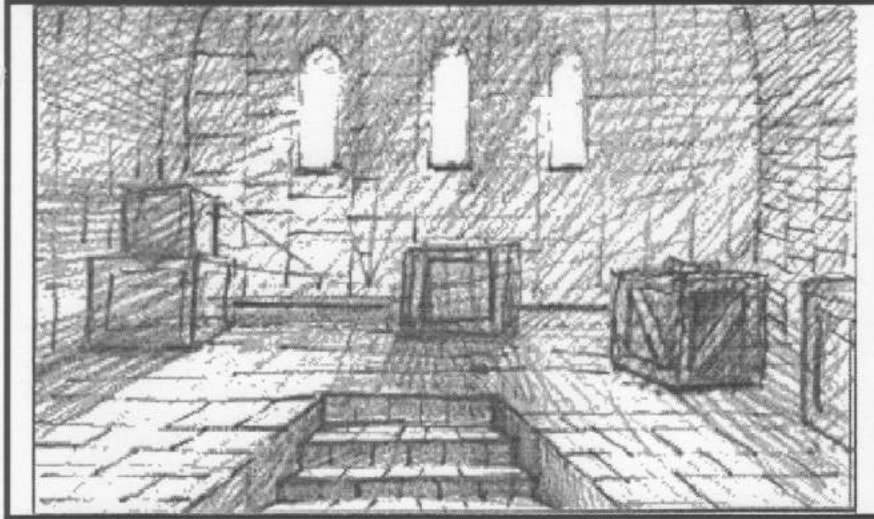
What happens here

Indy retreaves inventory items including scroll and statue.
Indy pushes crate at soldier. (?)

Doors to...	Actors	Sounds	Special Case Animations
BJ-ENTRY	Indy		BJ-SERCH Indy Searches crates for scroll BJ-STAIRS Indy climbs up stairs?

Pickupable objects

scroll, whip, visa, broken metal
statue... no flashlight

Multiple State Objects

crate (?)

Touchable objects

crates, scroll, whip,
vise, broken statue,
various other artifacts.
Indy should take some.

Puzzles/IQ points

BR-EXT

Check List

Backgrounds BW
Backgrounds Color
Object States
Animations

Room Specific Tasks

Room description | Berlin Restoration Exterior

Perspective Regular

What happens here

Pull Up on bike. Establish that Indy is now safe in American sector where Brody is working on a restoration.
After Ireland, Soviets are killed after Nazi takes Pieces. Jager appears from shadows.

Doors to...	Actors	Sounds	Special Case Animations
BR-INT	Indy Soviet Jager Dunkelvolk	motorbike gunshots	BR-BIKE Indy pulls up on bike BR-COUP Dunk performs coup d'gras to soviet BR-JAGER Jager walks out of shadows BR-SEDAN Nazi car pulls away/headlights

Pickupable objects

i-fsched   Schedule from dead soviet
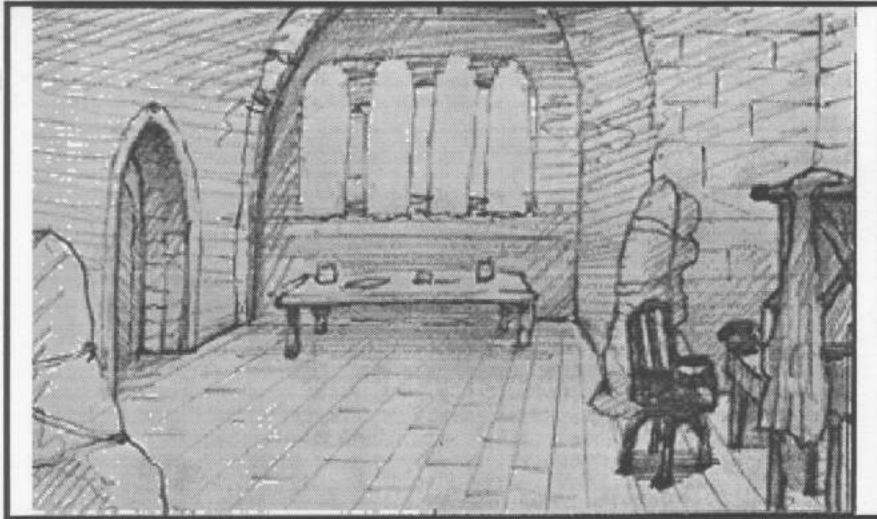
Multiple State Objects

Touchable objects

Puzzles/IQ points

BR-INT

Check List

Backgrounds BW
Backgrounds Color
Object States
Animations

Room Specific Tasks

Room description Berlin Restoration Interior

Perspective Regular

What happens here

Indy talk to brody about what happened at the tower with the Soviets.
Indy prepares for travels, soviet visa no problemo

Later, phone rings, and brody talks to nadia (see kn-split)

Doors to...	Actors	Sounds	Special Case Animations
BR-EXT	Brody Indy		

Pickupable objects	Multiple State Objects	Touchable objects
i-eurmap Map of Europe for travel?	phone?	Assorted relics brody is identifying

Puzzles/IQ points

B-CU-JAG

Check List

Backgrounds BW
Backgrounds Color
Object States
Animations

Room Specific Tasks

Room description | Closeup of Matthias Jager | **Perspective** Regular

What happens here

Jager tries to convince Indy to join forces

Doors to...	Actors	Sounds	Special Case Animations
none	Jager	crickets?	B-JTALK Jager talking animation

