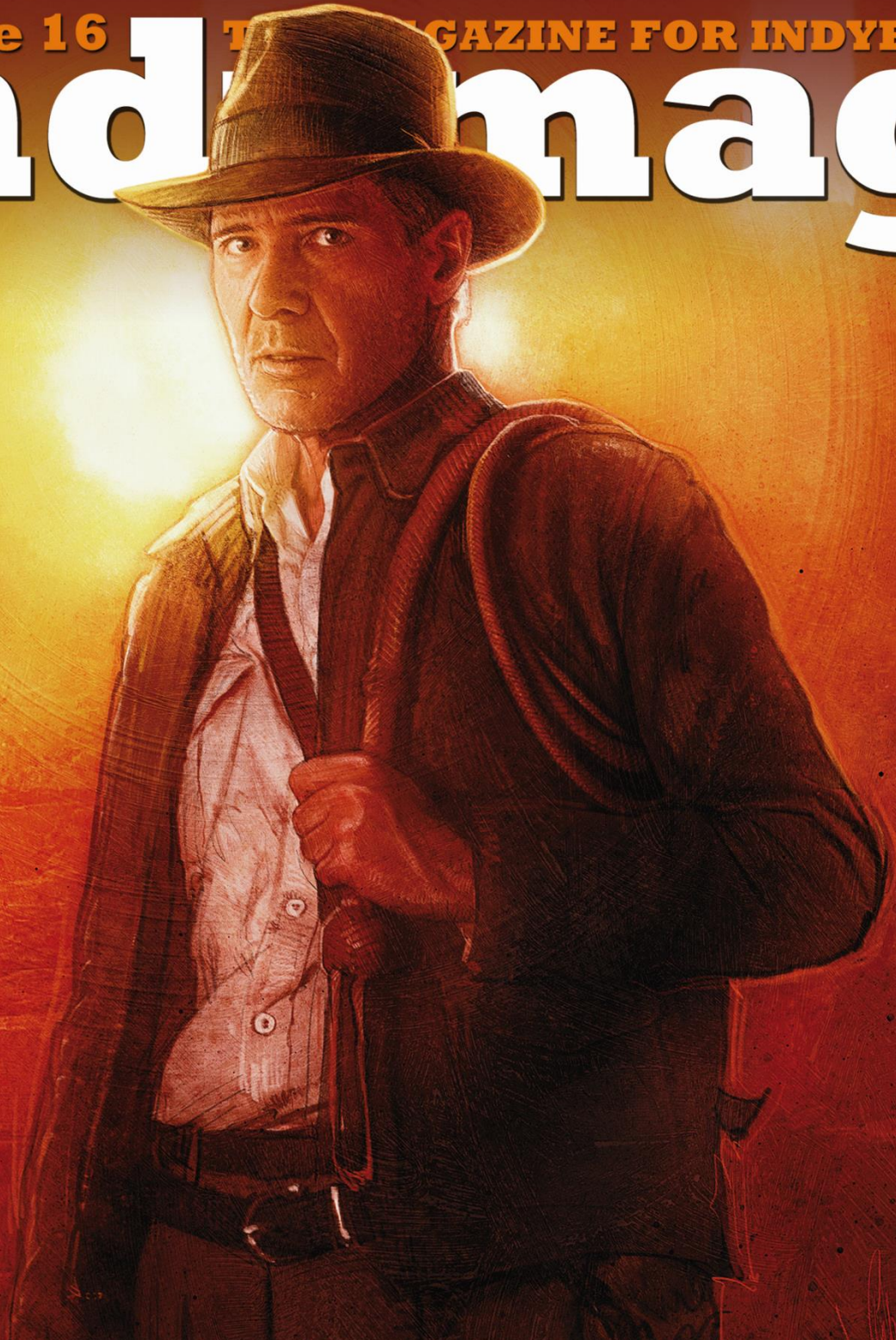


GUADIX FESTIVAL! ADVENTURER'S SUMMIT!

"Surely a good crack of the whip was something that these walls hadn't heard for quite some time!"

Issue 16 THE MAGAZINE FOR INDYFANS

indymag



GET READY TO SAIL ARTISTIC HEIGHTS

PAUL SHIPPER

EXCLUSIVE INTERVIEW

ROBERT WATTS! INDY COINS! SEÑOR JONES!

FEB 2019

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Did you see our amazing Paul Shipper cover? Did you? Need we say anymore? If we had the balls to retire this magazine and get back to our real lives, in an instance, we would call it a day and spend the rest of our lives gazing at the cover! Unfortunately, we don't carry that much weight so we're left to trudge on however it only goes to show how super 'over the moon' we are with an exclusive interview with Paul conducted by Haiko Albrecht and showcasing Paul's amazing art. Also, as a bonus, we have the story behind the cover, as we are sure you are thinking it is pure magic rather than a practical application. (It's magic, dammit, Ed!)

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How can a town in the middle of Spain become such a hotspot for Indiana Jones fans? With over 70 features being shot there, including "Lawrence of Arabia" and "The Good, the Bad and the Ugly", it's amazing how the town has taken Indy to heart. Jürgen Mathy takes us to the Indiana Jones festival and shows us how a town is just as obsessed as we are!



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One of the main engines of the Indiana Jones films, Robert Watts has had a career that spans over 70 years. An unsung hero of many films finally getting the spotlight himself in an upcoming interview from filmumentary maker Jamie Benning.

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We say goodbye to mind-bending, Ayn Rand loving, Spider-Man artist Steve Ditko. 'Atlas' didn't shrug this time. Also, details of a great outcome to last year's Adventurer's Summit in Solingen, Germany and the cancellation of Adventure Con in Preston England.



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Is there anything you wish to share or do you feel like contributing to the mag? Then visit our website. www.indymag.org

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54 | REVIEWS Jimmy Hayes is back casting his critical eye over another issue of the Further Adventures of Indiana Jones. We also review Indiana Jones and the Crown of Thorns" even though we have no idea what they are saying!

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editorial

HOW MUCH of your life is spent by being obsessed with Indy? A little? A lot? A little would be catching one of the movies on the telly every now and then along with owning the odd Indy collectable. A lot would be every waking moment is used to think about Indy, obsessing on every detail of his fictional life and creating your own museum to him.

My obsession lies somewhere in the middle of that and that has resulted in watching an inordinate amount of Indy related programming and creating areas within my house I find difficult to access. It also gave rise to this magazine simply because I needed an outlet to share my passion with others.

The reason that I pose this question is not to gage people's obsessions but to look at the impact the more fevered end of it has on our real lives.

Unless your significant others are Indycans I imagine it can become quite intolerable, especially with the amounts of money that are involved.

In the main I have been quite lucky that although my partner does not like Indiana Jones she is able to tolerate the obsession provided I continue to act like a normal human being. Which can be difficult when faced with Indy opportunity against a family moment!

But what happens if that tips over? How does one realise they have gone too far. When does the obsession become madness and starts to destroy the fabric of your life?

Hopefully, most fans will not get to that stage and as nice as it is to live in Indiana Jones land, the real world, with real people is always the saner place.

JUNIOR ED

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indynews



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THE WONDER OF WATTS!

