

FREE!

THE MAGAZINE FOR INDYFANS
indymag

Jan 2015 2



INTERVIEWS

Max McCoy!
Simon Jowett!

INDY CAST 200!

FOA Special Edition

REVIEWS

Vinylmation
Sideshow

INDY V

The latest news

IS KOTCS THAT BAD?



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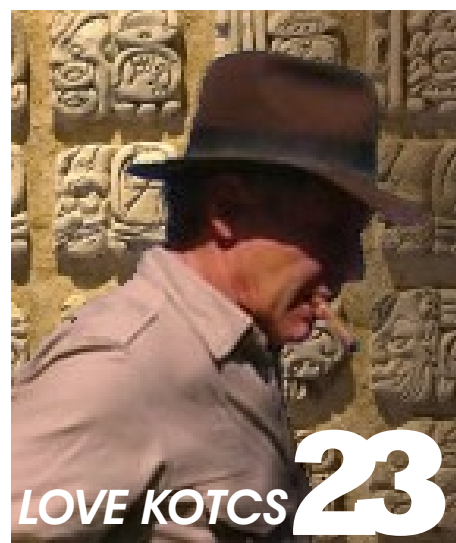
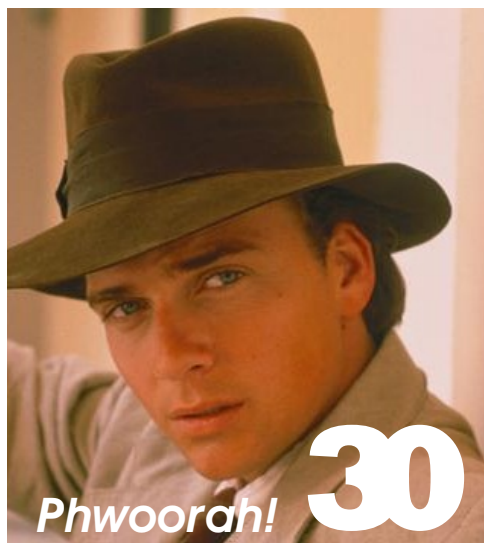
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“ Ha,ha,ha,ha.
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You thought it was hard last month. This month is a killer and don't you be peeking at Google for answers!

37 | Scene it

The KOTCS hypodermic needle scene! You remember this? No? Well, you shouldn't as this section looks at early drafts of scripts. This time, Darabont's KOTCS.

WERE BACK! Well, we've managed to get over that tricky first album and now we need to start producing the goods! We've had a fantastic response from the Indiana Jones community and we are truly humbled by your comments. It's been a real roller coaster ride from the start as we said we were making it up as we go along.



Like Indy above we are ready for another adventure and we hope this issue can fill your Indy void.

We've got some top plans...TOP PLANS for future issues so it would be worth sticking around. So, sit back, relax and enjoy the ride.

ED

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Indynews



FORTUNE AND GLORY

Sideshow debuts new Indiana Jones and the Temple of Doom Figure

What's not to like about the new Indiana Jones sideshow offering? The figure certainly captures the likeness of Harrison Ford as the world renowned archaeologist, so you should be readying yourself to relive all your favorite moments from one of Indy's most memorable expeditions with the new Indiana Jones and the Temple of Doom Sixth Scale Figure.

Sideshow have crafted on a brand new, fully-articulated body and the intrepid

Professor is prepared to chase fortune and glory in his iconic globetrotter gear, khaki shirt and trousers, and famous fedora.

The figure comes armed with his trademark bullwhip, pistol, machete, and an undying thirst for adventure, as the fate of an entire village - and it's children - rests in your hands.

The Sideshow Exclusive Edition will include additional 'illuminated' Sankara Stones, however no sign of a screaming Willie Scott!

The regular and exclusive editions of Indy will be priced at \$229.99, with optional payment plans available. Pre-orders began Thursday 11th December 2014.

THE DESIGN TEAM

David Igo and Joe Allard created the design with J Park and Pia executing the sculpt.

Kaminski Confirms INDY V!

The *VARIETY* story that never really was!

A report in Variety had cinematographer Janusz Kaminski pencilled in for Indy V. It left people gasping with mouths agape! Was variety confirming Indy V? It certainly appeared so to Peter Caranicas, Variety Deputy editor's interview.

The article's main focus was that three major cinematographers Janusz Kaminski ("Lincoln"), Phedon Papamichael ("Nebraska") and Wally Pfister ("The Dark Knight Rises") had teamed up to present "Advanced Filmmaking", a series of online instructional videos for aspiring filmmakers. The videos have extensive interviews with the three cinematographers, and the course offers more than 12 hours of chats with their collaborators, including directors Alexander Payne and Wim Wenders.

However, the most eye-catching element of the article was the following paragraph. "Since then, Kaminski has made more than a dozen films with Steven Spielberg, earning two Oscars along the way. His credits include "Schindler's List," "Saving Private Ryan" and "The Diving Bell & the Butterfly."

His next project is the upcoming fifth Indiana Jones movie."

The report set off the internet "bullsh!t" machine into overdrive with Indy V speculation. Apparently, it was "going to happen" (Cinemablend), "possibly as early as next year" (The HD room), and "the studio has already hired a cinematographer (Kaminski) to shoot the film" (geektyrant)

To good to be true? Well, yes. What it should have said was "Since then, Kaminski has made more than a dozen films with Steven Spielberg, earning two Oscars along the way. His credits include "Schindler's List," "Saving Private Ryan" and "The Diving Bell & the Butterfly." His next project is Spielberg's untitled Cold War thriller starring Tom Hanks."

It appears Caranicas managed to mix-up "Indy V" with the "untitled Spielberg and Hanks movie". Variety issued a very discreet apology. Easy mistake to make especially when you're looking to hype your magazine. JoBlo would be proud!



"Look! It's the lesser spotted Indyfan withering in pain"





SPACEK EXCAVATES ATLANTIS!

Talented 3D Artist and Digital painter and huge Indyfan Patrik Spacek is leading a team of resolute programmers in developing a remake of Indiana Jones and the Fate of Atlantis in a stunning combination of 3D and 2D art.

This has been quite the journey for Patrik as he has a great passion for video games and animated films. At the age of 12, he participated in an Amiga Pixel Art competition and won first place. He created his first computer game in 1993, using an Amiga 500. From then on, he worked as an independent video game

developer until the age of 21 when he was hired as a freelance 3D Generalist and Creative Director for TV commercial studios. Now, with 15 years of work experience within the video game industry and having worked on all platforms, Patrik brings his skills to Indiana Jones.

With this experience he is confident that his team of skilled computer programmers, artists and knowledgeable Indyologists, will make this unofficial remake of Indiana Jones and the Fate of Atlantis, simply subtitled 'Special Edition', a product to rival any commercial release.

Patrik explains why he chose to remake FOA and his love for the Indy franchise.

“When Raiders of the Lost Ark was released back in 1981, I was just 3 years old. At the time, the film didn't mean anything to me, but when Last Crusade came out I was 9 years old, and had become a huge fan of adventure games and films. 1989 was a great year for developing and inventing new technologies, especially for adventure games and films.”

Unfortunately, I lived in a communist country where it was difficult to get such films and games. Mostly, it was a bootleg copy on VHS with a bad quality voice-over by one guy. But I didn't care because I enjoyed these movies a lot. I was so crazy about Raiders of the Lost Ark that I watched it over and over again, but I didn't like Temple of Doom that



much. It was a very dark movie for a kid to watch, but I like it more now. Later, I saw Last Crusade and I was super excited because it brought back all the adventure and mysticism of Indiana Jones, which gave me lots of ideas and excitement to create something new. Sometimes I wished I was born in the U.S. and had been a part of the success of those movies. The atmosphere and excitement of waiting for new Spielberg and Lucas films had to be great!

My first computer was an Atari 800XL and two years later I got a Commodore C64. I played adventure games like Zak McKracken, Maniac Mansion 1, Last Crusade, Operation Stealth, Cruise for the Corpse, etc. In 1991 I got an Amiga 500 computer and it came with The Secret of Monkey Island. I was immediately engulfed in the great story, VGA graphics and sound.

My first attempt was a translation of Monkey Island 1 to the Czech language on

Amiga 500, which was beyond the skills of a non-native English speaker. Also, the possibility of hacking an Amiga game was super difficult, so I eventually gave up.

Later, somebody gave me a German video game magazine featuring a picture of a monkey head above the title Monkey Island 2. The ad gave me goose bumps, and right away I began looking for someone who could translate the article for me

Later, I bought the game, which had 11 floppy disks, and enjoyed it so much that I thought there couldn't possibly be anything better! About two years later came the news about a new Lucasfilm game titled Indiana Jones and the Fate of Atlantis, and I couldn't have been more thrilled. The graphics were great, and I set out to find a copy. It came on 10 floppy disks, which required me to buy an external hard drive!

Fate of Atlantis was a very a difficult game, with a serious storyline and very long game play. Because I couldn't speak English well, I proceeded by trial-and-error, clicking on things and waiting to see what happened. Unfortunately, about halfway through the game I found an error on disk 8, so I had to send it back and wait two weeks for a corrected copy!

I also drew a lot back then, and I developed my artistic skills by copying environments from Disney movies. I don't even remember where I got them, because there were not any Disney distributors in my country.

The last adventure games I played were Day of the Tentacle and Full Throttle. After that, it all felt apart. I didn't play Grim Fandango because I didn't like the 3d vector art style. I was growing on Disney movies and perfectly painted artwork.

I played old Lucasfilm games once a year, and reminded myself how I could improve them and bring them back to life on new platforms. There is always a solution to make it better, even if you think there is no way. You just have to meet the right people (not just the creators), but also dedicated fans with a passion to make it right.

In 2004, I decided to create a remake of Monkey Island. The environments turned out good, but I had big issues with characters and animations. I wasn't happy with the results, so I gave up on the project.

In 2013 I had some downtime at

work, so I decided to re-create one of the backgrounds from Fate of Atlantis. Because the result looked so good, I decided to create another. Within a few weeks I had created 8 environments which looked very nice. Then I contacted a couple of friends and asked if they would be interested in creating a demo of the game to eventually send to Lucasfilm.