Pickupable objects	Multiple State Objects	Touchable objects
none	none	none

Puzzles/IQ points

KIEV

K-SPLIT

KL-IVAN

K-TRAIN

K-CUSTOM

KV-OVER

KN-INT

KN-EXT

KP-EXT

KP-INT

KP-BCKRM

KC-EXT

KC-INT

KL-RUIN

KL-CAVIN

KL-DOOR

KL-GOLD

KL-CAVE

KL-MONKS
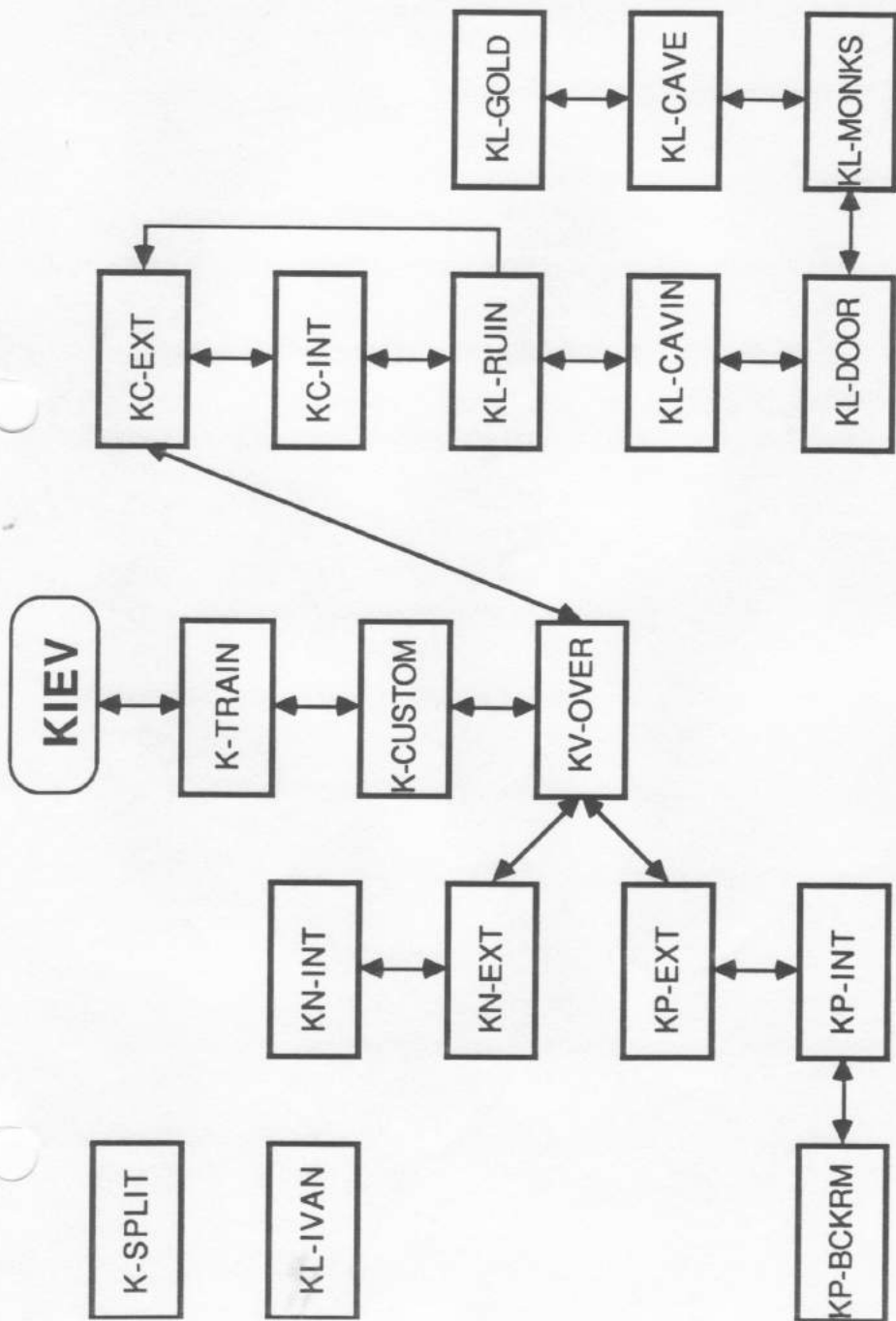
Room/Prio	Animation Description	Artist	Storyboard	Draw	Byle	Total
KC-INT 1a	A KC-BABUS Babushka takes papers/ talks/ puts papers together with paperclip/ hands over papers/ agrees/ disagrees					
K-CUSTOM 2a	A K-OFCIAL custom's official requesting travel papers/ stamps Indy's papers/ shuffle papers/ using phone to call Nadia/ bends for pens		X			
	A KA-STAMP Indy offers travel papers/ Indy grabs stamp and uses it on his church authorization papers/ Indy knocks pens off of desk					
	C KA-GUARD custom's guard standing bored					
KL-RUIN 3a	A KL-PRY Indy pulls board from window					
	A KL-LEVER Indy places lever (rock, then board) against the broken pillar piece/ Indy pulls on lever					
	A KL-PILAR Pillar rolls down stairs					
	A KL-CRANK Indy lifts seat under mosaic/ cranks floor section away/ bends and looks down stairs					
	B KL-LOST Agent loses Indy's trail (Indy leaves by other door)/ Agent peers down stairs, leaves quickly to find phone					
	C KL-BEND Indy bends as he goes down stairs					
KL-CAVIN 4a	A KL-SMASH pillar rolls down stairs, smashes through bricked doorway, ends up inside next room					
	B KL-STAIR Indy walks down stairs					
	C KL-STONE Indy picks up large stone from debris and carries it upstairs straining					
KP-EXT 5a	A KP-LINE variety of Soviet locals waiting to enter headquarters (walkers)/ shows interest in conversation about vodka/ group moves quickly in direction pointed at by Indy					
	A KP-COMRD Local that Indy talks to about vodka truck that hit a mule...					
	C KP-ZIL Nadia's police car parked in front of headquarters with lights					
	X KP-ID Indy removes ID from jacket pocket...can be done just with inventory switch (KP-INT now)					

Room/Prio		Animation Description	Artist	Storyboard	Draw	Byle	Total
KP-INT	B KP-AGNTS	Soviets allowed into back room/ must show ID to enter/ open door					
6a	B KP-DOORG	Guard at desk into back room/ requests ID/ pushes buzzer to allow entry for agents					
	A KP-SNEAK	Indy peers into door to watch Agent phone Nadia/ holds Bust of Stalin up/ hits Agent over head w/ bust of Stalin					
	A KP-AGENT	Enters headquarters/ uses keys to open back room/ exits backroom/ stops and realizes that he has forgotten his keys/ Indy hits him over the head with bust of Stalin					
	A KP-CHAIR	Indy leans chair against buzzer mounted in desk in order to open the back door					
	A KP-INFO	Over friendly woman at information desk/ talks/ points towards other desks					
	A KP-AUTH	Man asks for request receipt/ points Indy towards Special Requests					
	A KP-SR	Woman asks for forms/ points right and left/ hands Indy receipt					
	A KP-ID	Man asks for forms/ ID/ Types up ID form/ points left and right					
	A KP-FORMS	Man asks for form #'s/ hands blank forms to Indy/ points to desks to left					
	A KP-COAT	Man with coat gets in line behind Indy at Info counter/ admires Indys jacket, offers to swap/ exchanges jacket w/ indy, exchanges back					
KP-BCKRM	A KP-IVAN	agent puts keys down/ takes note from pocket/ phones Nadia/ stoop shoulders when chewed out					
7a	A KP-PEER	Indy peers in door, watches agent make phone call					
	A KP-PHONE	Indy picks up phone/ dials/ talks to phone while holding it as to disguise his voice/ hangs up					
KN-INT	A KN-PHONE	Nadia sits at desk studying scroll/ phone rings/ put scroll down/ Nadia talks on phone to agent and Indy/ gesticulates angrily/ stands... still angry/ hangs up					
8a	A KN-STEAL	Indy reaches into broken window and takes scroll					
	B KN-OFFER	Ivan hands visa and scroll to Nadia					
	B KN-SCROL	Nadia takes back scroll (standing) gestures to indy to leave town					
	C KN-SHOVE	Ivan shoves indy to his knees (low prio since may be in KN-CU-IY					

Room/Prio			Animation Description	Artist	Storyboard	Draw	Byle	Total
KL-CAVE 9a	A	KL-ICE	Ice falls/ Ice flows in the river/ Ice tilts when going over falls					
	A	KL-JUMP	Indy jumps between the Ice flows					
	A	KL-SKIP	Indy climbs above door/ Indy pushes the door/ door slides down hill w/ Indy/ door skips across water/ Indy jumps from door onto bank of river/ Indy removes hat and wipes brow					
KL-CAVE2 10a	A	KL-SWING	Indy uses his whip to hook onto the bell tower and he swings over the water and knocks the Soviets into the water on his return swing					
	A	KL-DIVE	Soviet Guards run after Indy and are knocked into the water					
	A	KL-BELLS	Indy uses the glass shard to cut down the first bell/ uses clapper from first bell to ring second					
	A	KL-RING	Indy uses clapper to ring larger bell (ice fall shown in far shot)					
KL-CAVE3 11a	A	KL-POUR	Indy pours water from the smaller bell into the blessing bowl/ Indy pulls the scythe in order to ope the door into the gold room					
KL-DOOR 12a	A	KL-DEMON	Indy pushes hard against demon 3 times for entry					
	A	KL-STATU	Demon rises/ statue opens outwards revealing entrance					
	C	KL-STUDY	Indy studies statue from up close with hands and eyes/ studies engraved inscriptions/ studies scroll					
	C	KL-PEER	After door opens, Indy peers intently through the dark opening					
KL-MONKS 13a	B	KM-ENTER	Indy enters cave through painting of saint rotated halfway					
KL-GOLD 14a	B	KL-STONE	Indy examines the stone piece with awe, then takes it					
KV-OVER 15a	A	KO-INDY	lil' indy walks around town					
	A	KO-AGENT	lil' soviet agent walk					
	C	KO-ZIL	Nadia races from her office to try to catch Indy at Party Headquarters					
KC-EXT 16b		None						
KT-TRAIN 17b	B	KT-STEAM	Steam blasts from train as it sits in rail yard					

| Room/Prio	Animation Description	Artist	Storyboard	Draw	Byle	Total
KN-EXT 18b	A KN-BREAK Indy looks around cautiously then peers in window to locate scroll/ breaks window with elbow/ clears shards/ reaches inside for scroll/ takes off running					
	B KN-GUARD After scroll taken, Ivan stands guard outside/ if Indy gets near window, Ivan tells him to leave					
K-SPLIT 19c	C K-N-TALK close up talking Nadia					
	C K-B-TALK close up talking Brody					
KN-CU-IY 20c	C KN-SHOVE Ivan shoves Indy across the floor to Nadia's feet. Ivan offers Scroll & Visa to Nadia	X				
KL-IVAN 21c	C KL-IVAN Ivan is backlit by rubble strewn doorway/ gestures with gun/ talks					
	C KL-INDY Indy has no choices...					
K-STATIO 22c	None					