New interview by Jamie Benning, of Filmumentaries fame, as he casts his lens on long-time film producer and imperial Lieutenant, Robert Watts for a trip down memory lane.

With a career longer than most of us have lived one wonders why it has taken so long for a decent film about Robert Watts to appear.

Wonder no more as this anomaly has been rectified by Jamie Benning with *Robert Watts – A Life in Film...* and what a life!

The filmumentary covers Watts career from his time in commercial TV, his first major feature *Thunderball*, working with Stanley Kubrick and then...well, you can probably guess the rest.

With such a unique opportunity to interview Watts we asked Jamie how it came to be.

“A friend of mine who had already made a documentary in which Robert Watts was interviewed, kindly passed on my details (and examples of my previous work) and ask Robert if he'd be willing to do an interview.”

The interview took place at Robert's house with Benning and his crew having just over an hour to set up and do the interview.

“I came up with the questions in the week before the interview”, remarks Benning, “I wanted to give Robert a chance to talk about those milestone films in his career. He didn't want the questions emailed beforehand. He'd rather be spontaneous.”



Patrick Tyndall with Watts

We asked if he had any favourite answers from Watts.

“I loved all of Robert's answers, but one I really enjoyed was the story of getting Harrison to Finse.”

“I've had some great feedback with people mostly commenting on what a lovely, humble man Robert comes across as. This includes a lovely email from Robert himself saying that we were able to capture the essence of what that he was saying and



Noman Reynolds and Watts

made reference to our professional manner. Credit should be given to my cameraman, Patrick Tyndall, who framed Watts perfectly.”

Praise indeed! With five feature length 'Filmumentaries' under his belt (that includes the rather entertaining *Raiding the Lost Ark* and the mammoth *Star Wars Trilogy*) along with ten short films we wondered if there are any more Indy related films in the pipe line.

“If I find the right subject, absolutely. These films are very close to my heart” mused Benning.

Let's hope that Jamie finds a new 'Indy' subject in the near future however in the meantime checkout *Robert Watts – A Life in Film* for an inside view of the greatest trilogy every made – the one without the spaceships!

Check out Jamie's films on Vimeo - vimeo.com/filmumentaries or follow him on Facebook - www.facebook.com/filmumentaries/

BYTES ADVENTURE CON

Yep, it's finally happened but then it didn't.

In the planning was Adventure Con, a convention dedicated to all things Indy. Their guest line up was pretty cool with having people like Paul Freeman and Julian Glover on board. However, the organisers, Wonky Rocket, cancelled issuing the below statement.



"We are sorry to inform you that Adventure Con in Preston... has been cancelled.

We have had several issues with the venue and quite frankly the ticket sales do not justify going ahead with the event

We are truly sorry about this and I hope this won't prevent you from attending any of the more established Wonky Rocket events in the future."

We're sure Wonky Rocket will be back and when they are we'll be ready.

NETFLIX

Bored of the many millions of ways you've watched the Indiana Jones film. Then give a big cheer to Netflix who will be streaming the films from Jan until time itself runs out or some other technology takes over and we wonder why we ever used it!

ADVENTURE RETURNS to SO

The non-profit Adventurer's Summit returns in all about the adventure as they team up again to

The Adventurer's Summit is back and this time it is being some more support to Ugandan Children. Yes, don't panic there's still lots to offer. If you're a fan of movie history's most famous archaeologist and the sight of a fedora and a bullwhip makes your heart beat faster then the Adventurer's Summit is the perfect event for you by having the opportunity to spend a weekend with like-minded people.

Adventurer's Summit, that also means socialable get-togethers, exchange amongst each other and making new friends. On top of that there is plenty of fun to be had.

This will involve the usual Indy bag of high adventure and social chat however not necessarily at the same time.

However, it is the support that they give to UK FRIENDS OF HEALING FOCUS that makes the summit that little bit more heroic.

In 2017, Paul Freeman attended the Summit and it was suggested that the Summit attendees look to support a charity of his choice. That charity was UK Friends of Healing focus of which Freeman is co-founder and Chairman. Their patron is actress Dame Helen Mirren.

UK Friends of Healing Focus work in partnership with the Ugandan NGO Healing Focus School and Orphanage Center to improve the education, development and welfare of the orphans and reduce disease and poverty. The supervised orphans are aged between 3 and 15 years and live in the village of Busiuro in Luuka district (formerly Iganga district) in Uganda. UKHF is a hands-on charity managed by a small team of volunteers.

In addition to the practical support and guidance provided by UKHF, fundraising events are also organized to facilitate important improvements to the school. The Healing Focus School provides basic school education to 250 orphans in Busiuro. Through the UKHF Scholarship Fund, 5 students are able to continue their secondary education at the Busiuro Secondary School. A Vocational Training Centre was inaugurated in 2017 where sewing and computer classes are provided to teach marketable skills to help young people who are unable to continue their secondary education to find work so they can provide for themselves and their



URE LINGEN

2019 however it's not help UKHF.

families. UKHF also work in partnership with FEMLEAD, a Girls Initiative Program, which provides regular workshops empowering girls and young women to reach their full potential.

At the Summit in 2017, the gathering raised 1,500 Euros (\$1,700) and raised even further funds in 2018.

It's good to know that our community is extending itself beyond that of their Indy love and sharing that to help change lives.

If you want to help Paul and UK Friends of Healing focus you can donate at their website at <http://ukhealingfocus.org/> or do it the fun way by attending this year's Adventurer's Summit in September in Solingen, Germany.

For more details and announcements for the event visit - <http://www.adventurerssummit.de>



DITKO DIES

A personal view from our own Jimmy Hayes

IN LATE JUNE, comics lost one of the remaining founding fathers - Steve Ditko.

At his height Ditko was involved in the creation of Spider-Man, Dr. Strange and Captain Atom and worked on such industry favorites as The Question, Blue Beetle, Speedball along with my personal favorites, Rom: Spaceknight and the Further Adventures of Indiana Jones.

Ditko was born in Johnstown, Pennsylvania in 1927. Ditko's father introduced him to comics at a young age with Prince Valiant, Batman and The Spirit as early influences.

Whilst at High School, Ditko worked as part of a group of students who made wooden models of German airplanes during World War II to aid civilian aircraft spotters. After leaving School, he enrolled in the Army, where he was stationed in post war Germany drawing comics for the Army newspaper.

On his return, he enrolled in the New York-based Cartoonist and Illustrators School under the G.I. Bill in 1950 where he became pupil of classic 'Batman' artist Jerry Robinson and studied under him for two years.

Ditko's professional career began in the early 1950s working for Stanley Morse's Key and also assisting Joe Simon and Jack Kirby. During that time he began working for Charlton Comics (which lasted to its demise until the early 80s) and Atlas, which would become Marvel Comics

At Marvel, Ditko's work mainly comprised of short suspense or monster tales until the explosion of silver age comic heroes in the early 60's.