While searching for visual references of Indiana Jones replica artifacts, I found Dale Dassel, an Indy fan who had written a novelization to Fate of Atlantis. Dale posted his story at the International House of Mojo forum, so I contacted him about my project. His knowledge of the game would be invaluable to the remake. Dale replied quickly, eager to help in any way possible. He contributed his writing talents to the game and acted as a consultant on the scene backgrounds and Indy's wardrobe (even volunteering as a photo body double for our digital character model!).

Most of the computer art has been completed, re-creating all of the in-game locations in 3D, along with the many characters and items that are dotted around. The classic game play will remain the same and simply use the updated look and feel in the traditional 2D sense. However there will be a difference as Patrik explains:

Well, from the beginning I wanted to create something new, not simple. I really wanted to spend time and make it completely perfect: new high-resolution graphics coupled with a nostalgic feel, and smooth art style. Everything is created in 3D software and then I retouched each image in Photoshop. All of the characters are rendered in a real-time game engine, because I didn't want to render 2D sprites which would take up a lot of memory and space. I wanted to add lighting and shadows, post processing effects, voice-overs, highly detailed textures and CG cut scenes. Just do it the way the game deserves and so that we can be proud of it. We have also created a few minor changes to the game which do not influence the main storyline, places and events

that we felt deserved to be explored better. There were several scenes and elements created for Fate of Atlantis back in 1992 which were left out of the final game due to budget and time constraints.

We also plan to create two versions of the game, and the players will be able to choose which one they want to play: The original storyline, and a Special Edition story with enhanced features to explore. We are also adding CG sequences that highlight certain scenes in detail and give a more visually cinematic feel to the game.

Everybody working on this demo are volunteers and huge fans of the Indiana Jones franchise. We are experienced game developers with a clear vision and an understanding of how to make things work properly. We're striving to build a large community fan base that supports our project. We want to bring Fate of Atlantis to the next generation and introduce the game's original creators, who have encouraged us along the way."

Needless to say there's a substantial volume of work required given how ground-breaking and extensive the original Fate of Atlantis was when first release by Lucasarts. At present it is just a demo but it is Patrik's intention to pitch for the license from Lucasfilm/Disney decides to develop the full game.

"The demo is very close to completion, and our planned release date is the end of 2014. There are still several things left to finish, and when it's done we can begin work on voice-overs and sound effects. Unfortunately, everything depends on other people. This is a fan project staffed by volunteers investing their own free time, and that's our biggest obstacle right now.

The demo will be sent to Disney Interactive for review and will hopefully earn us a full game contract when they see the result of our efforts. Nobody has been able to accomplish this remake in the past 23 years, and there won't be anybody willing to create such a hugely ambitious project with such quality for free. Without all the support from our devoted fans and a lot of patience, it would be impossible to finish this game.

Please, take a look our fans page, give us a like and spread word about this great project!

<https://www.facebook.com/fatEOFatlantisSE>

As far as Indymag is concerned, we wish Patrik and his team all the Indy luck in the world and we hope they find their own Atlantis.

BACK TO THE 90s

A comparison between now and then



DALE DASSEL WHIPS IN



Supporting this project is über Fate of Atlantis fan Dale Dassel. Better known to us as the author of the excellent novelization of the game, Dassel has been able to offer the team invaluable help due to his encyclopedic knowledge of the game. If you've never read Dale's novel, you can find it at:

<http://newsradio.Fanfic.angelfire.com/Atlantis.pdf>

BROTHER FROM ANOTHER MOTHER



In 1991 Lucasarts produced an action game of Indiana Jones and the Fate of Atlantis of such ineptitude that some fans have never been able to leave therapy. We look back on this brother of the classic adventure version and ask - is it safe for it to come out of the attic?

If you didn't already know, the release of Indiana Jones and the Fate of Atlantis was marked by two versions, one a graphic adventure and the other an isometric action orientated game. The graphic adventure is a much loved game as endearing today as it was back in the 90s whilst the action game has been vanquished from history along with Indy's Superbowl appearance.

The game developed by US GOLD by Jonathan Court and Nick Cooke is a programming shambles that would put the 'Bay of Pigs' to shame. The playability is non-existent, it looks dreadful and the plot was... Well, it was negligible. What plot existed was based around six levels and was loosely, and we mean loosely, based on the legendary graphic adventure.

The game was geared to appeal to the less discerning of gamer who liked Indy to punch and slap stuff all the time. Make the game more tedious, you needed a manual to navigate and tell you what you were doing. The most bizarre element of the game comes in interacting with another character. Rather than have a simple line of dialogue, it presented a symbol. As Indy didn't speak any of the languages in the game we had no idea what was being said to him. So, if you saw this ▲ you would refer to the manual and find out it means - "Thank you. Here is the cash value of your chips" or classics such as ▲≡ - "To defuse the Mark II explosive device, cut the wires in the following sequence". Alan Turing would have been proud.

The first level takes place at Trottier's Casino in Monte Carlo. Indy is skint and needs to buy important Atlantean artifacts from Trottier. Conveniently, Trottier owns the casino and makes Indy play the roulette tables to buy the artifacts from him. Genius!

In the meantime there is a bunch of Nazi thugs lurking around the casino, ready to beat Indy to a pulp, however the casino is easy going about violence on the floor so Indy can punch, slap and use his whip as much as he likes.

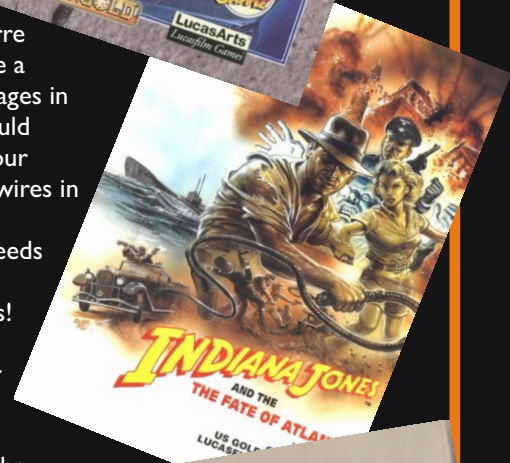
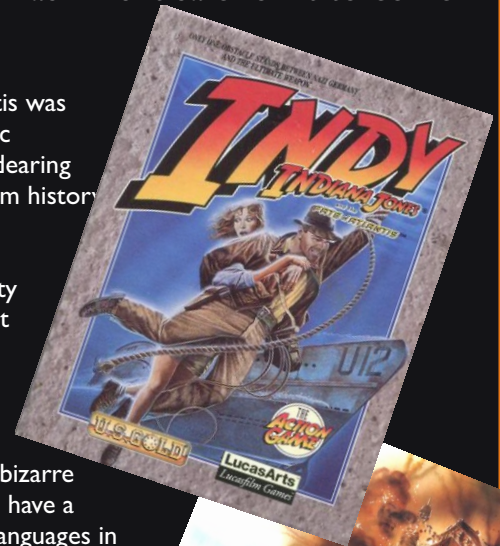
The game carries on in a nonsensical way by introducing chocolate power ups as we all know how integral chocolate is to Indy lore. When an enemy is stunned they simply defecate the chocolate for Indy to chomp down on later.

The game's second level is a Nazi naval base. The third level, the Nazi submarine bay. The fourth level is the Nazi submarine. The fifth level is an island and mercifully the game's sixth level is Atlantis.

The greatest irony of Fate of Atlantis: The Action Game is that it's a million times duller than its supposedly non-exciting adventure version.

Undoubtedly, the main issue with the game can be attributed to the range of platforms it was ported over to - Atari ST, Commodore 64 and ZX Spectrum. As the adventure game was fairly advanced for its time, and restricted to PC and Amiga, the ported platform had little or no capability to handle the conversion. When you consider that this game was actually designed to run with 13 times less memory you realize what a job the guys were up against. Even so, this reeks of lazy programming and lacks any real imagination. This game needs to be left in the attic to rot along with old clothes and lamp shades. Do yourself a favor by dusting off a copy of the graphic adventure as the experience will be a million times better.

This dummed down version does no favors for anyone especially Indiana Jones. In life there are certain places that man was never meant to go. This was one of them.





Cute parody from Zach King & Jadon Gauthier as Zach leaves little Indiana Bones to discover adventure in search of his lost bark. View at <http://www.indianabonesmovie.com/>

Get your hat, whips and lederhosen ready as The Adventurers Summit is set to return to Marburg in 2015. The date is not confirmed however it is expected to be in Sept or Oct

Old Indy makes a return to Indycast in a bite-sized holiday-themed edition of the show with 'Chubby' Official Indycast correspondent Mitch Hallock. The 115 year old Indy sings the Christmas classics 'White Christmas', 'Grinch' and 'Do you hear what I hear' and gives Mitch a good dose of Indy abuse. Catch it on <http://theindycast.com/>



Go check out the Raiders Guys feature in November issue of LA Weekly with a fantastic cover illustration by Tim Gabor.



MYTHBUSTERS TAKE ON RAIDERS

Adam and Jamie challenge Raiders logic for season 13 of Discovery's Mythbusters

Jamie Hyneman and Adam Savage will attempt to prove or disprove the practicality of the whip swing in Raiders of the Lost Ark in the show's 13th season.

This follows a tradition of testing Indiana Jones logic. In episode 20 of Season 3 "Escape Slide Parachute" The Mythbusters team tested the plausibility of surviving a fall from an airplane in a life raft, as depicted in *TOD*. After 3 drops with their test dummy in a raft, they determined that it was not possible to survive as shown in the film, and called the myth "busted".

In special 9 of Season 4 "Mega Movie Myths 2" - The Mythbusters team tested the plausibility of surviving a fall through several awnings on the side of a building, as depicted in the escape from Club Obi Wan in *Indiana Jones and the Temple of Doom*. The test dummy was shown to survive, albeit the strain gauges indicate that serious injury was likely to occur. The myth was rated as "plausible". Team member Tory then recreated the stunt as it was set up for the movie, using pre-cut awnings and safety wires.

Episode 111 of Season 6 "Motorcycle Flip" - Team members Adam and Jamie tested the plausibility of getting a motorcycle to flip after inserting a wooden flagpole into the spokes of the front wheel, as depicted in *Indiana Jones and the Last Crusade*. They demonstrated that it was humanly possible to throw the pole and have it pass through the spokes of a motorcycle wheel, but that a motorcycle would simply skid and stop. The myth was debunked as "busted". The team then showed how explosives placed under a stationary motorcycle could cause the bike to flip end over end in a recreation of the film scene.