K-SPLIT

Priority **19c**
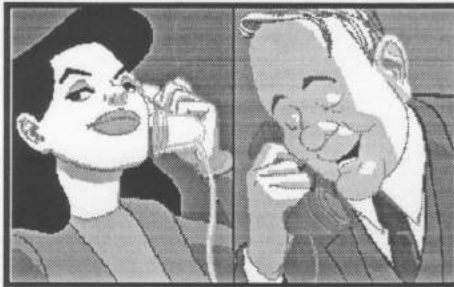
K-CUSTOM

Priority **2a**
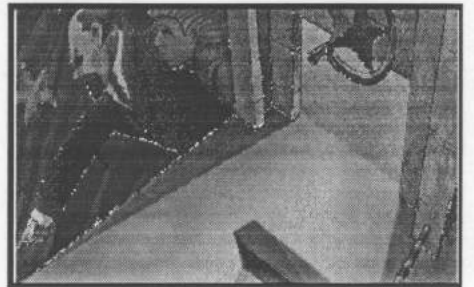
K-STATIO

Priority **22c**
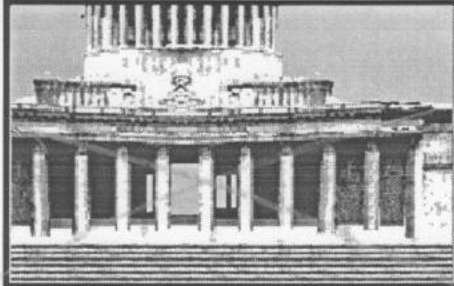
KV-OVER

Priority **15a**

KC-EXT

Priority **16b**
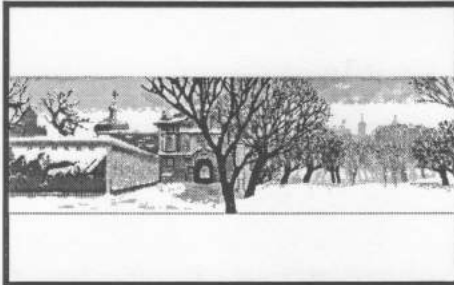
KC-INT

Priority **1a**
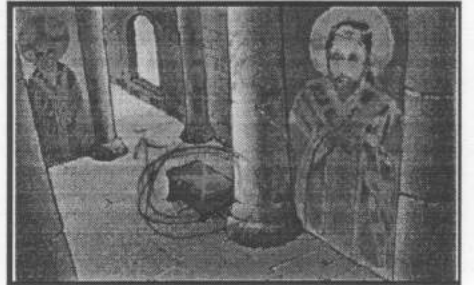
KL-RUIN

Priority **3a**

KL-CAVIN

Priority **4a**

KL-DOOR

Priority **12a**
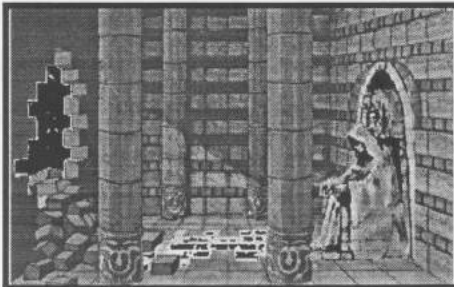
KL-IVAN

Priority **21c**

KL-MONKS
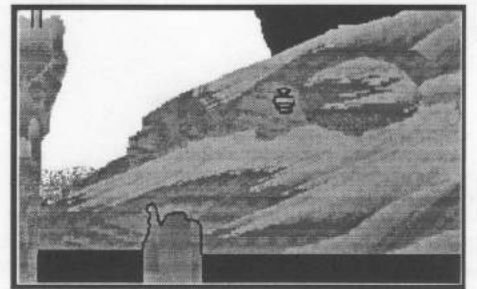
Priority **13a**
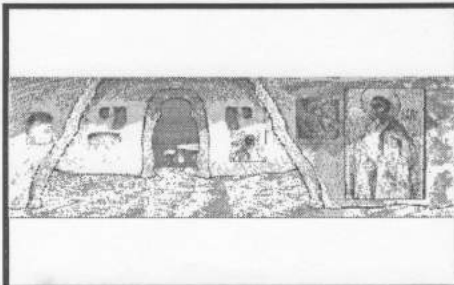
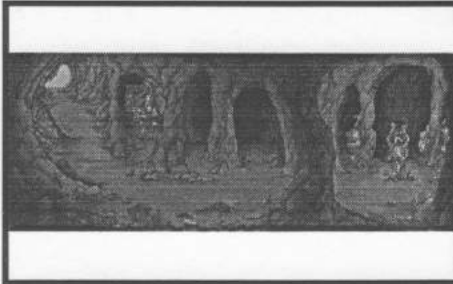## KL-CAVE

Priority **9a**
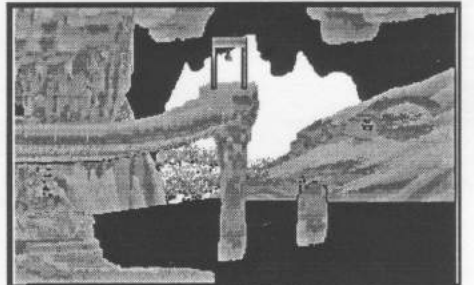
KL-CAVE2

Priority 10a
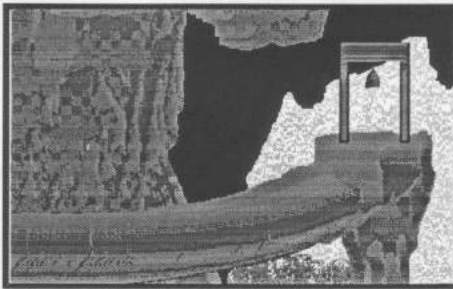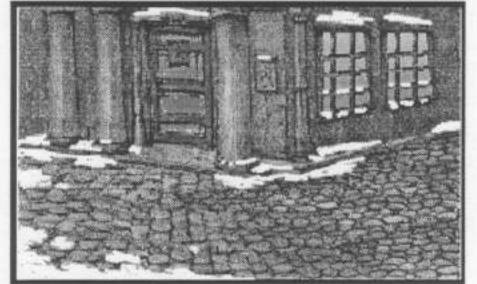

KL-CAVE3

Priority 11a

KL-GOLD

Priority 14a

KN-EXT

Priority 18b

KN-INT

Priority 8a

KN-CU-IY
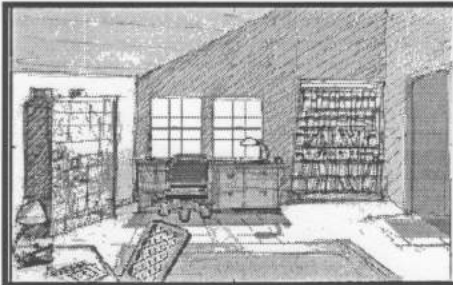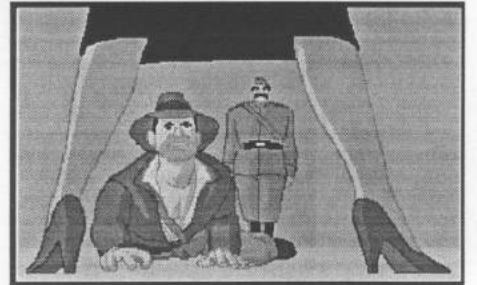
Priority 20c

KP-EXT

Priority 5a

KP-INT

Priority 6a
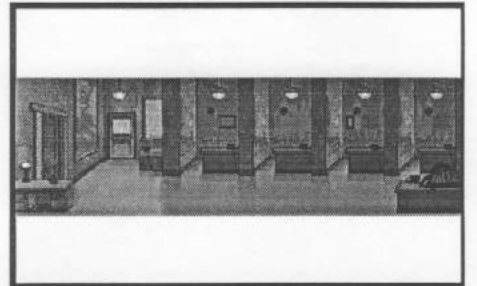
KP-BCKRM

Priority 7a
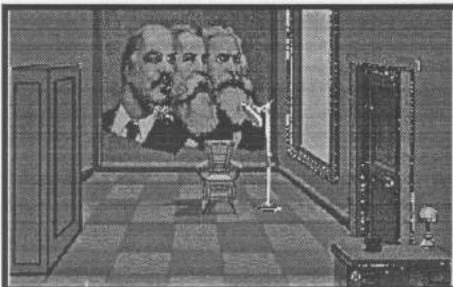
KT-TRAIN

Priority 17b
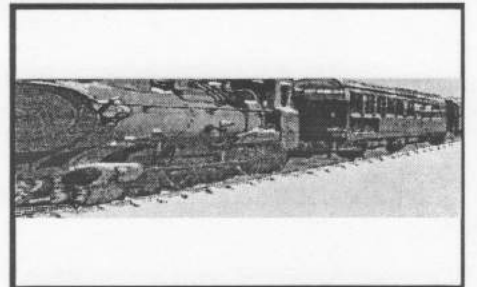
KC-INT

Room Specific Tasks

Room description | Kiev Church Interior

Perspective 3/4

What happens here

Babushka guard prevents Indy from entering the Lavra ruins. She sends him off on Bureaucratic paperwork trail.
When paperwork gathered, she will paperclip all of the papers together.
After Indy uses pillar to open the sealed door in KL-CAVIN, she is startled by the noise and calls for security.