Ditko created the iconic sorcerer Dr Strange and was involved in the creation of Spider-Man with Stan Lee and Jack Kirby taking art duties after Jack Kirby's effort hadn't met Lee's expectation. Such was Ditko's influence on Spider-Man that he was given co-writer credit from issue 25 and ultimately co-creator status by Lee in 1999. By 1966, Ditko had finished with Marvel due to a range of dispute over creative decisions and was already a libertarian follower of Ayn Rand's Objectivism. He became a 'work for hire' artist for other companies such as DC and Charlton whilst working on his own creations such as MR A.

In the late 70's Ditko made an unexpected return to Marvel with a stint that last until the early 90s.

During that time Ditko drew a handful of issues of Marvel's title The Further Adventures of Indiana Jones. In my opinion, Ditko was to comics what Spielberg was to film. Ditko could give life to his characters like no other artist could. He conveyed raw, human emotion through his drawings. You could feel the pain the characters were in when you looked at his panels. His backgrounds were full of detail, yet never over detailed and each one sets the mood for the scene. Another small yet effective that Ditko did, especially on the Indiana Jones books, is that in almost 90% of the panels, there's always weather. Everything from a leaf floating down as Indy and Marion casually stroll on a sidewalk to hellfire and brimstone as Indy battles a madman high a top a desolate mountain.

Ditko kept working for various companies with his latest work being published in 2012. Now, of course I recommend you pick up his issues of Indiana Jones from your local comic shop's back issues, but if you haven't, I encourage you to pick up some of his other work. You won't regret it.



indyfocuz

Indy stuff



We try to find the latest
Indy goodies to waste
your cash on!

1

From Dysalexic's Secret Stash comes 'Nazi Punch' or 'I Hate These Guys'. Dysalexic is Alessandro Pulisci, an artist from the San Francisco Bay Area, currently living in Los Angeles. After spending his teens and most of his twenties playing, recording, and touring (and designing merch) in punk and hardcore bands, Alessandro designs nowadays limited runs of shirts, stickers, pins, and other little trinkets, which has been a hobby of his for a long time and the Secret Stash is a manifestation of that. Started at the end of 2016, the Stash's inventory is quickly growing. Check out - dysalexic.com for more fun stuff.

2



Soooo many t-shirts, sooooo little time however it's rare to get a t-shirt created especially for Disneyland Resort that is official merchandise rather than a Photoshop knock off.

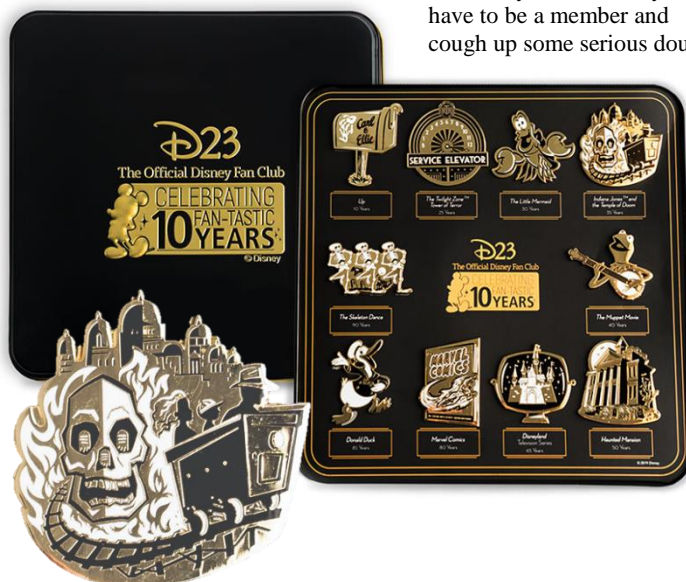
The blurb from Disney invites you to join Indiana Jones' partner Sallah on a tour of The Temple of the Forbidden Eye at Disneyland's Adventureland in this souvenir tee with a vintage logo inspired by the attraction. That's quite specific and depending on where you are in the world could cost thousands but if Sallah is inviting us who are we to say no?

The downside to the invite was that it was a limited release so you'll struggle to get one of these at the resort or Disney Online. To get one you'll have to either trawl ebay for one with a hefty mark up or cry your eyes on your social media outlet and hope someone takes pity on you.



3

Those lucky Gold Members at D23 will celebrate 10 years of the Official Disney Fan Club "that's made for you and me" with this delightful pin set celebrating milestone Disney memories. Included in that set is an "Indiana Jones and the Temple of Doom" pin, which celebrates the 35 years since its release. The gold-tone finish pins designed by Disney artist Ricky De Los Angeles exclusively for D23 Gold Members so if you want one you'll have to be a member and cough up some serious dough!



Insane Purchase

The best thing that we can say for this Esty offering is the fact that it's dishwasher safe. Design by MyDeadRobot, this Raiders of the Lost Ark Pixel Art Cup has the angriest set of 8bit characters since Kong took to throwing barrels off construction sites. Maybe they all had a bad day along with the designer. (Zing! Ed!)

4

This piece of lovely Indiana Jones art is done by Ruiz Burgos and has a special significance for him as it is his very own personal tribute to the great Drew Struzan and his favorite movie "Indiana Jones and the last Crusade". He says he tried this to honor the inimitable style of Drew's classic movie posters and that he really loved working on that piece. If you're interested in getting a copy you can email Ruix at juancarlos@ruizburgos.es



IMAGINARY TOYS

LEGO TOD BRIDGE*



We welcome the new feature 'Imaginary Toys' (a special pun for all those boys who like eyeliner, lipstick and black...lots of black!) as we got bored of TOP 100 collectables and confined them all to the bin.

This month we are featuring Jacob Høg's rather amazing Lego Ideas™ submission of TOD's 'The Bridge Collapse'.

The idea for the set came to Jacob a little over a year ago having been through several iterations.

"Indiana Jones and the Temple of Doom has always been my favorite Indiana Jones movie. This movie has so many classic scenes. When I was a young kid, I watched the rope bridge scene over and over again. I was surprised to find out that LEGO never released a set with this scene." Jacob said.

"Of the design the collapsing bridge mechanism was challenging to design but happy about the end result. It is sturdy and just works."

Don't believe him? Check out the video - goo.gl/i1z9A6 - and see how all the action features work. Once sold, head over to his Lego Idea™ page and vote for it - goo.gl/oDxaUB. If we can help him to 10k votes we might get this in our collections!

*"We want it noted that Jakob Høg does not approve or endorse the mocked-up box as Lego™ forbade this type of activity as part of Lego Ideas™ and have reams of threatening policy that says so. As much as we respect Lego's right to exploit and scare the bejesus out of their fan base we couldn't help ourselves and felt impelled to do one. Therefore, this was done in the spirit of forgiveness rather than permission with backside firmly staying in pants."

“WHY INDY?”

SUE PEROFF



This month's Indyfan brings us Sue Peroff who is a deadly blend between Star Trek and Indy. So when reading this make sure your whips are set for stun!

indymag: What was your first Indy memory?

Sue: Watching Raiders with my siblings on VHS. I remember thinking "Whoa...who is this guy?? He's amazing! This is amazing!" and I was hooked. In my mind Indy could do anything.

indymag: Do you have a life outside of Indy?