As huge fans of "Raiders of the Lost Ark," the duo will test the famous stunt where Indiana Jones uses his whip as a rope swing. Savage is a bit of an Indiana Jones whip expert, as he braided a similar "Raiders of the Lost Ark" bullwhip by hand and featured it on his Web series "Tested" in 2012.

"I've waited my whole life for this moment," Savage said "This test goes down in history as one of my all-time favorites."



REMEMBERING TERRY RICHARDS

STUNTMAN DIES AT 81

It is worth noting that Terry Richards, best known as the Arabian Swordsman, ungraciously cut down by Harrison Ford in Raiders, died on 14 June 2014, aged 81.

During a prolific four-decade career, he doubled for many actors, including Donald Sutherland, Tom Selleck and Christopher Lee and appeared in Star Wars, The Dirty Dozen, Brazil, The Princess Bride and nine James Bond films along with Raiders, Crusade and Young Indiana Jones.

Despite the honor of having a Kenner action figure made of him he was always bemused by the attention, seeing himself as 'one of the lads'.

"I've got no idea why that scene was so popular" Richards had said, "They did a thing in Playboy magazine once with the top 10 scenes of the whole film industry and I think that one was about number 5!"

"I have to verify that it was a complete out of the blue thing. I was supposed to do a big fight with him (Ford), he was ill and they decided, oh well, just shoot him and that's how it came about. Fans keep asking me time and time again. In the script, it said he was being chased and a fight... a huge Arab and a fight and then we rehearse things but there's not a lot of things you can do with a whip and a sword. You know, I keep running at him and he kept ducking and I kept cutting things and they said no it doesn't look very good plus he wasn't very well. I'd already done all that fiddling stuff and they broke for lunch and during lunch they decided...shoot him. That's it."



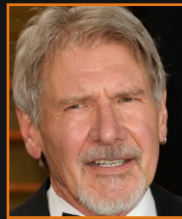
Richards as the Bavarian in Austria, March 1917



His family paid tribute to 'a great character, a very charming man full of humor and a practical joker who was well loved and respected in the film industry'.

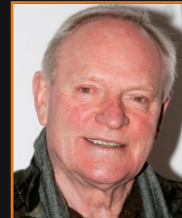
Whatcha Doin? Actor/Crew Updates

Gossip and tittle-tattle from the acceptable face of stalking.



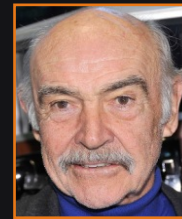
Harrison Ford...

Blah, blah, blah Star Wars! If you don't know that SW VII has finished principal shooting then you are most likely to be dead. Ford is looking towards Blade Runner 2 so in our minds he's working back from 1983, 1982 to 1981. Lets hope that he's not looking at a Frisco Kid revival.



Julian Glover...

will return in season four of Game of Thrones as Pycelle and recently featured in the theater production of The Scottsboro Boys set to closes 21 Feb 2015. True love pervades through his life, as his marriage to Mrs Walter Donovan is still strong after 48 years.



Sean Connery...

Who'd have thought that we would hear the distinctive sound of Henry Jones Sr around a university. Well, almost. Connery lends his voice to 'Ever to Excel' as part of the 600 years celebration of St Andrews University. So, just close your eyes, imagine the tweed hat with bow tie and insert 'Junior' whenever you feel appropriate.

<https://www.st-andrews.ac.uk/600/events/resources/trailer>. Really, we're not even joking! We hoping some cleverclog can do something with it.



Dimitri Diatchenko...

Bit player in KOTCS has been charged with one felony count of cruelty to an animal and criminal threats after killing, skinning and cooking his ex-girlfriend's pet rabbit, prosecutors say. He faces up to four years and eight months in jail.



Pepe LeBeouf...

Sigh Following his outing of plagiarizing Daniel Clowes work Pepe took penance working with the art show "#IAMSORRY". In a recent interview in Dazed magazine he described an event that happened during the installation that involved a whip from KOTCS and a lady playing with his sabre.



George Lucas...

The teaser video for JJ Abrams' forthcoming Star Wars film, The Force Awakens, is set to be the most-viewed trailer of all time, but George Lucas hasn't seen it. Allegedly, the film-maker, who gave away Indiana Jones to Disney said he was "not really" curious about the new movie. Can't be that good then, can it?

Ed Dolista's INDYCAST 200 and beyond

Ed Dolista gives us the lowdown on how he became an Indy bi-centurian

INDIANA JONES famously said “It’s not the years honey, it’s the mileage”. Well I don’t think any of us involved in the IndyCast during the early stages of the show could have imagined we would get this amount of mileage out of our favorite movie series.

200 episodes – in fact, by the time you are reading this, if you include our unique radio dramas, special episodes and John Williams retrospectives, we have actually clocked up over 226 episodes as we enter our 8th year of podcasting!

I have always been a lifelong Indyfan and have fond memories of going to see Raiders with my father in 1981 (I was too young to go alone!) and when I retired as host of the radio show Disco Fever I wanted to get into the world of podcasting.

I was shocked to see that there was nothing about Indiana Jones. This was in early 2007 as news about Kingdom of the Crystal Skull was whetting everyone’s appetite for more Indiana Jones.

From humble beginnings as one of the first spin-offs from the popular Star Wars podcast The ForceCast, the IndyCast now enjoys a loyal audience in the thousands from over 60 countries. From California to Qatar, from Korea to Kazakhstan our listeners enable the show to travel the globe just like the iconic red line travelling the map of the world.

But it wasn’t just me – Mitch Hallock, our official IndyCast correspondent wrote in early in the show’s life with some great ideas and an offer to help – soon after we heard from Pat DePoortere with Indy trivia, Rob Magee and his Indy opinion segments, Joe Stuber and



Keith Voss talking all things Indy comics and Young Indy assistant Sound Editor Laird Malamed and Ron Longo with their Magic of John Williams specials and uber-Indy collector Les David.

We've also been blessed to have some great guests – from Karen Allen, John Rhys-Davies and Robert Watts to Sean Patrick Flanery, Howard Warshaw, Jon Braver and Howard Chaykin just to name a few. We have also been privileged to speak with many talented authors, artists and collectors who share their love of Indiana Jones as well as their experiences working on the series both on screen or behind the scenes.

Of course the real driving force is the many listeners who contribute to each episode and have many who have become great friends – they are the real reason we do this show!



Sometimes it's been tough, either with a lack of Indy news, contributors retiring or just life getting in the way – but like a bad penny, the IndyCast keeps turning up.

And if you think that the majority of the show's episodes were released post Crystal Skull - just imagine what we will do when they actually have Indy 5 in development!



For more info on the show, or to listen directly visit

www.theindycast.com

www.facebook.com/TheIndyCast

Or

listen to the show in iTunes -

<https://itunes.apple.com/au/podcast/the-indycast-indiana-jones/id275916349>

Ed's

Top 10 IndyCast moments

- 10 Mitch's Thumper microphone / Old Indy impersonations.
- 9 Surviving our first episode and getting asked back.
- 8 The debut of our Indy radio dramas.
- 7 Our 'Podcast of the Caribbean' April Fool's edition.
- 6 Young Indy's Laird Malamed becoming a series regular.
- 5 Our yearly roundtables with the team – one day Skype will actually work!
- 4 The friendships we have made over the years.
- 3 Meeting and interviewing John Rhys-Davies.
- 2 Having Karen Allen as a guest on the show.
- 1 The listeners – without you the show wouldn't be the same!

The urge for Ed to disco is never too far away!

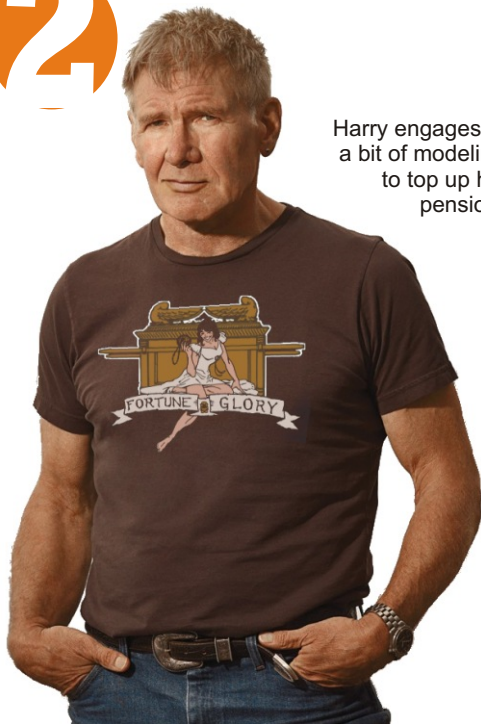


indystuff



Although it's slim picking for fans we try to find the latest Indy goodies to waste your cash on!

2



Harry engages in a bit of modeling to top up his pension!

Today's t-shirt design is brought to you by Donny Nichols aka MastoDonald. "I love pinups", says Donny. "I've focused on Marion from Raiders. The style, including the set design and props, is inspired by legendary Pinup artist Gil Elvgren. I think the design give a feel of the fashion of the era in the film."

If your interested in purchasing the t-shirt pop over www.redbubble.com/people/mastodonald/works/8524470-ravenwood?C=183510-tv-and-movies

1

Zavvi UK gives the Indiana Jones quadtrilogy a makeover with exclusive limited edition (4,000) Steelbooks. They are gloss finished and given the embossed title treatment. Although Raiders is sold out, Temple, Crusade and Skull are still available from Zavvi direct. Otherwise it is a expensive trip to ebay!



3

This is one of those things that should be put in the 'Why didn't anyone think of this before section'. A Melting Toht Candle. Whether the scene left you with nightmares for weeks or just had you repeatedly hitting the re-wind button, we can now celebrate one of the greatest deaths in all of cinema history. Unfortunately, this detailed replica won't melt quite as fast but that can be easily remedied with a blow torch! Available from <http://www.firebox.com/product/6706/Melting-Toht-Candle>



Insane Purchase

This is a great gift for a new born Indy baby in your life who has difficulty working out that tricky hand and mouth co-ordination. For the rest of you hoarders without babies we advise you to get a baby as it's not easy, as adult, to explain why you have one. Well, unless your into diaper play...