Doors to...	Actors	Multiple State Objects	Animation Description
KC-EXT	indy		A KC-BABUS Babushka takes papers/ talks/
KL-RUIN	babushka		

Pickupable objects

Sounds

Touchable objects

paintings in the room
romanesque columns
desk

Puzzles/IQ points

Indy returns with complete paperwork
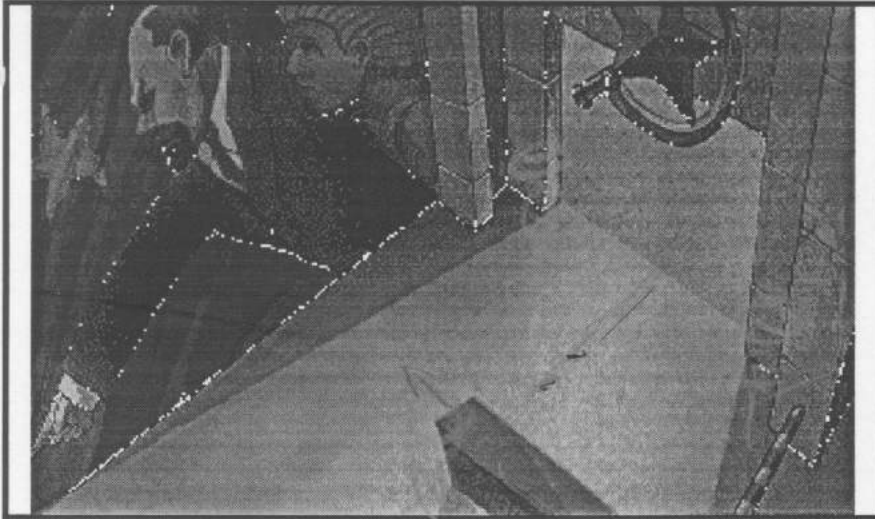
K-CUSTOM

Check List

Backgrounds BW
Backgrounds Color
Object States
Animation

Room Specific Tasks

Room description Kiev Customs (More like passport control)
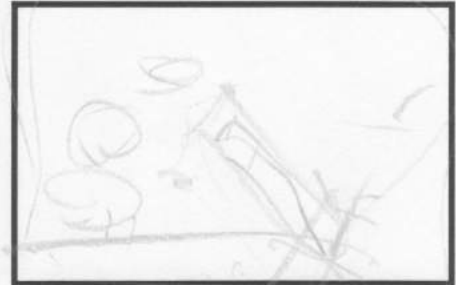
Perspective 3/4

What happens here

Indy is shown arriving in Kiev and meeting customs official who stamps Indy's travel papers.
Later, Indy must return and distract the official by dumping his pens and then use the authorization stamp to mark his Authorization Request Form.

Doors to...	Actors	Multiple State Objects	Animation Description
K-STATIO KT-TRAIN	3/4 Indy		A K-OFCIAL custom's official requesting A KA-STAMP Indy offers travel papers/ Indy C KA-GUARD custom's guard standing bored

Pickupable objects

i-stamp rubber stamp...

Sounds

Papers being stamped

Touchable objects

Puzzles/IQ points

Indy tricks customs official and gets papers stamped

KL-RUIN

Check List

Backgrounds BW
Backgrounds Color
Object States
Animation

Room Specific Tasks

Room description Kiev Lavra Ruin

Perspective 3/4

What happens here

Indy enters and he must lift the seat under the saint to gain access to the underground chambers.
Indy heads down stairs.
Indy pries board off of broken window.
Indy must make lever and fulcrum in order to roll the pillar piece down the stairs

Doors to...	Actors	Multiple State Objects	Animation Description
KC-INT	Indy	seat lifts	A KL-PRY Indy pulls board from window
KL-CAVIN		plank removable	A KL-LEVER Indy places lever (rock, then
KC-EXT		pillar	A KL-PILAR Pillar rolls down stairs
		floor piece	A KL-CRANK Indy lifts seat under mosaic/
			B KL-LOST Agent loses Indy's trail (Indy
			C KL-BEND Indy bends as he goes down stairs

Pickupable objects

i-lever board pried from window

Sounds

Touchable objects

broken glass (too small)
mosaic of Saint pointing
down

Puzzles/IQ points

KL-CAVIN

Check List

Backgrounds BW
Backgrounds Color
Object States
Animation

Room Specific Tasks

Room description Kiev Lavra Cavein room

Perspective Regular

What happens here

pick up boulder and take it upstairs
lever the pillar upstairs and roll it into the sealed door (at left)

Doors to...	Actors	Multiple State Objects	Animation Description
KL-RUIN KL-DOOR	Indy	Rock picked up Door broken open	A KL-SMASH pillar rolls down stairs, smashes B KL-STAIR Indy walks down stairs C KL-STONE Indy picks up large stone from

Pickupable objects

i-stone   stone   from rubble pile

Sounds

Touchable objects

old sealed up passage

Puzzles/IQ points

Open the hole in the wall

10/6/93 **KP-EXT**

5a
Priority

Check List

Backgrounds BW
Backgrounds Color
Object States
Animation

Room Specific Tasks

Room description Kiev Party Headquarters Exterior

Perspective Regular

What happens here

Indy arrives but long line... tells vodka story, crowd leaves (pixel fade?)

| Doors to...	Actors	Multiple State Objects	Animation Description
KV-OVER KP-INT	indy long line	Party door open/clos	A KP-LINE variety of Soviet locals waiting A KP-COMRD Local that Indy talks to about C KP-ZIL Nadia's police car parked in X KP-ID Indy removes ID from jacket

Pickupable objects

Sounds

Touchable objects

Puzzles/IQ points

disperse crowd
vodka dialog puzzle?
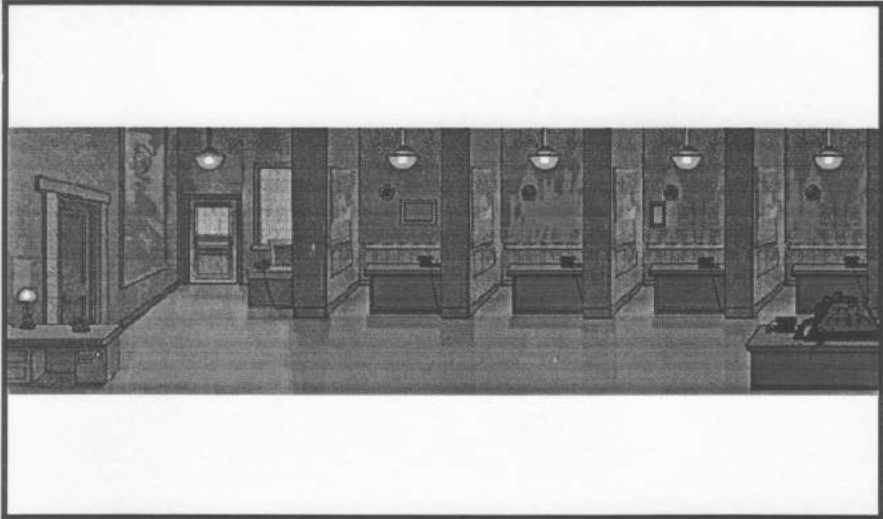
Check List