Sue: Besides working and being a mom to a wonderful little girl, I am a sci-fi lover and make and wear costumes. I've been attending conventions since my teens and have met wonderful people from around the world at cons. Mainly by attending the annual Star Trek Las Vegas convention. I really enjoy the creativity of designing and making costumes for myself and my daughter.

indymag: Marry, snog or avoid Indy, Sallah or Belloq?

Sue: Marry Sallah (he is definitely a family man), avoid Belloq because his is just a smug evil little man, and snog Indy. Indy is 100% the snogging type.

indymag: Can you match any of Indy's skills?

Sue: God no I'd probably end up hurting myself!

indymag: Favourite Indy quote?

Sue: Oh! That's an easy one....."I don't know, I'm making this up as I go"

indymag: KOTCS - love or hate?

Sue: I neither love nor hate it. Over time I have come to appreciate it, it was a little strange not watching Indy kick some Nazi butt. I wanted to love it when it was released however some parts of it just felt a little forced.

indymag: What does your family think of your Indy obsession?

Sue: Ha! I think that question can apply to pretty much all of my "obsessions" in terms of movies and shows. At this point they just shrug and say "Ok well that's Sue, she's always been this way". My daughter was born into this so my obsession for Indy is normal for her. She has even been my Short Round at a number of cons. I want her to know that a healthy passion for the things you love can be a wonderful thing and lead to some great experiences and life long memories.

indymag: You're on the psychiatrists couch. he asks "Why Indy?"

Sue: Well for myself Indy represents that desire we all have for adventure, mystery and a departure from the every day. He lives his life doing what he loves to the extreme. He has this passion for history and an insatiable curiosity. He's crafty, charming, intelligent and totally unconventional. Not to mention he is great at taking down the bad guys. And all you want to do is root for him and join in on the adventure. What's not to love?



SEÑOR JONES RIDES AGAIN!

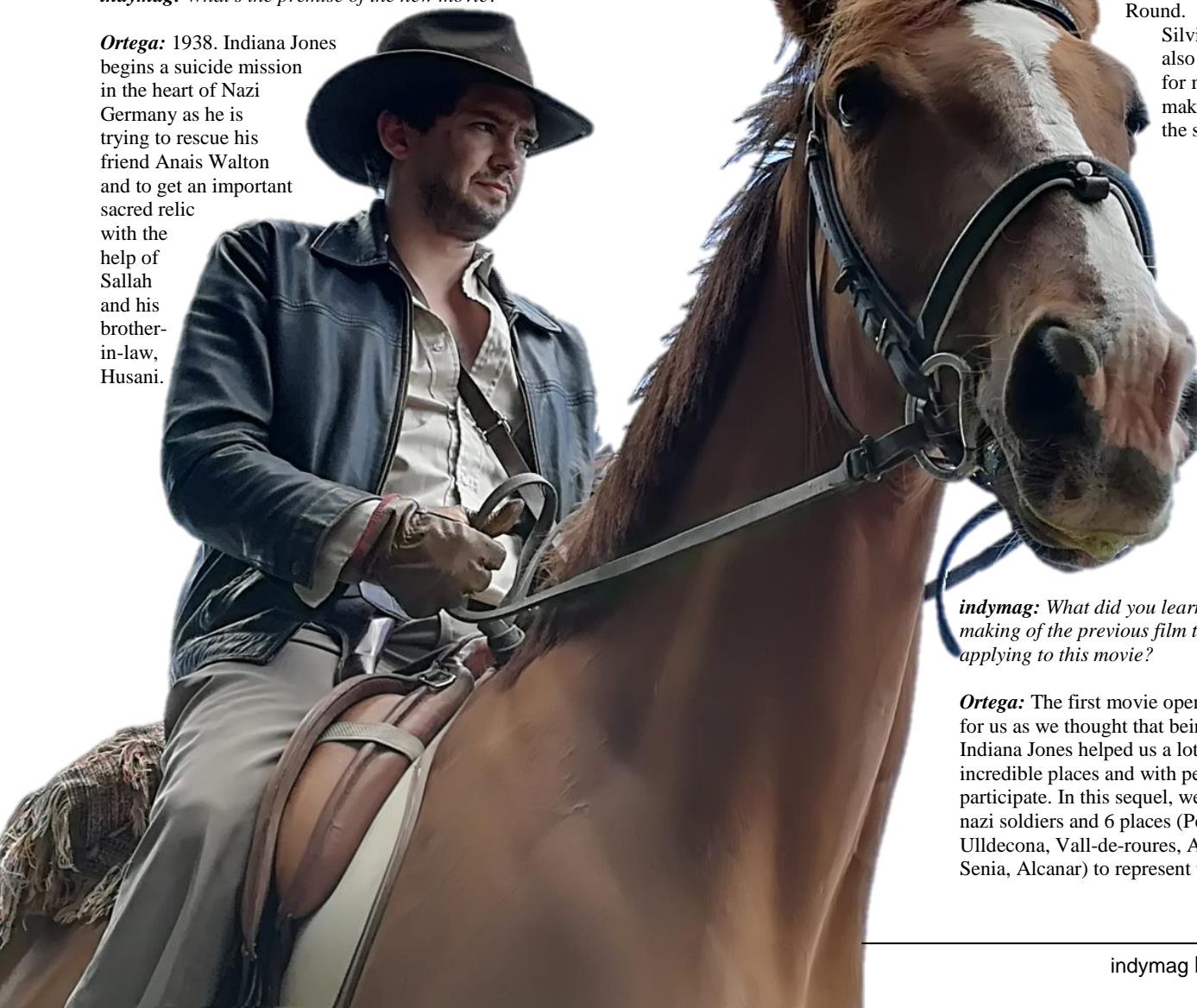
The team that brought you "Indiana Jones and the Crown of Thorns" is back for more Spanish hi-jinks with "Sanctuary of the Black Order". We speak with Lluís Ortega about their plans.

indymag: It only seems like yesterday you released 'Crown of Thorns'. What has the reaction been like from Indy fans?

Ortega: It has had a good public reaction and reviews but still has few visits on YouTube. (<https://www.youtube.com/watch?v=CbJHnb6uBGQ> – with over 5k views, that's not bad, Ed!) We think that many Indiefans have not seen it yet however it is still early and hopefully there will be more sharing. I think the director, Jonatan Jiménez, did a great job but now, I am the Director and Writer of the sequel "Indiana Jones and the Sanctuary of the Black Order" with Benjamí Dalmau taking the job as the Director of photography.

indymag: What's the premise of the new movie?

Ortega: 1938. Indiana Jones begins a suicide mission in the heart of Nazi Germany as he is trying to rescue his friend Anais Walton and to get an important sacred relic with the help of Sallah and his brother-in-law, Husani.



A terrible enemy of the past will await him in the tenebrous Wewelsburg Castle, the Nazi Vatican.

indymag: Which members of the cast are returning and who is new?

Ortega: I'll be reuniting has Indy with the lovely Aida Masip as Anais Walton. Eduardo Castro will again be Salah, Lluís Ortega Melich as Marcus and Jordi Reverte as Colonel Frederick Krakauer. Sergi Nebet and Oriol Torres will be different characters, Himmler and a Nazi Scientist. We have new roles that will be taken by Dani Tattoo as Husani, Silvia Forcadell and Noelia Cabello as Nazi

Guardians and finally Kai Le Wu as Short Round.