4 Keeper of the illustration flame Adam McDaniel, is foremost an artist but also an aficionado of Indy. A humongous fan of Amiel, Peak and Struzan, McDaniel carries on the tradition of illustrated posters most notably with the Indy 'Circus' artwork. It's not surprising that the bootleggers love his Indy work as you can find his art pirated throughout the internet. We feel that McDaniel deserves to bear the fruit of his labors and recommend popping over to <http://cinemalad.com/store/GalleryList.aspx> for authorised prints or for T-shirts, mugs, etc. <http://www.redbubble.com/People/amcdanny>. If you're looking for something really special then we can't think of anything better than a commissioned work available through Adam's website <http://www.adammcdaniel.com/>. We love Adam's work and hopefully we'll see more of it in Indymag!



100 TOP Collectables

#82

LEGO INDY SDCC



The SDCC Indiana Jones Brickmaster Set is a nugget of Indiana Jones gold released in 2008 at San Diego Comic-Con. It contained Indiana Jones and two Ugha Warrior Minifigures along with the Brickmaster Jungle Cruiser and was limited to 500 pieces. The set kick started the fetish for Indy Lego resulting in a mini-industry of video games, t-shirts, posters and underpants. This is a toy that will never go out of style and is hours, and we mean hours, of fun. Who knew that 4.1cm could bring so much joy!



Daily Telegraph Indy

Simon Jowett

Simon Jowett is a British author who has written scripts and developed projects for a wide range of media across an equally wide age range: from silent pre-school to extravagant action-adventure, by way of animation, computer games, sketches, surreal sitcom and occasional fiction. In 1990, Simon along with Phil Gascoine created a 'Young Indiana Jones' comic strip for the children's supplement of The Daily Telegraph. We spoke to Simon and asked him to trawl his memories on how this Indy rarity came to be.

Q: I imagine that you had seen Indiana Jones films before taking on the strip? What was your reaction to the films and did it influence you taking on the work?

A: I had seen and absolutely loved Raiders, wasn't quite so impressed by Temple of Doom (I seem to have a constitutional aversion to prequels) and I'm pretty sure Last Crusade had yet to be released when I started work on the strip. I remember sitting outside a coffee shop in the Gloucester Road area of West London (this was back in the days before the Starbucks invasion) every morning for a week, making notes and laying plans. I even had the temerity to plot my own story of how Indy became interested in archeology. By the time I started writing the strip, I had seen Last Crusade and it made sense to slot the story into the backstory established in the movie.

Q: How were you commissioned for the works was this done through an agency, Oyster

A: I became involved with the project through Phil, whom I met at one of the monthly meetings of the Society for Strip Illustration, the closest thing the UK comics industry had to a professional association. Phil had been approached by Oyster Designs and he was looking for a writer to initially write a sample script for him to draw, as a proof of concept for Oyster to present to LucasFilm. I wrote the sample, Phil did his usual exemplary job on it and the Project was confirmed.

Q: Was this part of a package with Phil Gascoine or Employed separately via an editor?

A: Phil basically gave a writer (that would be me)

exactly one professional credit (a five-page Dr Who strip) a break and we worked on the strip as a package. We stayed friends after the job ended and it's a cause of some regret that, although



we worked up a few ideas, Young Indy remained our only published work as a Team.

Q: In terms of editorial, what, if any, constraints were put on the strip either by the Daily Telegraph or Lucasfilm?

A: None that I remember, initially. But when LucasFilm went into development with the TV series, the iron glove of LucasFilm's licensing department took hold.

Q: How much communication did you have with Phil Gascione in regards to art?

A: Not that much, beyond my going 'Blimey! That's nice!' when I saw it. The reception of the strip was positive enough for the Telegraph to ask for the strip to be expanded from two tiers per episode to three, which, given that it had been written and drawn well in advance, meant I got to spend a lovely afternoon at Phil's studio in Essex working out how to add panels, preserve cliffhangers or create new ones, all without deviating from the LucasFilm approved outline.

Q: Was this done from a full script?



A; Yup, I wrote full script. It's the only type of comic script that I've ever written.

Q: What was your response to Phil's art?

A: As I mentioned above, I loved it. Phil brought a sense of reality to pretty much everything he drew, regardless of the subject or style of story. And he was a storyteller to his bones.

Q: Was there any issues regarding likeness?

A: None that I was aware of and, given Phil's skills as a

draughtsman, I'd be surprised if there were any.

Q: Were either of the three stories - Mountain of Superstition, the Plantation Treasure, and the Princess of Peril based on any specific subject, (folklore, book, event)?

A: Not that I remember. As Mountains of Superstition was only my second professional gig, I concentrated on making a story that flowed within the confines of the weekly strip. Perhaps that sense of confinement fed into my choice to set most of the story underground... Plantation Treasure and Princess of Peril were adaptations of two of a short series of Young Readers books that were published before the TV show went into production. From that point, an edict went out from LucasFilm that no new Young Indy stories would be approved, in case they should conflict with the storylines being developed for the show. To be honest, this pretty much



killed my interest in the strip; I'm not particularly pleased with the adaptations, though Phil continued to turn in gorgeous work. I think it had a similar effect on the Telegraph; they chose not to renew their commitment to the strip beyond their initial agreement and something else was run in its place. Phil and I pitched them an original series to replace Indy, but they preferred to go with another licensed property, though my memory fails me as to what it was.

Q: Was there any plans to do any further strips?

A: I'd have loved to, but LucasFilm were having none of it. Which is fair enough; Indy is George's baby, after all.

Q: As the TV series was being developed at the time was their any guidance from Lucasfilm?

A: They approved my outline for Mountains of Superstition and remained pretty hands-off until the TV show went into pre-production, at which point they forbade any more original stories.

Q: Looking back on the work, how do you feel about it now?

A: *Re-reads Young Indy and the Mountains of Superstition for the first time in 20 years. One stiff drink and a lie-down later...* Like I said: Yikes. How do I feel about it? Very much a beginner's piece of work: the ending could have been clearer, though I'm glad to see I resisted the temptation to over-write – Phil's art is more than capable of carrying the bulk of the storytelling. In terms of theme and tone, it still seems to fit reasonably well with the mystical/mystery side of Indy, rather than the educational angle that formed the basis of the TV show.

As an experience, it was almost uniformly positive: I was getting to write a character about whom, at the time, very little was known; I worked with Phil, who was a total professional and a delightful human being; and I saw my work appear in the children's supplement of a nationally distributed newspaper. Pretty good going for one's second professional commission. I had other stories I wanted to tell, (I had been doing a lot of research into the Knights Templar and Freemasons) but George's plans for his character meant that wasn't to be.

Q: In your work after the strip had you any other jobs involving Indiana Jones or perhaps slipped a reference in your other work?

A: No. This was my only Indy-related work. I went on to write a couple of original James Bond mini-series (ironically, after working with such a solid professional as Phil, it was an artist's unreliability that led to one of those remaining incomplete), and a raft of stuff for Marvel UK. When, in the mid-90s, the comic industry suffered one of its periodic contractions, I found my way into writing for animation and children's telly, with occasional excursions into fiction. It has been a while since I wrote a comic, but if there's someone out there with the Young Indy licence...



Selected Works Simon Jowett

2012

Tree Fu Tom (TV Series)
Turtle In Motion (DVD)
Bodysnatchers From Beyond (Book)
Of Our Demons Is Missing (Book)

2011

Pet Squad (TV Series)
The Jungle Book (TV Series)
Tilly and Friends (TV Series)

2010

Mouk (TV Series)
Rastamouse (TV Series)

2009

Gigglebiz (TV Series)
Dennis & Gnasher
Timmy Time (TV Series)

2008

Chuggington (TV Series)
Famous 5: On the Case (TV Mini-Series)
Chop Socky Chooks (TV Series)
Pinky and Perky Show (TV Series)
Noddy In Toytown (TV Series)
Dr Who: The Story Of Martha - anthology 'Star-Crossed' (Book)

2007

Pinky & Perky (TV Series)
Combo Ninos (TV Series)
Zula Patrol (TV Series)

2005

A.T.O.M.: Alpha Teens on Machines (TV Series)

2004

The Way Things Work (TV Series)

2003

Wilf The Witch's Dog (TV Series)

2000

Bob the Builder: Ready, Steady, Build! (TV Series)
Halcyon Sun (Video Game)

Dark Horse Comics

James Bond 007 - Silent
Armageddon
James Bond 007- Shattered Helix

Marvel

Man-Thing, Black Axe, Wild Thing,
Dances With Demons

Indyfan Josephine Mori

“WHY INDY?”

What's your first Indy memory?

Seeing ROLA when it opened in 1981. As with exposure to the elements, the effects turned out to be cumulative.

Do you have a life outside of Indy?

I'm an amateur mythologist – a discipline, like philosophy, that searches for truth, not fact – an all-round movie geek, mystery reader, and make a world-class martini.

Child endangerment. Good or bad?

Youngsters have been in cinematic peril since Lillian Gish leapt from crack to crack across a frozen river in Orphans of the Storm in 1921. Goes with the territory.

Marry, Snog or avoid - Indy, Sallah or Belloq?

Snog - Indy: a "trip to the moon on gossamer wings, just one of those things"
Marry - Sallah: a man for all seasons
Avoid - Belloq: what was once mine would end up being his!

Most embarrassing Indy collectable or Moment?

When the cable television technician asked me if my treasured artifacts were grandkids toys. It did not end well.

Can you match any of Indy's skills?

Been known to think on my feet.

Favorite Indy quote?

Out of so many? How can I choose? I would need Dr. Schneider's dubious assistance..

KOTCS. Love or Hate?

Both. Hate what seemed to me the disproportionate furor it caused. Loved meeting a 58-year old Indy dealing with the accumulated "shocks and arrows that the flesh is heir to." We've travelled with Indy as a child, wondered about him as a nonagenarian. If you're open to it, encountering him at different ages and personal circumstances can be an enriching part of the Indy experience.

Your house is burning down, save the family or the collection?

Ultimately, the human factor would prevail. Everything else can be found in somebody else's museum.