Backgrounds BW
Backgrounds Color
Object States
Animation

Room Specific Tasks

Room description   Kiev Party Headquarters Interior   **Perspective** Regular

What happens here

Indy ends up in a beaurocratic mess...getting papers from one person and getting them stamped by others.
While Indy is in here, assorted people arrive at the desk to the left, and the person presses the button and the
person enters the BackRoom.
Later, Indy follows Soviet Agent here and peers into the back room. Indy will prop the chair against the button in
order to open the door.
Desks are... Info, Authorizations, Special Requests, ID's, Forms + desk for people going into back room

NIX the phones in here.... add Bust of Stalin on Info Desk... missing animation for guy to switch jackets with

Doors to...	Actors	Multiple State Objects	Animation Description
KP-EXT	indy	doors	B KP-AGNTS Soviets allowed into back room/
KP-BCKRM	bureucrats	bust of Stalin	B KP-DOORG Guard at desk into back room/
	lines of		A KP-SNEAK Indy peers into door to watch
	people		A KP-AGENT Enters headquarters/ uses keys to
			A KP-CHAIR Indy leans chair against buzzer
			A KP-INFO Over friendly woman at
			A KP-AUTH Man asks for request receipt/
			A KP-SR Woman asks for forms/ points
			A KP-ID Man asks for forms/ ID/ Types up
			A KP-FORMS Man asks for form #'s/ hands
			A KP-COAT Man with coat gets in line behind

Pickupable objects

```
i-idfrm1 Identification Certificate
i-idfrm2 Second copy
i-rqfrm1 Blank Authorization Request
i-rqfrm2 Second Copy
i-bust   Bust of Stalin
```

Sounds

```
papers shuffling
phones ringing
filing cabinets
typing
cacophony
```

Touchable objects

```
Typewriters
paintings
```
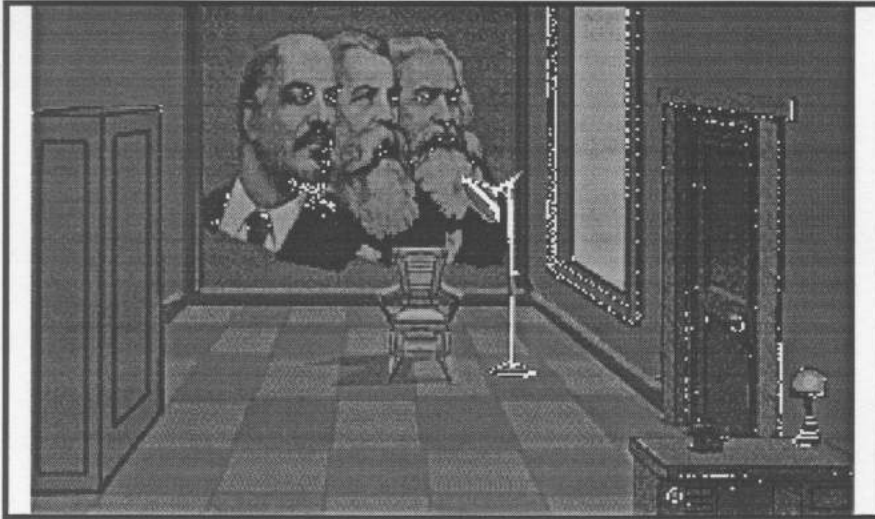
Puzzles/IQ points

```
use chair with buzzer to open door
follow Agent to back room
Hit Agent over the head with Bust of Stalin
bureaucracy puzzle(s)
```

KP-BCKRM

Check List

Backgrounds BW
Backgrounds Color
Object States
Animation

Room Specific Tasks

Room description | Kiev Party Headquarters Backroom

Perspective Regular

What happens here

Indy will watch from the door as Agent gets out phone list and calls Nadia telling her that he lost Indy.
Indy Knocks out guard in other room and sneaks back into here to disguise his voice like the Agent's and call Nadia back.

Doors to...	Actors	Multiple State Objects	Animation Description
KP-INT	indy Ivan	Doors Telephone	A KP-IVAN agent puts keys down/ takes note A KP-PEER Indy peers in door, watches agent A KP-PHONE Indy picks up phone/ dials/ talks

Pickupable objects

Sounds

telegraph clicking
breeze blowing?

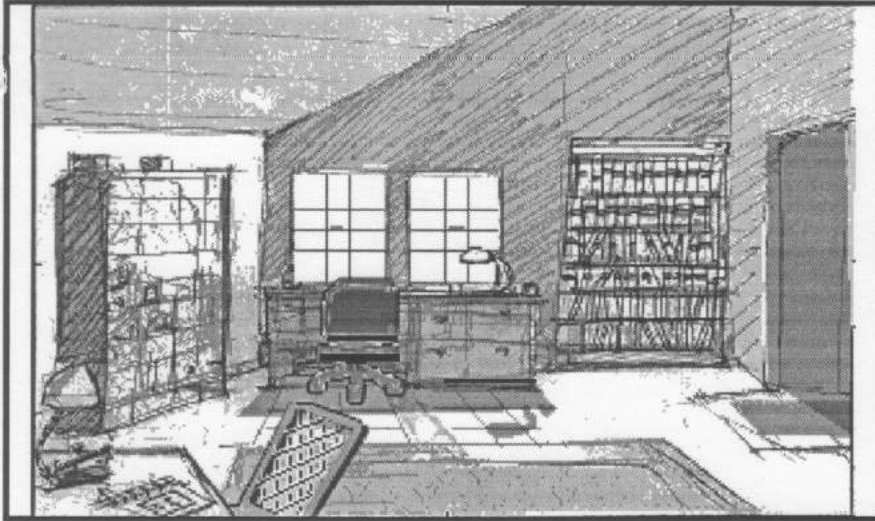**Touchable objects**

telegraph
calendars
propaganda
photos

Puzzles/IQ points

send fake telegraph message (distract nadia)

Check List

Backgrounds BW
Backgrounds Color
Object States
Animation

Room Specific Tasks

Room description | Kiev Nadias office Interior

Perspective Regular

What happens here

Indy is thrust into the room and falls to his knees handcuffed. cut to KN-CU-IY
Nadia confronts Indy, but decides to let him go free.. tells Ivan to remove handcuffs

Later Indy is seen reaching in through broken window stealing back the scroll.

Doors to...	Actors	Multiple State Objects	Animation Description
KV-EXT	Indy Nadia	window telephone scroll	A KN-PHONE Nadia sits at desk studying A KN-STEAL Indy reaches into broken window B KN-OFFER Ivan hands visa and scroll to B KN-SCROL Nadia takes back scroll C KN-SHOVE Ivan shoves indy to his knees

Pickupable objects

Sounds

teletype

Touchable objects

Puzzles/IQ points

Indy snags back the scroll via the window

KL-CAVE
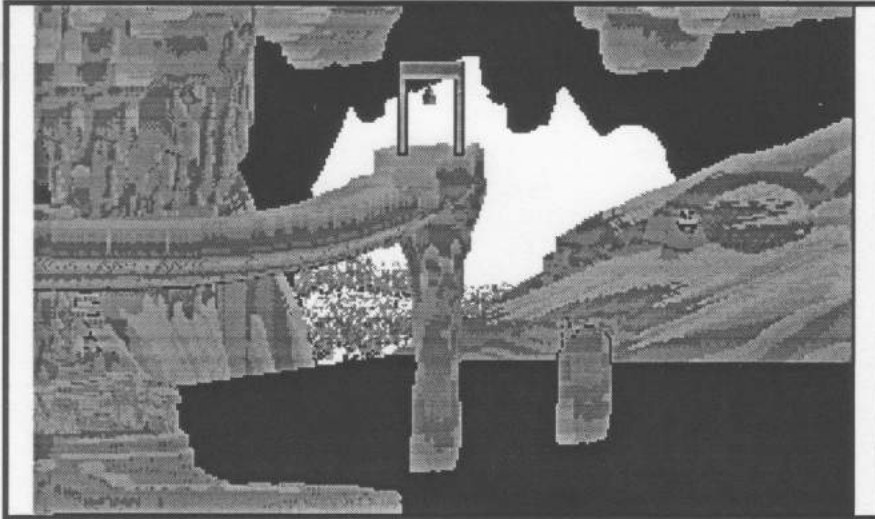
Check List

Backgrounds BW
Backgrounds Color
Object States
Animation

Room Specific Tasks

vertical/diagonal scrolling

Room description   Kiev Lavra cave long shot

Perspective Regular

What happens here

Indy must cut the bell free with the glass shard. Indy must use the clapper from the first bell to ring the second.
This causes ice to fall and Indy can jump from the ice pieces to get across the river. Using the bell as a measuring
device, Indy opens the lock into the gold room.
When Indy emerges, he must push the stone disk which slides down the hill and skips across the water. After
climbing up from the bank, guards will startle Indy, but in a diving move, he will swing through the arch, and using
his whip, he will swing back and knock the guards to their icy doom.