Silvia and Dani are also responsible for make up and makeup effects for the second time.

For the scenes on horseback we have had the help of Hipica Moli Hospital of La Sena and members of the Historical Recreation Associations have also participated to act as Nazi soldiers

indymag: What did you learn from the making of the previous film that you are applying to this movie?

Ortega: The first movie opened the way for us as we thought that being a fanfilm of Indiana Jones helped us a lot, both to get incredible places and with people to participate. In this sequel, we need many nazi soldiers and 6 places (Peñíscola, Ulldecona, Vall-de-roures, Amposta, La Senia, Alcanar) to represent the Castle of

Sanctuary of the Black Order

Wewelsburg and Burnett College and being a fanfilm of the archaeologist, it was easier to get permissions.

indymag: You've got a nifty looking poster for Sanctuary.

Ortega: Yes! For the official poster we were looking for someone who could follow the style of Drew Struzan. We'd been following the work of the Catalan illustrator Juanjo Macías in a forum for Spanish fans. He'd seen teasers and photos of the project and offered to make us the main poster. It was a great surprise!



indymag: How were you able to finance the film?

Ortega: The financing of this fan film is thanks to collaborating companies that have bought us part of the costumes, catering and promotion in social networks. We have also bought props and costumes. We have little budget but we have not missed anything.

indymag: Do you look to ape Spielberg's direction or taking a different tack.

Ortega: I like that the film is faithful to the direction of Spielberg but I wanted to go a little further with the Indiana Jones character. Spielberg always treats the Nazis as fools in the saga. Here I wanted to mix the Nazis of Schindler's List so that the Nazi Holocaust is touched upon. It will be a very dark Indy movie.

indymag: What should fans expect from this movie?

Ortega: We hope that fans around the world get a surprise. We present Sallah's brother-in-law, an older Short Round, a very violent Indy that shows his anger and hatred towards the Nazis

and the most powerful enemy he has faced, the Exterminating Angel. We have the real story of Heinrich Himmler and the Nazi Vatican that asked the Führer to build for his dark rituals in his new religion. A lot of new surprises for lovers of the Indy saga.



indymag: When do you expect the film to be released?

Ortega: I think that if everything goes well, the premiere in theaters will be at Christmas 2019 and on YouTube a few months later.

indymag: Has there been any positive outcome?

Ortega: We are a good team of more than 50 people. There is no producer. It is a gathering of Indyfans filmmakers from Spain who have come together to create this non-profit tribute of our favorite character. Now we are all very friendly and we are very happy that Indiana Jones has brought us together. In my previous project "La Noche de Laura" (available on YouTube with english subtitles) we were a very small team and now we are like a huge family.

indymag: So, what's next for the team.

Ortega: The third Indy fan film, of course. With a very, very big surprise!



IF ADVENTURE HAS A NAME
IT MUST BE...

THE **TINDY**
CAST



[Handwritten signature]
2011

SHIP SHAPER

Born in Manchester 1976, artist extraordinaire Paul Shipper, like his hero - Drew Struzan - has become renowned for producing poster art for film, entertainment and advertising properties.

His illustrations have been appreciated and praised within the film industry, including J.J. Abrams, Frank Darabont, Bob Gale, Edgar Wright, Simon Pegg, Tom Tykwer and the Wachowskis.

indymag speaks with Shipper about art, life and least we forget, Indiana Jones.

And on top of that he threw in some brand new Indy artwork for our cover!

What more can you ask for?

Interview by Haiko Albrecht

Paul Shipper



indymag: When did you realize that you had an interest in art?

PAUL SHIPPER: From quite an early age I would draw pictures. It was just something I seemed to gravitate to... making images with pencil on paper.

indymag: Do you have an educational background in art?

PAUL SHIPPER: Well, yes I do...seemed like the natural thing to do - from school to art college and then university where I studied Illustration and Animation.

indymag: How did you get started as an artist? Was there anyone in particular that inspired you to follow that path?

PAUL SHIPPER: It was in the mid to late eighties when I began to notice the artwork on video cassettes and the posters on the walls of the video stores advertising the movies. My local video shop would occasionally give away posters, so I managed to get a few over the years, I remember well getting the Adventures in Babysitting movie poster. It was a few years that went by when I realised the images I was enjoying so much were made by an artist and it dawned on me that it was someone's job to create these images. Most of the posters I liked the most were pinned up on my bedroom wall. I noticed they all had the same signature - "drew". It was then and there that I became obsessed with learning more about the artist and his craft. It sparked something in me at a very impressionable age; and it was at this time that I decided, right then and there, that this was what I wanted to do as a career.

indymag: Tell us more about your other interests.

PAUL SHIPPER: Movies and TV have always been of interest to me... huge influence on my life. I enjoy music very much and like to play instruments, I don't read music but play by ear... bit of piano, guitar and the drums.

indymag: And how does INDY fit in?

PAUL SHIPPER: I became obsessed with Indiana Jones in the 80's, it had a huge impact on me.

indymag: What is your favorite film of the series?

PAUL SHIPPER: Raiders.

indymag: What was your favorite piece to do? And what was the hardest piece to complete and why?

PAUL SHIPPER: I don't have a favourite, each illustration has its own merits and is part of a journey to get there, every one is different... some are more difficult than others, but not one job really stands out as being the hardest to complete.