And finally, THE QUESTION...

You're on the psychiatrist coach. He asks you "Why Indy?" Your answer?

Indy is a gateway and a touchstone. He incites me to keep an open, inquiring mind, a sense of humor and an indomitable outlook, to respect concepts of the sacred while appreciating aspects of the profane.



Josephine wasn't available for the photo we have to make do with a stunt double... BARBIE! She's rocking that whip!

Stone, Eggs, Sphinx & Hollow Earth

Max McCoy is an award-winning author and journalist. He's written four original Indiana Jones adventures for Lucasfilm, the critically acclaimed thriller *The Moon Pool*, and the Hellfire western noir trilogy. *Damnation Road*, the last book in the trilogy, won the 2011 Spur Award from the Western Writers of America for Best Novel. *Hellfire Canyon*, the first book in the trilogy, also won the Spur and was named a Kansas Notable Book. Indymag's Pat Deporte sits down to discuss his Indy work.



An interviewed with Indy scribe by Patrick Deporte

MAX MCCOY

PART ONE

A DARKER INDY

Max McCoy interviewed on 'his' Indiana Jones

Pat: How close have you followed Indy in the last few years?

Mc: Probably closer than the average person given my connection to Indy. Of course, anyone alive knows about the fourth Indy film but rather than talk about it I prefer to talk about my books. It's not because I don't think it is a good film or anything like that. I think that film stands on its own and prefer to talk about my books.

Pat: Sure. The use of real characters like Joseph Campbell and Walter Granger seemed influenced by the direction of The Young Indiana Jones Chronicles. What established Indiana Jones source did you draw from. How do you balance fact from fiction?

Mc: Well, I did a lot of research before I started writing my four Indy novels and I can't say that I was influenced that much by The Young Indiana Jones Chronicles. I know there are some similarities in having some guest appearances of famous or semi-famous people but I don't think I got heavily into that as The Young Indiana Jones Chronicles. Actually, I started writing the four Indy books and I consider that, in my universe there was just the movies and my adventures. It was really an homage to... a lot of research I did of Joseph Campbell ... as a tip of the hat to George Lucas as Joseph Campbell had influenced George Lucas heavily as I am sure you and the fans know. That's why I put Joseph Campbell in. Granger, I put Granger in because of the connection with Roy Chapman Andrews who was one of the inspirations for Indiana Jones. At least, in the, oh, Lawrence Kasdan,

Steven Spielberg, George Lucas mix of the first movie.

Pat: With the movies going from PG to PG13 how do you handle the fine line of PG to PG13 content especially approaching the character of Indiana Jones.

Mc: Well, I didn't handle it very well. I consider the Indy books to be books for adults and there was a constant tug of

Throughout Raiders, Indy is not a kid-friendly character. I didn't want to call him Indy in the books I wanted to call him Jones as that is how he is referred to in the movie and that's how I thought of him but as time wore on Indy became much more kid friendly throughout the three movies and then there was The Young Indiana Jones Chronicles and it became more of a young adult brand. I was never really comfortable with that.

Pat: An early printing of the Genesis Deluge had Indy using the F word in The Young Indiana Jones Chronicles Phantom Train of Doom Remi yells "F*off" in French and I just wonder about taboos. Character, time-frames etc. Were there any ideas that Lucasfilm vetoed?

Mc: I can't say that Lucasfilm really vetoed any ideas. With the plot's I came up with one or two page descriptions



war with Bantam over that issue. I went back to my experiencing Indy for the first time at a drive-in movie theatre in Missouri sitting there going to watch this movie with the weird name "Raiders of the lost Ark". I didn't know anything about it and I was hooked from the very beginning. I also remembered how dark and how menacing the figure of Indy was in that set piece at the beginning, with the rolling stone and all that.



and I was given the Indy bible in the beginning and as long as it was consistent with what Indy had done in the past and didn't veer into any territory that Lucas intended in the future I had a free hand. I had most of my fights with the editors at Bantam over using strong language, strong images and that sort of thing. Particularly when it comes to Indy's behaviour. One of the problems with the Indy novels is that they really didn't know how to market them.

Whether they were adult, or action adventure. They didn't know where in the Bookshop to shelve them so people could find them and buy them and so there was a real effort to make them PG which I resisted sometimes on language and the action I wanted, sometimes I didn't. For example, there was a long discussion about whether Indy actually drinks and I got a lot of flak from Bantam about that. Can't say that I got any flak from Lucasfilm on any of it. It was Bantam I guess.

Pat: Do you think Bantam had any direction from Lucas what the book should entail or who to market to?

Mc: That's a tough question. I wasn't privy to the conversation between Lucasfilm licencing and Bantam. I know that the editor I was working with had some idea that it should be kid friendly and I am not sure whether that was his idea or whether that was imposed on him and it was an idea that I didn't like very much. There were some scenes in the book which were deleted by Bantam that were primarily violent or sexual situations.

Pat: Previously you mention a flashing incident in the Gobi ?

Mc: Yes, the flashing incident in the Gobi was also an episode in which some characters drank their own urine. This was some years ago now. I think there was a scene where Indy is on some hallucinogenic drug that made it into that book.

Pat: Is there is an actual Indy Bible?

Mc: There was and I was sworn to secrecy about this. I had to promise not to share the contents with anyone, not to let it out of my sight. I still have it in storage. It's big white binder with what was known about the Indy universe and what was projected for Indy. There was nothing about Crystal Skull in it, I can tell you that. Indy 4 went through so many variations and it seems some of the plot lines



that were decided for Indy 4 were in that.

Pat: You still have it?

Mc: Yes and it's not for sale. I have actually had people offer to buy it and I said no, I can't do that because I made this promise when I started writing the series that I wouldn't let it...

Pat: ...Fall into the wrong hands!

Mc: That's right!

Pat: I'm sure you have it in a special place.

Mc: Well, yes. It's in storage with the rest of my Indy research and all of that. So, it was interesting being handed the Indy bible, there was the timeline in it, there was some background information.

Pat: Any small item you may have found surprising that you would be willing to share?

Mc: No, nothing really surprising because I was pretty familiar with the Indy timeline from the films and they tried to integrate the timeline from The Young Indiana Jones Chronicles. It seems to me there were a couple of areas that contradicted each other.

Pat. Apparently, that continues to this day.

Mc: Right, there are some overlaps and one of the reasons I decided that I wasn't going to try and reconcile with every...

Pat: iteration?

Mc: Right. There were also the comic books and they were in there. One disappointment I did have was in my first Indy adventure. I planned it not to be The Philosopher's Stone but the Spear of Destiny and that got scrapped because it was seen as the preserve of Dark Horse comics.

Pat: Was it already out?

Mc: It wasn't out yet but it was in the works

Pat: Continuity is an interesting subject because when it comes to content like George Hall's Old Indy we seem to be stepping in and out of dimensions where the fate of the expanded universe material is in flux that existence is tenable at best. What was Lucasfilm publishing approach to the canon of Indiana Jones? Any incite to the Lucasian mind-set?

Mc: (Laughs) Lucasian mind-set! I will have to write that one down. I

don't know. Many people have pondered the Lucasian mind-set.

Pat: Not to be confused with mandelbrot set!

Mc: No fractals are there! You know, that's interesting. I didn't have any direct communication from George Lucas. I would get many messages relayed. Sometimes the person I worked with closely was Lucy Autrey Wilson who was actually Lucas's first employee and was with him for THX1138. She was in charge of licencing at the time and I would get messages passed through her. It was kind of an interesting experience because she was the only one allowed to call Lucas "George" and Spielberg "Steve". Lucy was a great person to work with and I still get e-mails from her occasionally. I get Christmas Cards from Lucasfilm Licencing which are unique and one year with pop-up stormtroopers. I've gotten off topic. You asked me about the mindset of Lucasfilm when it came to publishing? We didn't get much direction. I was told by my editor at Bantam to really come up with something new. So, I followed Martin Cadin and Martin was a very good writer and unfortunately having health problems, he sadly died shortly after so I took up where Martin had left off. I got the feeling that Martin didn't fully get what Indy was about. I wanted to recapture the feel of Raiders and I didn't want to write for adventures that were disjointed in some way and this is why I connected them together with my Crystal Skull in those novels.

Pat: What was the turnaround time from Lucasfilm regarding submission and their feedback for revisions?

Mc: It ranged from a few days to a few weeks depending on the book and I was struggling with the books. I wanted them to be special. I put in a lot of effort and lots of research and took longer than I should have with each one. When I first got the contract it was let's see how this goes and we don't know exactly what the time table is and this what Bantam were saying to me and then it turned into that some of them took a year or more. The last one was Secret of the Sphinx. The feedback process was that I was never told 'no' from anyone from Lucasfilm licencing as I recall. I was told no from Bantam more often and I think that there was probably a lot of discussion between Bantam and Lucasfilm Licencing about what the market was for these books. Are they young adult books? I got the impression that some people regarded them as lunchboxes. They were simply a product to sell and they didn't understand my desire



to try and make them special and to recapture what made the first Indy movie so special.

Pat: Did your research inspire the content of the books? For example the hallucinogenic deer urine was that a product of needing a truth serum or was it incorporated from your research?

Mc: It was both really. Research does inform content and to the first part of your question that book, the Dinosaur Eggs was based on the excavation of the Gobi desert by one of the characters who was an inspiration for the character of Indy. That worked well together and I was reading a lot at that time from Terrance McKenna about magic mushrooms. I was fascinated by that and wanted to use some of that. I thought it would be an unusual twist for an Indy adventure. It was both. Practical and a bit of fancy.

Pat: Is that par of the course for, any project you work on?

Research and Inspiration walking hand in hand?

Mc: I'm not sure anyone knows where it comes from. I mean, it's a mystery this is why novels, my novels are so difficult to write. Even a bad novel is horrendously difficult to write so imagine how a passingly acceptable novel is. It all comes from some serious place where we mould are our dreams and our expectations, our desires, our memories and we produce something new. I'm going to say that research informs the content and that a very informed sounding opinion but the reality is I don't think anyone knows where it comes from. It's a mystery; it's a little bit like religion, you have to trust it all works out in the end and sometimes it does. Sometimes you have to be a little crazy to want to be a writer anyway, whether you are writing novels or films. There are many easier ways to make money!