Doors to...	Actors	Multiple State Objects	Animation Description
KL-MONKS	indy	bell	A KL-ICE Ice falls/ Ice flows in the
KL-GOLD	two guards	door	A KL-JUMP Indy jumps between the Ice flows
			A KL-SKIP Indy climbs above door/ Indy

Pickupable objects

i-bell   Bell to call monks to meals
i-claper Used to ring the larger bell

Sounds

splash as soldiers hit
water
kapow

Touchable objects

Puzzles/IQ points

Trick the guards into following you.
Reading the Journal and getting the correct amount for the door-waterlock (open door)

KL-CAVE2

Check List

Backgrounds BW
Backgrounds Color
Object States
Animation

Room Specific Tasks

vertical/diagonal scrolling

Room description | Kiev Lavra CLOSEUP of bell tower

Perspective Regular

What happens here

Shot used for cutting the bell down and ringing the larger bell
Also used in escape scene

Doors to...	Actors	Multiple State Objects	Animation Description
KL–MONKS KL–GOLD	indy two guards	bell	A KL-SWING Indy uses his whip to hook onto A KL-DIVE Soviet Guards run after Indy and A KL-BELLS Indy uses the glass shard to cut A KL-RING Indy uses clapper to ring larger

Pickupable objects

i-bell Bell to call monks to meals

Sounds

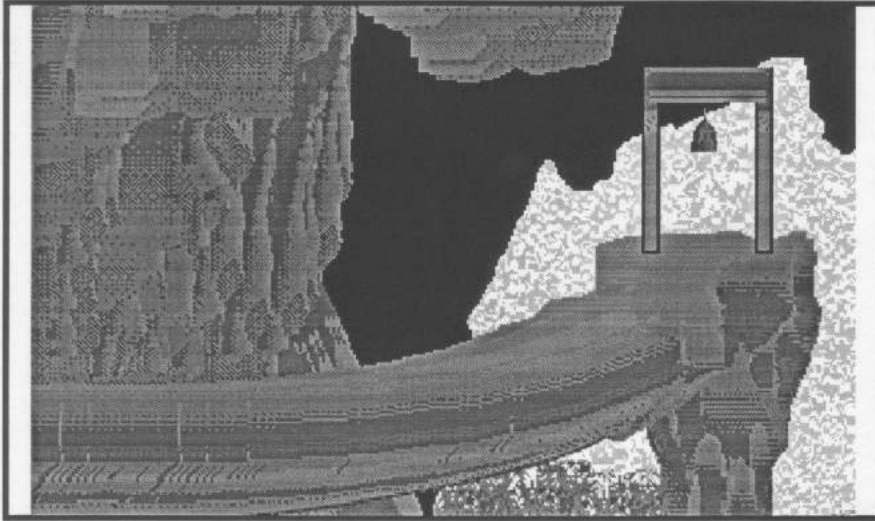splash as soldiers hit
water
kapow

Touchable objects

Puzzles/IQ points

Trick the guards into following you.
Reading the Journal and getting the correct amount for the door-waterlock (open door)

KL-CAVE3

Check List

Backgrounds BW
Backgrounds Color
Object States
Animation

Room Specific Tasks

vertical/diagonal scrolling

Room description | Kiev Lavra CLOSEUP of gogol door

Perspective Regular

What happens here

I want a closeup of the upper right corner.... can use the bell for measuring, and pushing the stone door... skipping scene is done from the far shot

Door should be smaller and higher up the hillside for acceleration across the water

Doors to...	Actors	Multiple State Objects	Animation Description
KL-MONKS
KL-GOLD	indy
two guards	door open/close	A KL-POUR Indy pours water from the smaller

Pickupable objects

i-bell Bell to call monks to meals

Sounds

splash as soldiers hit
water
kapow

Touchable objects

Puzzles/IQ points

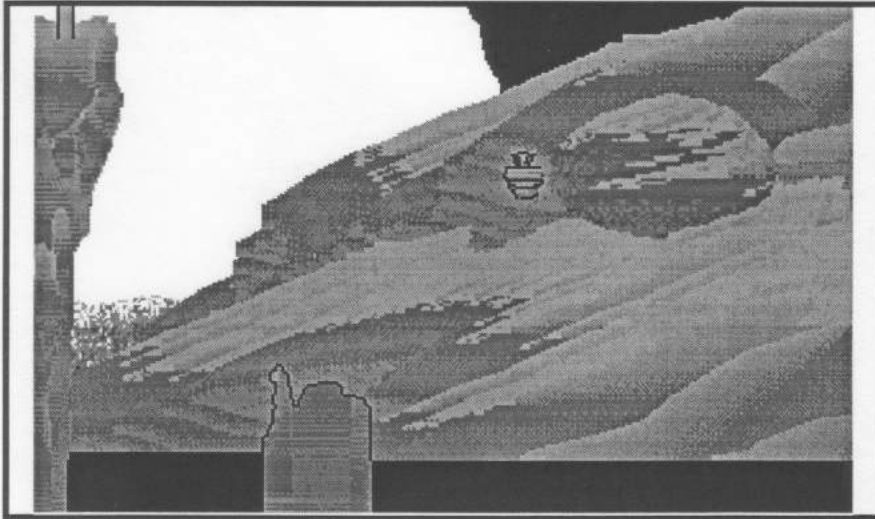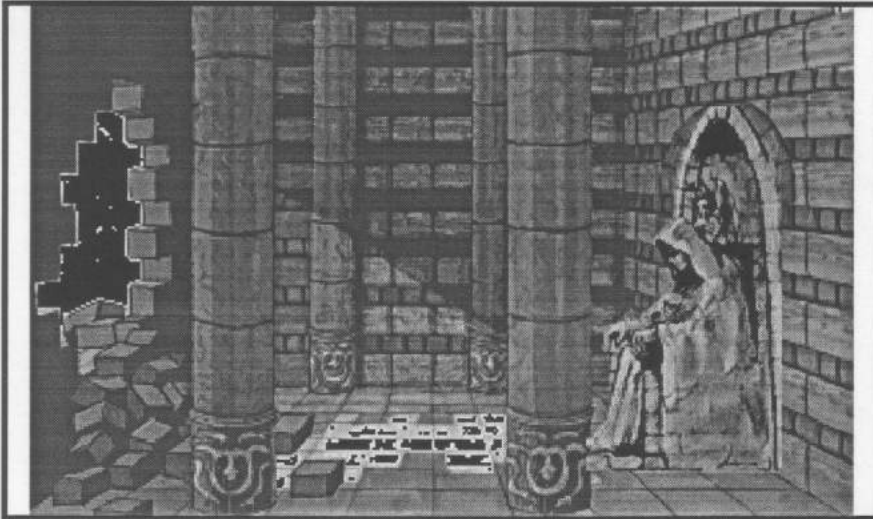Trick the guards into following you.
Reading the Journal and getting the correct amount for the door-waterlock (open door)

KL-DOOR

Check List

Backgrounds BW
Backgrounds Color
Object States
Animation

Room Specific Tasks

Room description Kiev Lavra Door

Perspective Regular

What happens here

Looking at the statue for the first time gives player description and then triggers the Ivan capture
Indy needs the scroll in order to decipher the statue lock.
He must return to Nadia's (via the Party Backroom) in order to recover the scroll
Pushing the demon three times will cause the door to move (forward or receed....)