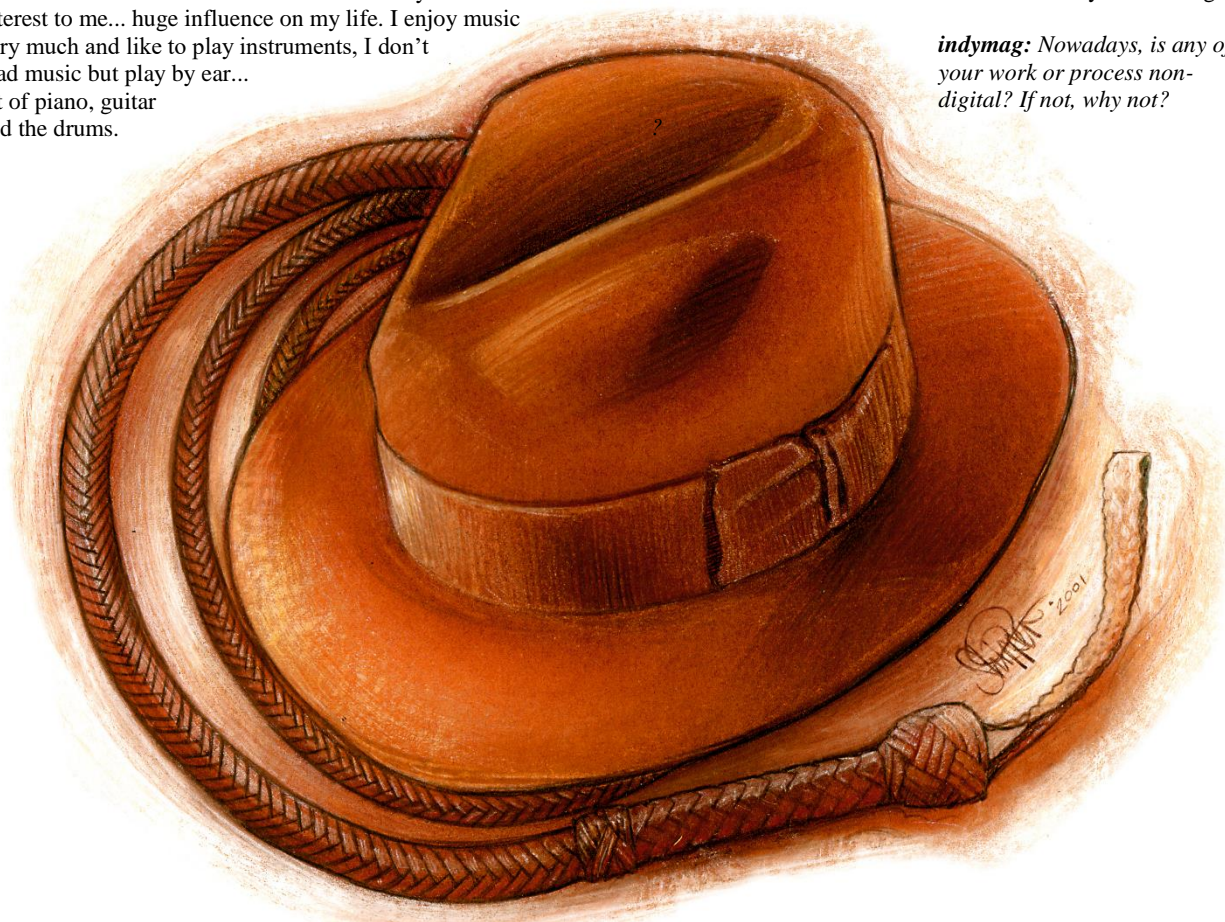
indymag: Do you have a favorite artwork from the INDY Series?

PAUL SHIPPER: The campaign that Drew Struzan worked on for Last Crusade really inspired me and I absolutely loved all of the work, especially the Advance poster which is to this date one of my all time favourite film poster illustrations.

indymag: Tell us about your work process. Do you ever encounter problems along the way?

PAUL SHIPPER: There are various stages where I might get involved with a project and that can change my approach. I always begin my artistic process through mental mapping before picking up any tools, the creative process begins through the general eyes of the artist. Problems can strike often whether traditionally or digitally painting. When an artist works on large high resolution files I cannot emphasize how important it is to save often, hours of work can be lost in an instant. There is always something!

indymag: Nowadays, is any of your work or process non-digital? If not, why not?







PAUL SHIPPER: Of course, there are rough sketches and drafts that are not likely to make their way out of the artist's studio. It is important to mediate between traditional and digital techniques to see what might inspire the project. These are often transferable with digital paint brushes or pencils once envisioned.

indymag: What makes an illustration or a movie poster successful?

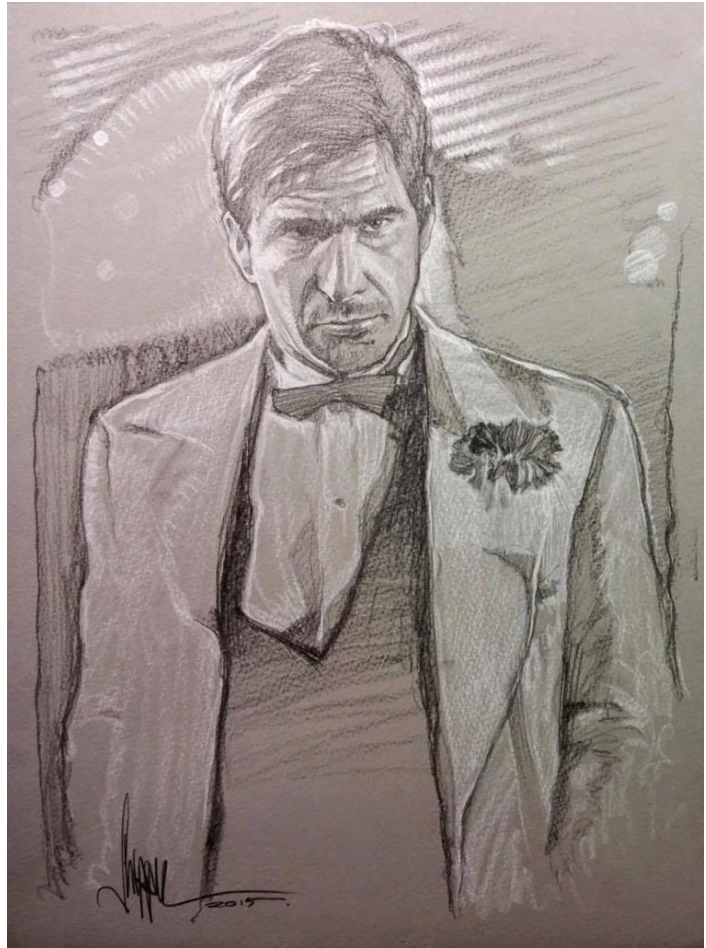
PAUL SHIPPER: Heart, thought, composition and execution.

indymag: You have recently worked with Marvel and Lucasfilm. How did that come by and what was it like working with the top studios?

PAUL SHIPPER: Quite a literal dream come true! I have been very lucky and grateful that such projects have come my way. I worked with Lucasfilm on the key art for Star Wars Celebration 2017 and this may have largely contributed to the awareness of my art. So many great people make up the teams at these studios so it was an honour and pleasure working with them, sometimes to such tight deadlines.

indymag: Were there any strict policies or guidelines you had to follow when working for Lucasfilm?

PAUL SHIPPER: Top secret. But really, as much as you want to share your love of the work you are doing, it is important to enjoy the partnership behind the scenes and to remember it is for the fans, myself included.



indymag: Have you ever had the opportunity to meet George Lucas?

PAUL SHIPPER: Not as of yet.

indymag: What are your personal thoughts on the upcoming Indy V?

PAUL SHIPPER: I am a huge fan of the Indiana Jones saga and there are so many directions that they could go in from a large corpus of back stories in the Young Indiana Jones series and much more. I am looking forward to Dr. Jones' next adventure!