INTERVIEW TO BE CONCLUDED NEXT MONTH

As much as some fans don't like to admit it, KOTCS is full of moments that make you want to jump out of your seat with joy. Indymag presents...

TOP 5 SCENES FROM Crystal Skull

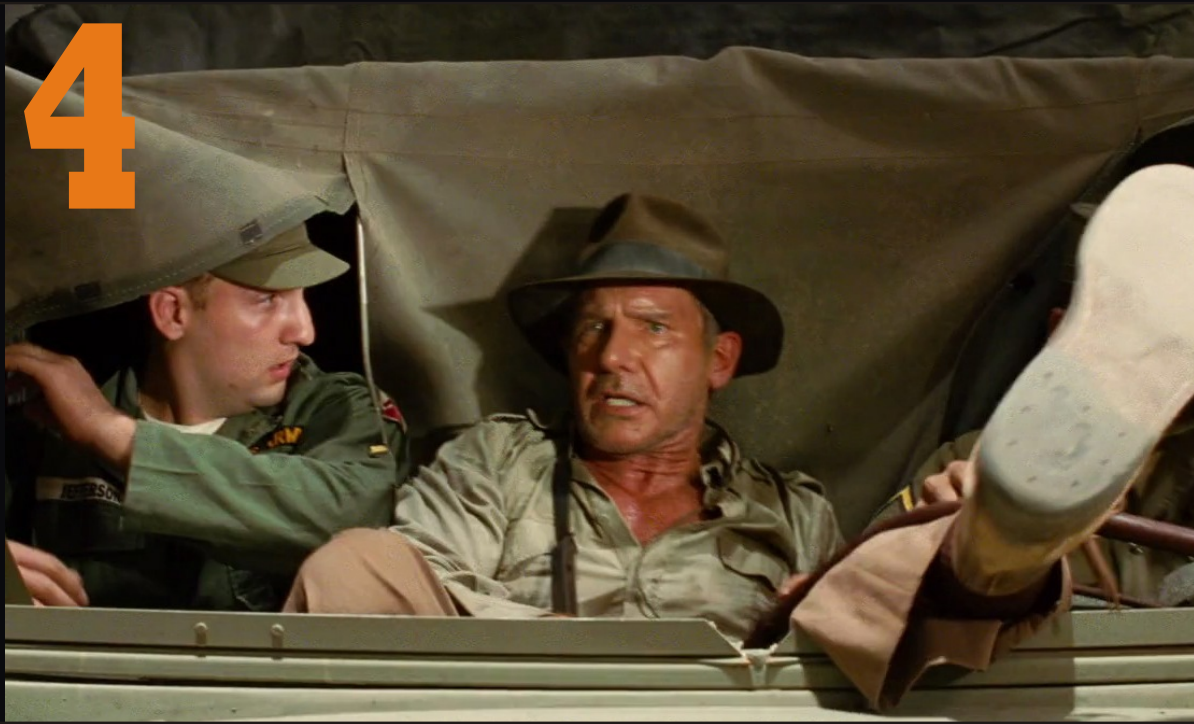
Hey! What's not to love about KOTCS. Indy hands the evil Ruskies their butts and finds his true love.

When Indy was being revived for the summer of 2008 it was exciting to see our childhood hero be rejuvenated again. Despite a negative reaction from some entrenched - 'It's just not Indy' - fans (Boo-hoo!) the movie succeeded at the box-office pulling over \$317 million in the US alone, along with a good critical reception and converted a new set of Indyfanatics. We pick our 5 favorite scenes from KOTCS that make us "chuffed" to be an Indy-fanatics.



There was nothing more welcome and fun than the return of Karen Allen as Marion Ravenwood in *Crystal Skull*. Twenty seven years had passed and the film gave Indyfans something they have wanted since *Raiders* - Indiana's one true love interest. Although the character of Marion has mellowed, with the focus on her son Mutt, there has been nothing that has quite matched the magnetism of Allen and Ford. The Marion in KOTCS is a well-rounded, strong, more three-dimensional female character, who isn't willing to just be a plot device for Indy to rescue. Allen's performance has a great energy which lifts the piece with the most beautiful element of Allen's return - the Cheshire Cat wide smile that rolled away the years and mileage.

4



Comedy and action is the hallmark of Indiana Jones. **Raiders**, the sword fight. **Temple**, the conveyor-belt beat-down. **Crusade**, the tank chase. In KOTCS we have an explosion of action and comedy throughout the Area 51 scenes with what was arguably the best gag of the movie. "Closer" Indeed!

Even the KOTCS haters can't deny the iconic and poetic moment of Indy standing tall against an Atomic bomb blast. Also, it's an incredible looking atomic bomb. Beautiful heat blast, great concussion wave and lovely mushroom cloud. One of the best depictions of nuclear fusion to be seen on film.

3



2



For a few moments we were worried...Really worried. Not because Mutt was about to take away Indy's fedora but because it looked like it symbolized the end of Indy's adventures.

Not that we would begrudge Mutt's coronation. He wore a leather jacket, exhibited great fencing skills and the ladies seemed to take a shine to him...So, what's not to like? Roll on Mutt Williams and the...Something of something!

However, as good as Mutt was, nobody, and we mean nobody, can replace Indy and this is why the final scene gave us all small heart attacks but twas softened by tears of joy lodged in our eyes. Phew! Roll on Indy V!!

1



The greatest thing about KOTCS was when Indy appeared from out of the boot of the car and he didn't look like he smelled of old farts. Our biggest fear was that at 65 years old Ford wouldn't be able to cut the mustard but it only took the placing of his fedora to feel we were all back in Kansas.

Gruff, rough and ready with the quick quips Ford dominates this scene including giving the traitorous Mac a droll putdown. There was certainly a lot of mileage gained by Indy, as his appearance was grizzled, disheveled and unshaven appearance. Typical Indy. Oh...Yeah, he's older, but who cares!

Seventeen years is a long wait and this scene was able to bring back those great feelings we have for our hero and whatever side of the KOTCS fence you fall, you can't deny Ford nailed it.

LOVE FOR KOTCS

Jon Talley gives us his thoughts on why KOTCS makes the perfect quadrilogy.

Fans today are such a fickle bunch when it comes to the subject of Kingdom of the Crystal Skull aren't they? 17 years without a proper sniff of Indy's jacket can do a lot of damage to the brain. I happen to love the movie as a whole. Love may seem to be a strong word but I have my reasons for using that four letter word. There is a perception that there was a backlash against Indy IV however most critics gave it the thumbs up stating the film still delivered the thrills with Harrison Ford's return in the title role is more than welcome. It is only those fanboys who don't understand the development of Indy that have created this backlash. Getting old is not an excuse for being nasty. KOTCS is a great addition to the franchise and these are the reason why...

The man in the hat was back after 19 years off the screen. It was the fulfillment of my hope to see my hero back again. I loved the fact that I aged and so did he. Aged to perfection in my mind. I always hated how some movies recast their main character a la James Bond just to keep up with current cinema. This was not the case.

The opening scene had me hooked. They stayed with the formula of ending one adventure and setting up the next which I always loved. When the "Nuking the Fridge" scene came I was all giddy. Like I was seven years old again. It was great seeing Mutt introduced. The future possibilities for his character and Indy were limitless. Marion back was a pleasure and tying it up with the wedding was a great ending.

The Ancient Alien story was cool in my book. It was relevant and I was grateful it wasn't overdone. They definitely stuck to the B style movies from the 50's like they suggested they would. The second half of the movie in Peru was different but in a good way. Mutt swinging with the monkeys was a little crazy but my children even loved that.

The movie was chocked full of little morsels of what had occurred over the years. Hints of Indy's days in the OSS with Mac was something I was hoping they would mention. I was a proponent for Indy stories taking place during WW2 and at least we got a nod about it. The fate of Henry Senior and Marcus albeit sad was at least something to complete their story. However, I did wish they didn't wait so long because I would have loved to see adventures taking place in the "Dark Ages" between Temple of Doom and Skull.

The main love of this movie for me was likened to a family reunion. A long overdue one, that now I could enjoy with my children, who also had a love for Indy through watching him on VHS and DVD. Even to this day I still watch it and refuse to rank it lower than the other sequels. Raiders will almost be the best in the series to me but if Skull ends up the last one it would be a fitting bookend. I pray not. Disney, this means you! More Ford Indy!

So I see it this way. We got everything from the series. All styles were there. Raiders being the action, Doom being the horror, and Crusade being the drama between son and father. Skull is the Family adventure.

Now go make some Popcorn, pop in the Blu Ray and relive the greatest Indiana Jones movie of the 21st century...so far.

PROP KINGS

Marsella 'Sarednab' Pasquale is a guy who loves his movies and the art of prop making. This passion was so big he decided to replicate all his favorite props for himself and now shares that passion through Prop Movie Studio for us all to enjoy. We spend a little time with Marsella and the team to find out more.

Movies are not just a passion for Marsella Pasquale, they are a way of life for him and his Prop Movie Studios team. Marsella can look back at a time when his video collection was bulging with many movies that inspire him today.

Following the advent of DVD and the addition of special features, Marsella was able to study the films closely, getting clear information on the props he has coveted. It's thanks to these "behind-the-scenes" features that have helped to nurture his passion for film and pushed him to do the work he does today.

The arrival of the Internet it has allowed him to indulge in prop making and meet other passionate makers with the same interest.

This led to years of learning and sharing ideas with others and creating his own replicas over the years, and in 2011, he felt it was time to share this hobby and "Prop Movie Studios" was formed.

The group's aim is to offer awesome

and accurate rendition of favorite props with absolute screen quality!

The group has replicated a range of movie props like the rather subtle 'Back to the Future' Clara's Brooch, the Crystal from Fortress of Solitude in Superman, One-Eyed Willie's Treasure Map or the Black Feather Woman Mask from Eyes Wide Shut.

However, it is the Indiana Jones reproductions that turn the eye. From Indy's Diary to The Crusade Manuscripts, each prop is meticulously researched and handcrafted making

Marsella's team a cut above the rest.



THE TALENT AT PMS

Why the artists at PMS got involved with propmaking

Saulo Fezzi

“I remember the endless summers in my youth, with my friends, playing around my block and in the streets re-enacting the magic of the movies. Our only tool for play was our young imaginations and the dreams we fashioned.