Doors to...	Actors	Multiple State Objects	Animation Description
KL-CAVIN	indy	statue multiple	A KL-DEMON Indy pushes hard against demon 3
KL-MONKS		state or actor??	A KL-STATU Demon rises/ statue opens
			C KL-STUDY Indy studies statue from up close
			C KL-PEER After door opens, Indy peers

Pickupable objects

Sounds

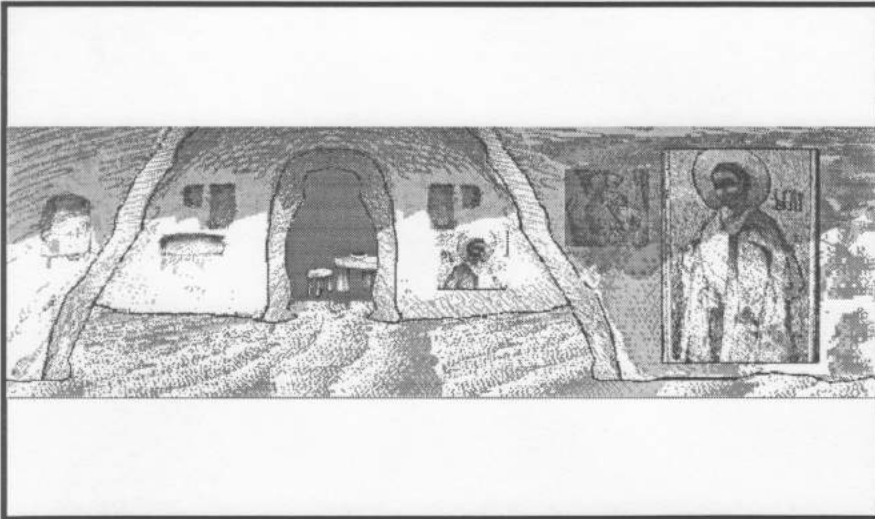### Touchable objects

statue
demon
chisled inscription

Puzzles/IQ points

Decipher the comments inside the scroll
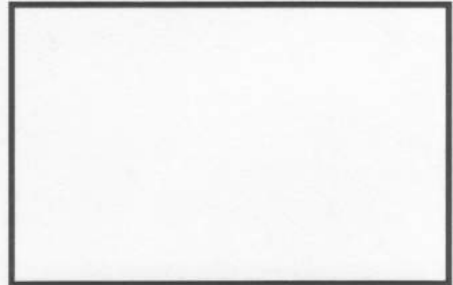Push the demon riding on Magnus' shoulder three times in order to open the door

KL-MONKS

Check List

Backgrounds BW
Backgrounds Color
Object States
Animation

Room Specific Tasks

Room description | Kiev Lavra Monks chambers | **Perspective** Regular

What happens here

Indy finds a solid bishop from a chess set.
placing the bishop into a slot at the left of the room causes the saint's portrait at the right side to rotate.
When rotated, Indy can now pick up the book that the saint is holding in his hands (Pucachev's journal)
Exit to cave is by pushing the portrait after you have picked up the journal... portrait turns 90 degrees creating a doorway.

13th century relics that can only be given to Brody for points?
What is the lighting in here?

Doors to...	Actors	Multiple State Objects	Animation Description
KL-DOOR
KL-CAVE	indy	rotating painting
bishop	B KM-ENTER Indy enters cave through painting

Pickupable objects

i-journl journal from monk
i-bishop gold bishop

Sounds

Touchable objects

Chess set w/o bishop

Puzzles/IQ points

Cloth wrapped around shard in order to make a grip

KL-GOLD

Check List

Backgrounds BW
Backgrounds Color
Object States
Animation

Room Specific Tasks

Room description Kiev Lavra Gold

Perspective Regular

What happens here

We may want to show the door openning from the inside (start in darkness)
Indy finds the Gold bones of Abbot Gogol and he pries the Stone Piece from his death grip

(Item to pry?)
gold leaf? (papers)
lighting/shadow moving as door seen opening from the inside. (rolling a wheel?)

Doors to...	Actors	Multiple State Objects	Animation Description
KL-CAVE	indy	bowl from hands 1 or 2 small items	B KL-STONE Indy examines the stone piece

Pickupable objects

i-kstone   kiev-stone
i-gold   gold pieces

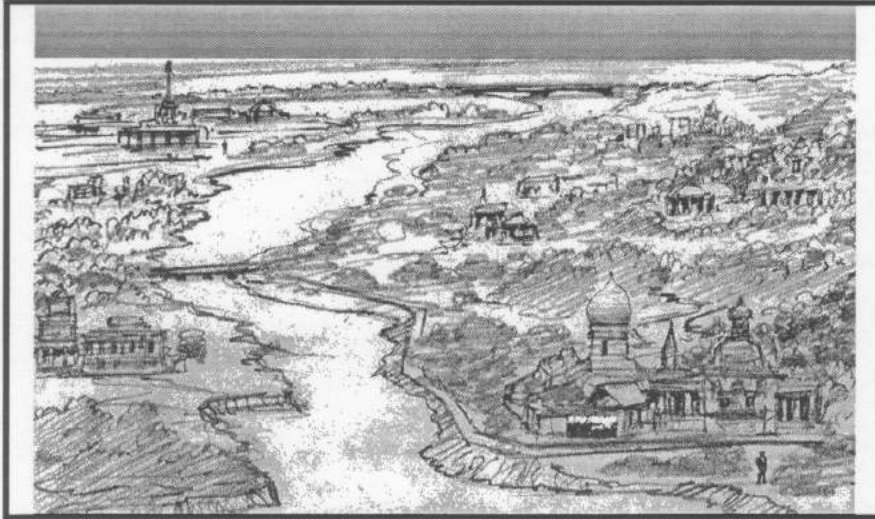### Sounds

Touchable objects

Puzzles/IQ points

Getting the piece

KV-OVER

Check List

Backgrounds BW
Backgrounds Color
Object States
Animation

Room Specific Tasks

Room description | Kiev Overview of the city | **Perspective** long

What happens here

Indy travels from one part of the city to another
After Nadia order agent to follow Indy, whenever Indy travels, we can see the agent following him.

Doors to...	Actors	Multiple State Objects	Animation Description
K-STATIO	lil' indy	none	A KO-INDY lil' indy walks around town
KN-EXT	lil' ivan		A KO-AGENT lil' soviet agent walk
KC-EXT			C KO-ZIL Nadia races from her office to
KP-EXT			

Pickupable objects
none

Sounds
none

Touchable objects
none

Puzzles/IQ points
none

KC-EXT

Check List

Backgrounds BW
Backgrounds Color
Object States
Animation

Room Specific Tasks

Room description | Kiev Church Exterior
Perspective Regular

What happens here

Scenic shot.... Indy arrives here if he goes through the back door from KL-RUIN

Doors to...	Actors	Multiple State Objects	Animation Description
KV-OVER KC-INT	indy agent	none	None

Pickupable objects

Sounds

snow crunch under feet?

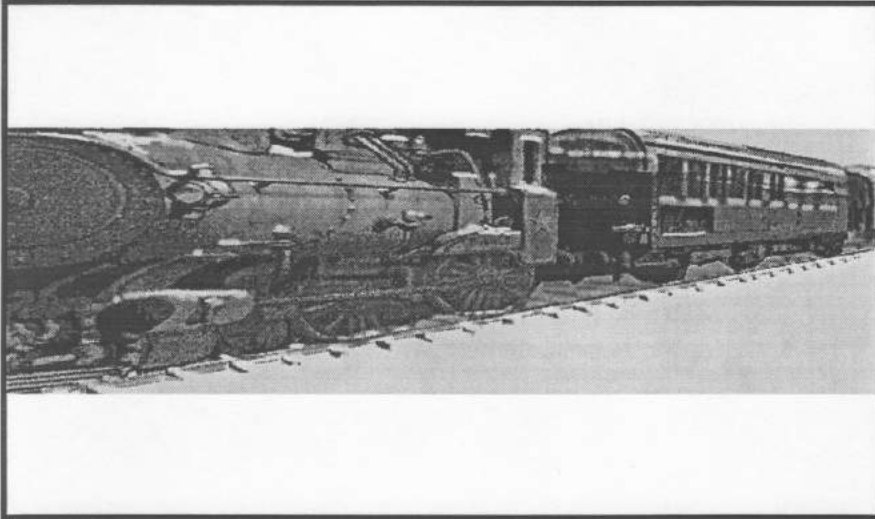**Touchable objects**

woods, painting of
lenin, architecture

Puzzles/IQ points

Indy walks into the room and immediately enters shadow area to hide from Ivan

KT-TRAIN

Check List

Backgrounds BW
Backgrounds Color
Object States
Animation

Room Specific Tasks

Room description Indy arrives at Kiev train station interior

Perspective

What happens here

Indy steps off of the train and walks towards customs
The train is still puffing steam and water drips from the boiler