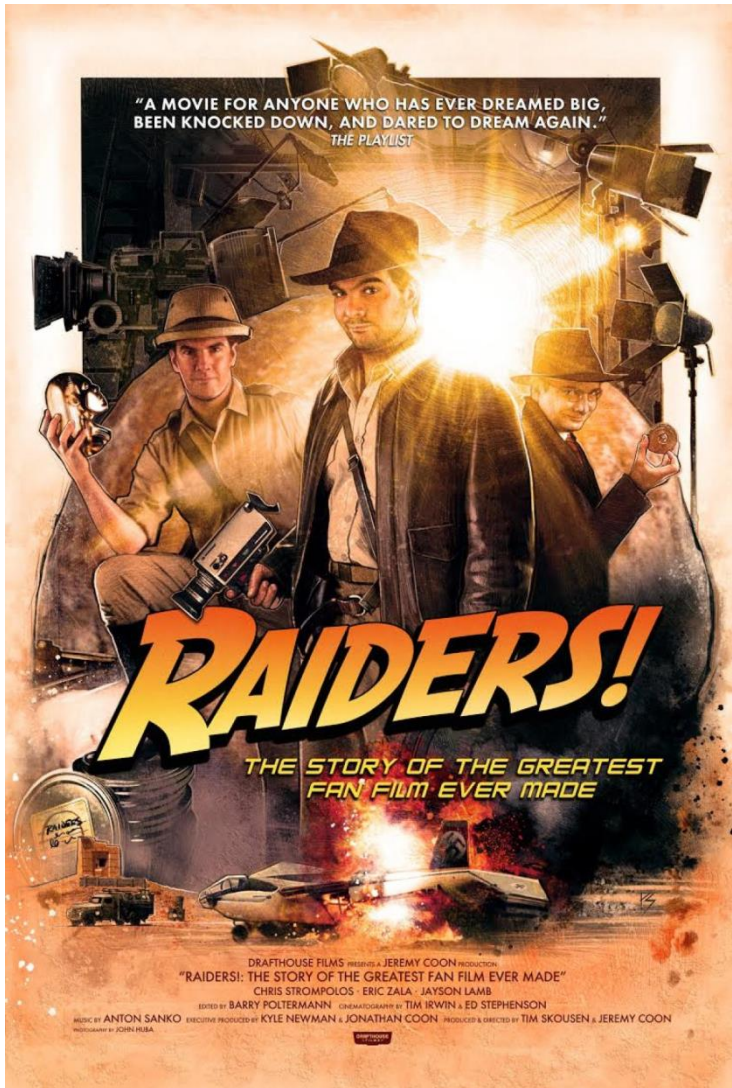
indymag: In your opinion... anyone out there that can replace Harrison as Indy? If so, who would be your first choice?

SHIPPER: That's a tough one, but if you look at the amazing CGI work in movies like Ant Man and Ant Man and The Wasp recently with Michael Douglas and Michelle Pfeiffer anything is possible.

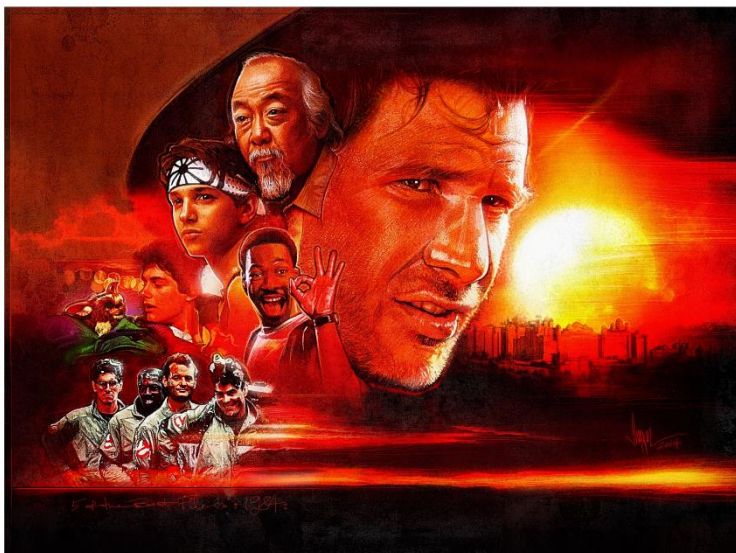
indymag: There have been many great movie posters in the history of film. Do you have a favorite one? Or a favorite artist for that matter?

PAUL SHIPPER: Drew Struzan's Hook and Cutthroat Island posters had a big impact on me when I saw them for the very first time in a cinema lobby. Drew Struzan is undeniably a strong force of influence in my life and work.





There are so many artists who have inspired me with their work including movie poster legends as John Alvin, Richard Amsel, and Bob Peak. There are also a lot of amazing current artists out there today.



indymag: Did you ever think about pursuing a different career? If so, which one?

PAUL SHIPPER: I have had a few jobs while trying to achieve my dream including graphic design and photography. My heart was always in illustration since childhood, inspecting cinema posters with a magnifying glass and my want to understand different paint strokes and technique. I have always aspired to be a movie poster illustrator.

indymag: Please tell us what lies ahead and what we might expect to come from the Paul Shipper Studio in the future.

PAUL SHIPPER: I am still as passionate as ever about illustrating movie posters. You can expect some original artwork in the near future. Digital painting is great, yet I find expression of composition and the life of the subject takes on a different form when you can manipulate the medium on a drawing board with pencils on paint.

indymag: Any final thoughts?

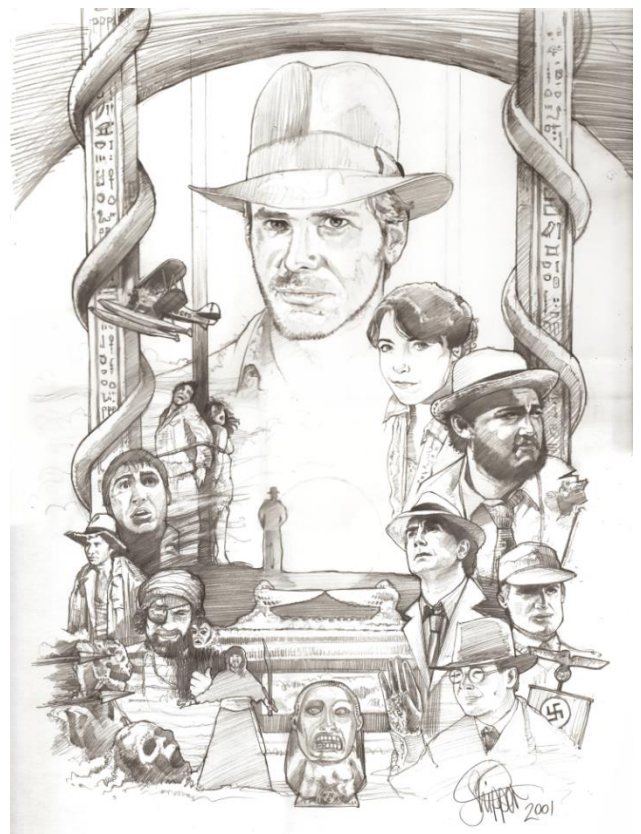
PAUL SHIPPER: There are many obstacles and mistakes that are made along the way, but when you push yourself in the face of this it directs us forward. Never underestimate the power of movie soundtracks when working, sometimes this is that uplift during the tough times, but also mark the good times. The Indiana Jones soundtracks play often in my studio and drive my creativity.

indymag: Thank you Paul, it was a pleasure speaking with you!

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

<http://paulshipperstudio.com/>

<https://twitter.com/paulshipper>




PROLOGUE: COVER STORY

“ Being given a chance to create an original Indiana Jones illustration is a labour of love. For your indymag cover I wanted to combine elements that are a nod to the possible future of the franchise with a timeless look to Indiana Jones that met somewhere in the middle from young professorship to the Kingdom of the Crystal Skull. The landscape and backdrop leaves the imagination to wonder where he is and with hopes to stir the imagination about a new adventure. The golden hues and subtle earth tones are iconic to the character, the promotion of the films and also happen to be tones I often work with whether out of happy coincidence or by an artistic preference. I wanted to achieve the classic look of Indiana Jones where he has just walked into another adventure.