For me the magic followed into adulthood and as the saying goes “you never stop dreaming”. Working together with Alessandro and Marsella we feel we are bringing an artistry to prop replicas that will honor the skills of the original makers.”

Alessandro Trambaioli

“I feel there is a strong creative force within me and it’s the energy that drives me to produce the best replicas. The world of film has opened my heart and my mind and I have been captivated by the images on the screen. I’ve been heavily influenced and nurtured by my Grandfather who could turn cold iron into works of art. He was able to pass to me the techniques and now that I have joined Prop Movie Studios I feel I can develop them further in making quality replicas.”

Mark Andrews

“I was six years old when my Mom and Dad took me to see a little movie called Star Wars. We were late in arriving at the screening and so we missed the opening fan fare, instead entering the cinema just as the huge Star Destroyer roared overhead. From that moment on I was hooked on the movies. It was in 2008 I discovered the world of online forums and met kindred spirits via the internet. People I have come to think of as dear friends, even though we have never actually met. I embraced the online community and embarked on my first prop replica – the Golden Death Mask of Francisco de Orellana, as seen in Indiana Jones and the Kingdom of the Crystal Skull. It is a great honor to be a part of this thriving community and to be in such esteemed company as my fellow prop makers and enthusiasts. In the words of Rene Bellog “It’s beautiful!”

Marco Carraro

“Ever since my childhood, I have always enjoyed to creating things. I have learnt how to work with wood and make things out of it. I call myself an artist and craftsman because working with my hands is a way of living for me and also a necessity.”

Giovanni Celeste

“I remember the first research I did on whipmaking via altavista only to find numerous links to sites about BDSM! Thankfully, I found out David Morgan had created the whips and with the help of Bernie Wojcicki’s instructive video I was able to build a whip. My English is limited so I needed a dictionary to discover the meaning of terms such as bolsters, plait, overlays, etc. Then I discovered the COW forum and I could get full support, however as much as I think I know I am still learning”

Michele Possanza

“I’ve been a prop maker since 1989. When I met Siderio (AKA Sidkit), in 2002, we decided to join our forces to produce one of the best Blade Runner blasters ever made; And we did it! When Siderio died in late 2008 I decided to stop my activity. It was only until seven months ago when Pasquale contacted me and showed me his amazing Indiana Jones props; I thought: "What passion involved in these projects" so I’ve re-started to make props thanks to him.”

Alessandro Farioli

“I was eight years old when I saw Raiders of the Lost Ark and now it has been over three decades and it is still my favorite film. I have found that making prop replicas is a form of relaxation but also brings me closer to the movie as I love the magic of cinema.. I had absolutely no idea that this would be so much a part of my life but I’m so glad it did.”

If you would like to find out more about Prop Movie Studio visit <http://www.propmoviestudios.com/> and see their amazing work.



THE STORY OF THE
GREATEST FAN FILM EVER MADE

RAIDERS!



Alan Eisenstock
with Eric Zala and Chris Strompolos

The Reviews

"Alan Eisenstock's Raiders! is a fantastic, magical book...I can't recommend this book any higher, it's amazing and deserves to be read by anyone even remotely interested in film or fandom. Read it!"
—unitedmonkey.com

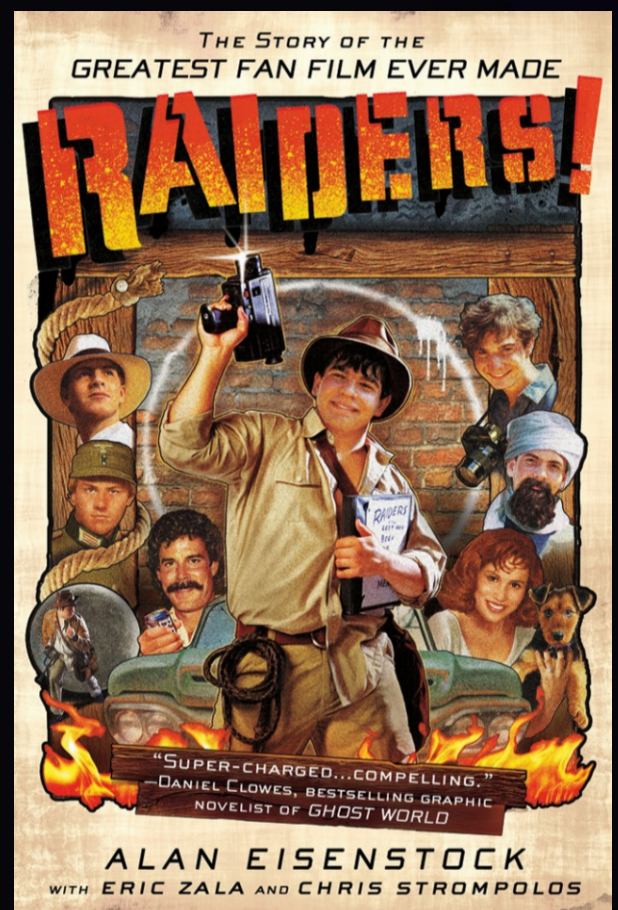
"Before the age of Final Cut Pro and laptop editing, these resourceful kids created all their own costumes and effects, performed their own stunts (including the boulder scene), wrangled the actors, and eventually grew into young men." —Seattle Weekly

"Raiders! is much more than just the story of some kids making a fan film. It's about the best and worst of childhood and growing up and sharing a geeky obsession through the whole journey. It's intense and enjoyable and heartbreaking and powerful."
—Wired magazine's GeekDad Blog

"The legend of two young superfans' seven-year odyssey remaking Raiders of the Lost Ark lives in Alan Eisenstock's colossally cool Raiders!" —Vanity Fair

"A super-charged (parents: read with caution!) mini-epic that replaces Hollywood dazzle with something far more compelling: the agony and ecstasy of raw adolescent delirium"
—Daniel Clowes (Ghost World)

"The ingenuity that went into the production [of the film] was astounding.... But the book really shines in its emotional wallop." —The Hollywood Reporter



From Thomas Dunne Books



Regulars

Indyregulars

eyecandy

Sean Patrick Flanery is kick-ass and if you think we're going to lampoon him in anyway, shape or form you've got another thing coming. Since Y.I.J, Mr. Flanery, as we now like to call him, has become a black belt in Brazilian Jiu-Jitsu, (more wax on and wax off rather than just wax) which he teaches in Hollywood. He has acted in over 95 shows/movies and most notably for roles in Boondock Saints, Powder, Dexter and *cough* Saw 3D: The Final Chapter. Mr Flanery is spearheading the motivation website - 'Shine - Until Tomorrow' with a war on fat - <http://www.shineuntiltomorrow.com/>. So, if you're not quite fitting into your Indy gear (Mr. Flanery is still rocking it 20 years later) and are worried about grizzly bears knocking at the door then Mr. Flanery is the man for you!



Indyreviews



PURSUIT OF THE ARK

Sideshow release a monster Indy Figure

Limited to 500 this polystone 1:5 figure is immense, weighing in at 78lbs and measuring an impressive 23 inches tall, those thinking of accommodating it will either have to move the furniture or buy a new house. The figure itself comes in the standard-designed Indy packaging, however, once opened you can't help but admire the work of Joe Allard. The likeness of Ford is very good and the overall detail, down to the rock pebbles is very impressive. The figure is posable, with or without gun and a nice touch is the underside of the base where you will find an Indy map and piece listing. There have been complaints about this figure,, that include flaking paint and brittle pieces however we can't see that with our piece. So, if you've got a coffee table doing nothing and you don't mind talking with friends over Indy and then this is the piece for you.



VINYLMATION

Yippee! Vinylamation Raiders!

We were never interested in the Disney vinylmation figures. That is, until they released these awesome Indiana Jones vinylmations. The new Indiana Jones blind box series based on the “Raiders of the Lost Ark” movie. The blind box series was released at D-Street in Walt Disney World and Disneyland, as well as in Disneyland Paris. They are also available at Disneystore.com. Each blind box is priced at \$12.95 and were designed by Thomas Scott. The Combo Topper are the Golden Idol and Indiana Jones Cairo designed by Maria Clapsis . The regular line has seven regular figures Indiana Jones, Marion, Belloq, Sallah, German Mechanic, Swordsman and Toht. A cute 3 inches tall with only the Swordsman coming with an accessory, his sword. Disney missed a trick here by not give each figure accessories - a whip for Indy, a frying pan for Marion, a wrench for the Mechanic and a, erm...coathanger for Toht. Other than the omission of the yet to be immortalized Captain Katanga, this is really a sweet set and Disney has done a great job on the design and, is a great additional to any Indy collection. M-I-C-K-E-Y-M-O-U-S-E!!

WPG MKVII

It is claimed by the folks at WPG that their MKVII bags copy all the features of the original one right down to the brass eyelets on the bottom, the metal disc on the side, and all the internal pockets and dividers. Well, that's quite a claim. We had our Indygear reviewer **Charles Anderson** examine those claims and see if there is true glory in their MKVII.

The Satchel used by the intrepid explorer-archaeologist Indiana Jones is actually a World War one satchel that originally contained the MK VII Gas Mask. Since Indy was on the front lines of WWI it makes sense that he saw a use for it other than its original intent. There are several reproductions on the market today as well as some originals. Though I would stay away from the originals as they used hazardous materials in the construction. The bag I am using for this review is from What Price Glory.

I have had this bag for several years and it is still in great shape. It is manufactured in almost the exact same way, but using safer materials. The bag itself is a heavy khaki colored canvas, with very robust stitching. All of the interior compartments are the same as the originals and it sports the same type of exterior hardware.



And obtain a leather replacement. What Price Glory just so happens to sell one. The reproduction bag is 38 dollars and the strap is 12 dollars.

The replacement strap comes with the mounting hardware. They are two simple small metal screws. The screws each have a barrel half, one side fits in each side of the end of the strap then you simply tighten them down. I haven't noticed them loosening in any fashion yet.

The only complaint I have is that the Buckle on the strap is not a very exact match to the original, but for the money it is still a great buy.

All in all the bag is a great addition to any Indy fans collection and is great for Indy cosplay.