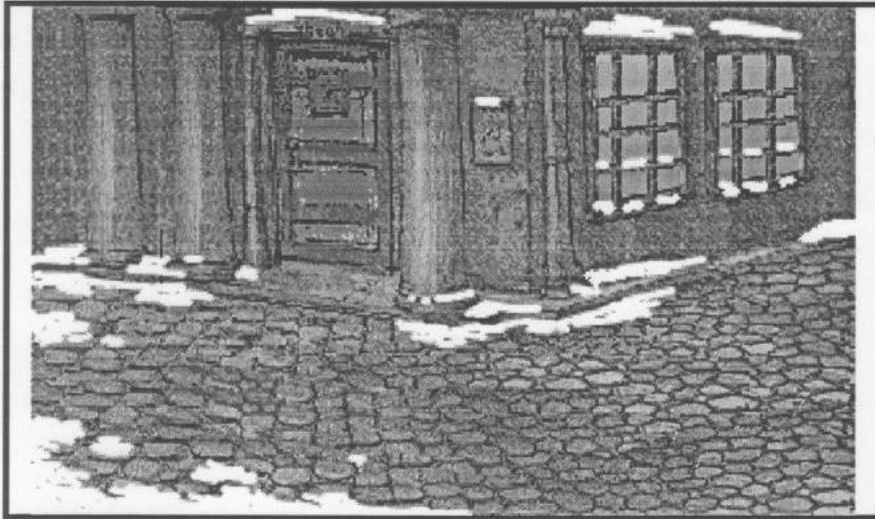| Doors to...	Actors	Multiple State Objects	Animation Description
K-CUSTOM		none	B KT-STEAM Steam blasts from train as it

Pickupable objects

Sounds

Touchable objects

Puzzles/IQ points

KN-EXT

Check List

Backgrounds BW
Backgrounds Color
Object States
Animation

Room Specific Tasks

Room description Kiev Nadias office Exterior

Perspective Regular

What happens here

Indy is brought here by Ivan
Indy is let loose by Nadia
Indy must return to get scroll back so he can open Lavra door
Before Indy is captured, the door is locked
After Indy is captured, Ivan stands guard keeping Indy from bothering Nadia
When Indy sends Nadia to Party Headquarters, Indy can return here, break open the window, and steal back the scroll.

Doors to...	Actors	Multiple State Objects	Animation Description
KN-INT KV-OVER		door broken window shard of glass	A KN-BREAK Indy looks around cautiously then B KN-GUARD After scroll taken, Ivan stands

Pickupable objects

i-shard broken glass for lavra bell

Sounds

Touchable objects
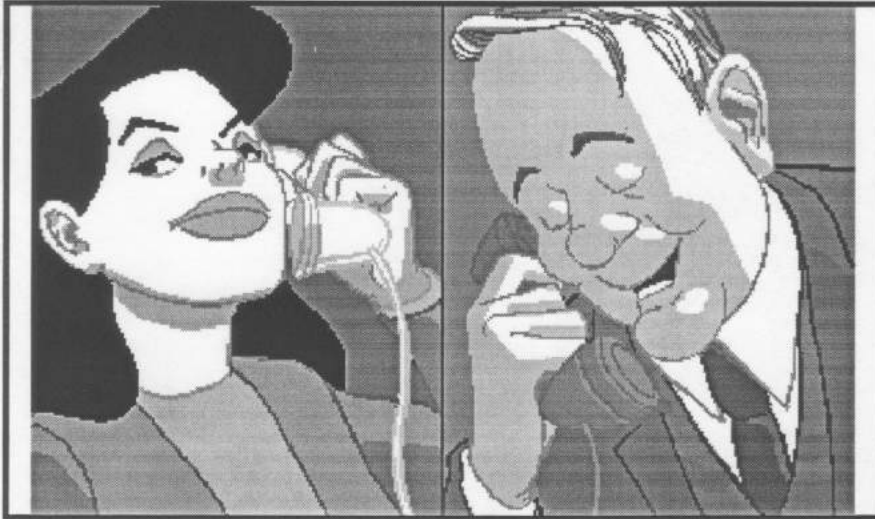
propaganda
address
plaque with nadia title

Puzzles/IQ points

K-SPLIT

Check List

Backgrounds BW
Backgrounds Color
Object States
Animation

Room Specific Tasks

Room description | Split-screen Close-Up cut-scene of nadia calling brody from Kiev | **Perspective** Regular

What happens here

CUTSCENE: Nadia calls Brody and pretends to be Indys long- lost Welsh cousin and Brody slips and tells her that indy is on his way to Kiev.

Doors to...	Actors	Multiple State Objects	Animation Description
		none	C K-N-TALK close up talking Nadia C K-B-TALK close up talking Brody

Pickupable objects

Sounds

phone ring

Touchable objects

Puzzles/IQ points

KN-CU-IY

Check List

Backgrounds BW
Backgrounds Color
Object States
Animation

Room Specific Tasks

Room description | Legs shot of Nadia with prone Indy

Perspective Regular

What happens here

rack-focus from Nadia's legs to Indy's kneeling shot looking up to her face
Indy looks up at Nadia

Doors to...	Actors	Multiple State Objects	Animation Description
		none	C KN-SHOVE Ivan shoves Indy across the floor

Pickupable objects

Sounds

Touchable objects

Puzzles/IQ points

10/6/93

Check List

Backgrounds BW
Backgrounds Color
Object States
Animation

Room Specific Tasks

Room description | Kiev Lavra close-up of Ivan | **Perspective** up-shot

What happens here

CUTSCENE: Ivan catches Indy at the Lavra door and send him back to Nadia's where his Stone piece is confiscated.

Might be nice to have a light behind Ivan swing back and forth causing the light source to move (color cycle??)

Door should look like door in KL-DOOR

Doors to...	Actors	Multiple State Objects	Animation Description
none		none	C KL-IVAN Ivan is backlit by rubble strewn C KL-INDY Indy has no choices...

Pickupable objects
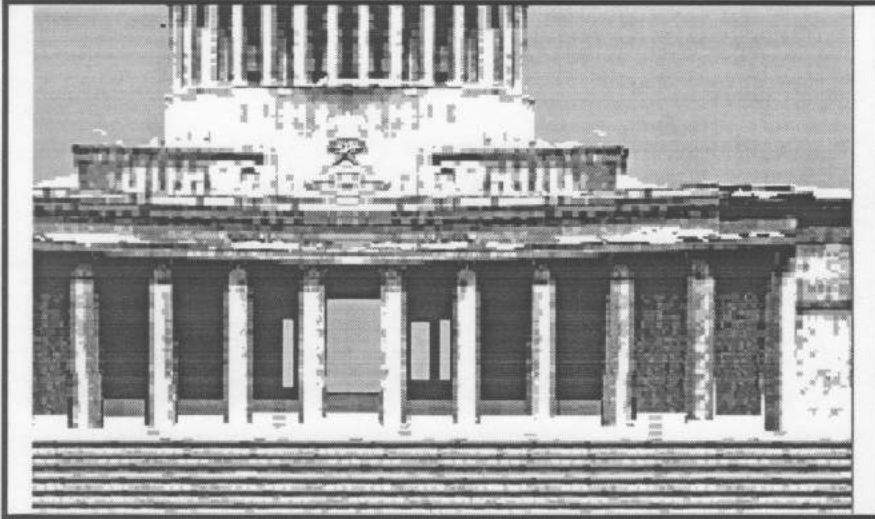none

Sounds

Touchable objects
none

Puzzles/IQ points
none

K-STATIO

Check List

Backgrounds BW
Backgrounds Color
Object States
Animation

Room Specific Tasks

Room description | Kiev Train Station exterior

Perspective Regular

What happens here

scenic... low priority

Doors to...	Actors	Multiple State Objects	Animation Description
K-CUSTOM	indy		None
KV-OVER	Ivan		

Pickupable objects

Sounds

Touchable objects

Puzzles/IQ points