The snaps are very strong and have never failed. In fact it, is at times, difficult to open the satchel. The exterior hardware, I.E the strap rings are 1/8 thick steel D rings, together with the vent on the bottom they are nearly identical to the original

As seen to the left, these are the vents on the bottom and that mysterious item on the side. Also you can see the robust stitching in these pictures. I have carried many items in this bag, from my Acer notebook to all my Indy gear with my whip. I intend to take it with me to archaeology field school next year. The bag is sold as the original was issued, I.E with a canvas strap. The owner must cut the strap off



INDY'S SATCHEL

The iconic satchel/shoulder bag carried by Indiana Jones is an essential part of Indy's kit. This robust bag is a heavy canvas World War II-era "MkVII" (Mark Seven) British gas mask bag that had the original cotton web strap replaced by a leather strap with a metal adjustment buckle.

The MkVII British Gas Mask Bag went into production in 1940 in various factories around Britain and the Commonwealth and was issued to British troops and police forces during WWII as a precaution against gas attack.

Civilians were not issued MkVII's, and instead had respirators in cardboard boxes around their necks or civilian duty respirators in drawstring bags.

The MkVII Gas Mask Bag was a common site in the British Isles during the war, and you will see it often in pictures of "the Blitz." There were many manufacturers of the MkVII, being produced in Great Britain, Canada, New Zealand, Australia, and even India or the Union of South Africa.

The bag actually did not exist at the time the first three Indiana Jones movies were supposed to take place, given that manufacturing of the MkVII did not start until 1940. Also, just to acknowledge the more pedantic members of our community we know the bag in the image behind is a MkVI.



C H U A K A H J O O G Y L L A R T N I R P S E L Y K S D V E K U J F N N A
 M F N O W Z J N T E J H B P D R R A N D R R E A C H A N C E C O O P B A J P C T
 N L E Y F A A F V J Z D D E L N Z A L A C N O H S F T P I K K Q U I V N D E P Y H
 O Z F L K S N P F U F M G A H D L A C H O S D C M I R E E G A Z R D E P Y H
 Q V M O U B C L Z G J F T G M G Z G Y N I L F M H G Y T R I O E P Y H
 V H F H V C O U T V W P U H F Q Q W U N I L F M H G Y T R I O E P Y H
 N C W G B X L M T Z I O T K S L Q A X L P A B S F H F U I D N A I N
 G A L J D D O T Q A L G K M D T M M Y N E R R M A N B W O A U L O L K
 Q O B L N R O F I E O T O P J S M M A C C Q P M S S J H M R A A R B E
 W T R A J G P I S G P Z U A N I R W G F Z E R W P H C I H M K E M M
 N R T W Z O N H N D J P H K S U M E Q Y F K K D B Q O T U A P N K
 G A Y E L L A M S E R A L C T Y N C A C Q P M S S J H M R A A R B E
 T P S V F L G Y O L E G G C D M O W F U O Z W I J O Q H O U S H F N H
 V M K H E X G M P R A Z H Y A U T T A T C U E C D R S I J I A R P J W
 G E H J A N W D X D V E X U P V G N R E D T L S A M U Y K P L M U J S
 Q N U R G R L K N M L A R H A M Y J I U Y L K K I N Z U U F K M J N T F V
 E J U D U L O E U L X E C A O V V D Q A Y D O O W K J Z M L D E R M W
 P F N O E T R N T G E L R O U V D Q A Y D O O W K J Z M L D E R M W
 H I K W Y B H S B N Z I W L H P D D D T Y S P X C E M R P S T N A G G
 F B O C Y C W A B B O S N I E W X E M I C H A E L Y A M A P C N T K T
 R P P D L O W I A E A O E Y F R S B P K L Y G D R O F N O S I R R A H
 A N D Q K H C R A O I B K N T X I U F O T D U V A N D H E R P D C L E J
 K X R S H I M U R K J Y O L Z G R W G F L A J J L A P H B F F C H E R P
 M Z M U O P L K T G L L H L X A A R O D J U O A I H C Y O R T A D
 A R S M B P P I L Y S G L Y M T C Y P H Y U F S C D W J H R A G M
 R Q N E M Y B W P S N X C F F K J C N O H A M C M A N I N D C P E F
 S R L K P P F P G K S M N I A A F P I K O K S X J S J I K T J W R L D
 H L C I X P I Q R N T N E W S H D K L Y R F T D Y M U P E R R E O A
 A J M Z T I U W O E C O O J A Y R X N D O M Z Y V M O L Z A T T S N N
 L I D V L S G N H J B B N T Y N D I D K Q O A E V O K P D G B B K O W
 J A B U G U X Y D H G S E S F A L H V D H N C G T U S Q A T Y H R E
 V M P H P W E K R E O V Z I R J B Z S O R C T K K I M Y L H B F D
 S Q T S D H R W O A I C A J P D C E K K C K W X Z N H K E G P Y D
 F I G J F S R I M W R N E F S G G N K E N U W V H K A E R I A J A
 V I G J F S R I M W R N E F S G G N K E N U W V H K A E R I A J A
 F G V U B P C G I Y I K M D O P Y N Y M N A D O L D Y G X O R E V S L
 R D A V P E U M R K Z T U R W R N E R M I T E N L T Y Y Y L V L
 F L S Z L J U H L M W A M T E Y O R V W T R E E M R J E A D E D L L P
 W T L U P H D W Z Z A S I X P L A A S E G X O C H M N H W A Y A W I H
 I B C Q I Z R C I E E N Q V R R A C H W T X Q C A A D H A E H T K I
 Z A L L E T S A E I B B E D U E Y T T R Z X S L H F P I G M E S U A F H
 S N Z Y F V G M E Y G D X K M Y T T R Z X S L H F P I G M E S U A F H
 E C U N D L G X F F C A R A K K A Y A N A I N R D P F H W F F A J G A W W
 N B D N L G X F F C A R A K K A Y A N A I N R D P F H W F F A J G A W W
 T Z G A V S F J Z D N A T S R A M A I L U J I X U P K D Z W L O D I
 B V N F V N A K A M I T O M W L M D B I H G N I S J A R K Z V X U I
 S I O Y F S A M A N T H A H U G H E N S M F U V I H T E S N A H S O R T A
 O U F D O X N E W V V V R X K Y V J U F S I V T Z Z Y U F V O D L M E

Stoo's EPIC Puzzle

2

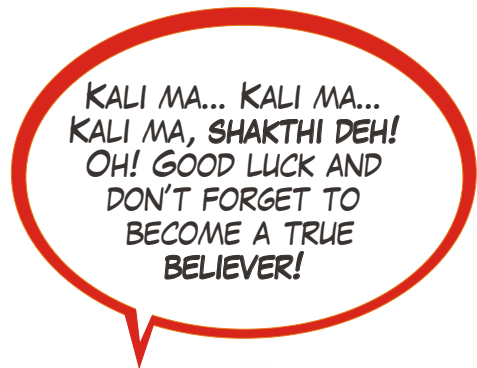
Welcome!

We thought last month's puzzle just wasn't hard enough so Stoo has developed a word search that will be sure to challenge even the most advanced adventurer.

Hidden within the Thuggee Pit are 67 cast members from *TOD* and it's your mission to find them all before they are lost **FOREVER** in the lava.

We were going to give you all the names but where's the fun in that! Still, we've given you a helping hand by spotting the hardest name.

You have approximately 118 minutes, the running time of *Temple of Doom*, to complete. Starting, now...



Indyquiz

Do it for the fortune and glory, kids!

Think you are a professor of Indiana Jones? Prove it! Without cheating we bet you can't get 100% in our Indiana Jones quiz. Good Luck, you're gonna need it!

1 SOFT

1. How many years passed between KOTCS and the last crusade?

- 17 years
- 18 years
- 19 years

2. What rating did Indiana Jones and the last Crusade receive in the US?

- G
- PG
- PG-13

3. Name the illustrator of the art below?



4. Where was Indy born?

- New Jersey
- New Hampshire
- Chicago

2 MED

1. Can you name the actor?



2. Which Indiana Jones film hasn't been nominated for an Oscar?

3. Who is this?



3 WTF?

1. How many miles did the crew travel in filming the YIJC series?

2. Where is the line "Don't tell me that wasn't big fun!" said and by whom?

3. Who created the slogan 'I like Ike'?



4. Who was originally attached to play the Captain Phillip Blumbrutt role?

Indy shows his love for America in the chilling scene from Darabont's KOTCS script.

SCENE IT!

EXT. DESERT - NIGHT

Indy's slumped unconscious in the sled, blood trickling down his face. A HAND reaches into frame, rolls up his sleeve, and jabs him with the HYPODERMIC. Indy starts coming to. More hands reach in and grab him, hauling him out of the sled. The Russians sit him on the ground. Yuri crouches before him. Indy rubs his arm, realizing they injected him.

INDY

What was in the hypo?

YURI

Something to make you cooperate. You have to tell me, Indy. Who else knows about this? Is my mission at risk? Is a trap being set?

INDY

Go piss up a rope.

YURI

(checks his watch)

The drug requires a few more seconds...(sighs)
I regret this has come between us, my friend.

INDY

There's an old American saying. With friends like you...

YURI

...who needs enemies. Yes, I have heard it. Sadly true in our case, as it turns out.

Indy swoons as the drug kicks in. He almost nods out. The men around him prop him up. Yuri slaps him to keep him conscious, grabs him by the jaw and looks him in the eye.

YURI

Who else knows? Or was this just you being stupid and meddling in things you shouldn't?

INDY

...nobody knows...just me...
Yuri nods. He knows Indy's telling the truth. Softly:

YURI

You should have stuck to digging up pottery, priyatel. Any last words?

INDY

I love America.

Indy passes out and falls back with a THUMP. Yuri looks to his men.

YURI (in Russian, subtitled)

Take him with the other one.

WIPE TO:



What's in the **Next issue?**



How do we know?

We're making it up as we go along!

The Force.net and Rebelscum.com present



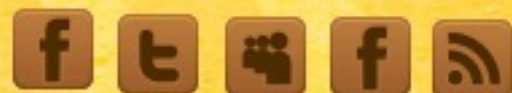
*IF ADVENTURE HAS A NAME
IT MUST BE...*

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- Interviews
- Events
- Opinions

from the Indiana Jones fan community.



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