I was inspired by the ancient landscapes of Egypt, the processional causeways, columns and ruins of Edfu Kom Ombo Temples, and the classic desert sunsets which always bring to the fore memories of Raiders of the Lost Ark. The person who interviewed me, Haiko, asked if I would be interested in creating something new for the cover and as I was aware he was quite the cosplayer (as our favourite Archeologist) I asked him if he had any photo reference of himself as Indy - and boy did he! What a great and accurate costume he has put together. I selected one of my favourite poses from Kal (reminding me a little of the Last Crusade advance poster by Drew Struzan (one of my personal favourites) and I got to work on creating a little Indy portrait... Hope you all like it! ”



ADVENTURER'S SUMMIT 2018



Has it already been a year? Haiko Albrecht returns to the Adventurer's Summit and uncovers its mysteries with a combination of good grub and whip lessons!

SO THERE IT WAS, that time of the year that we all had been waiting for! For obvious reasons I am not talking about Oktoberfest. After all, what do adventurers like us care about beer and food?? No, I was – of course – referring to this year’s Adventurer’s Summit. This year the event would take us to the picturesque city of Limburg an der Lahn, which is located roughly 50 miles north west of Frankfurt. The historic city, which dates back as far as 910 A.D., is known for its beautiful cathedral. The city has a population of a mere 35,000 and offers its visitors a beautiful Altstadt (“Old Town”) that is full of narrow streets with timber-frame houses, dating mainly from the 17th and 18th centuries. Here is a place that is rich with history and for that alone it created the perfect backdrop for this Adventurer’s Summit.

This year the Summit had been organized by Martin Gruhn and his wife Kerstin and as the weekend would show us, it had some memorable moments for us in stock... but let’s start at the beginning.

On Friday, 14th September the adventurers would arrive one by one in the late afternoon at the Hotel Nassauer Hof, which would be our headquarter for the coming weekend. Once all guests had arrived and checked in we would gather in front of the hotel and make our way to the first destination for tonight, where dinner would take place. This year’s Summit would see a total of 16 adventurers. But boy, those 16 were hungry for 30... and we would prove it. On our way to the restaurant we were able to marvel at the sight of the beautiful historic buildings of Limburg’s Old Town before we arrived at the restaurant “La Flamme”, which was a bit of a contrast as it was situated in a modern shopping mall just outside of the Old Town. For the hungry (and thirsty, I might add) adventurers there was a table reserved and we were told that this was THE place where traditional “Flammkuchen” was being served. “Flammkuchen” literally translates into “flame cake”, or in French tarte flambée, which translates as “pie baked in the flames.”

Contrary to what the direct translation would suggest, “flame cake” may not be usually flambéed, but cooked in a wood-fire oven. What followed was a fun filled dinner with plenty of tasty Flammkuchen and one specific beverage called Picon Bière, which is a tasty beer with some extra kick to it (21% vol).

So the first few hours of the evening were spent with eating, drinking and enjoying each other's company. After all, most of us hadn't seen each other for a year and there was plenty to talk about. Through all the cheers and all the laughter Kerstin did remind us that the evening had more in store for us. A guided Night Watch Tour was next on the agenda.

So around 9.00pm we left the restaurant and walked back into the historic Old Town where Summit organizer Martin would be waiting for us together with our female Guide for tonight, fully dressed in historic accurate gear. For the next 90 minutes our Guide would take us through the Old Town and tell us interesting tales about Limburg and its history. We went to see some of the more important buildings as well as some medieval cellar that showed the signs of time. All in all a very informative tour that brought us this beautiful city even closer.

Once the tour was over the guide bid farewell and we were on our own. As it wasn't that late yet we figured it would be a good idea to get to know some of Limburg's pubs and bars up close and personal. So for the next 3 to 4 hours we spend some quality time in two different pubs where we were able to not only enjoy some of the local specialities but also to have a lot more interesting chats with each other. By 2.30am even the toughest adventurers had to call it a day and we went back to the hotel for a good night's sleep.



I can only speak for myself but Saturday morning confronted me straight away with a massive hangover. Now hold it... I do not want to leave the wrong impression, but I have to admit that I should have stuck to one kind of beverage last night instead of trying out all sorts of different ones. Upon entering the breakfast room of our hotel it became very clear that I was not the only one who was suffering... my fellow mates Axel Freisinger and Martin Stroschein were amongst the victims of last night's crusade. The latter one even so much, that he had to miss out on the boat cruise on the river Lahn that was on the agenda for this morning.

After we finished our breakfast we all walked along the river to get to the pier of one of the river cruise ships that would be our home for the next 90 minutes. The weather was beautiful and the idea of cruising along the river in order to enjoy all the other sights of the countryside did sound very appealing and let's face it, for some of us this was just the perfect outdoor excursion that would help us to regain our strength.

On board our vessel we secured part of the upper deck for our group. There were of course other guests on board and they might have wondered what kind of interesting Fedora wearing bunch we were. The river cruise started and over the speakers on board there were announcements that gave us insightful info about the various sights that we passed. Enjoying the weather and the sights along the river, we let the world literally drift by and enjoyed the view and the tranquility. The cruise boat would take us as far as Dietkirchen, where the beautiful church of St Lubentius throned on top of a hill. Here is where the boat turned around and made its way back.





“Our whip expert Mirko showed us once again how it’s really done!”

Around 12.30pm the cruise boat returned to the pier where we initially started and all of us headed back to the hotel. As it was a very short night for some of us, a few adventurers decided to rest for a while back in the hotel while the rest of us headed into the Old Town to have some lunch in one of the historic restaurants. After we finished our lunch we all headed back to the hotel as our next excursion would start around 3.00pm so there was still enough time to get changed and to holster the whips. Right on time we all left the hotel in taxis and drove to the nearby city of Runkel, which was just a mere 7 miles away. Runkel is known for its beautiful medieval castle that can be seen from miles away as it is situated on top of a hill overlooking the river Lahn. The castle would be our next stop and Martin and Kerstin had organized an exclusive tour for us which gave us the chance to explore the castle in detail. Our female tour guide had many interesting stories to tell and answered all questions that came up.



As to the origin of Castle Runkel... it is not quite clear. Legend has it that a knight of Emperor Charlemagne decided back in 778 to build this castle on top of the hill, but historically the castle was first mentioned in 1159, but is likely to be older. It was built by the Lords of Runkel to secure the Lahn bridge and was in 1159 in the possession of Siegfried (I.) of Runkel. What really amazed us is how well intact most of the castle was. The inner courtyard was beautiful and the perfect setting for one of our many group photos. After that we climbed the tower as we were told that the view over the Lahn valley from up there would be breathtaking. And boy, that was not a lie. Once we reached the top of the tower we marveled at the beauty that presented us. On a beautiful day like this the view was quite outstanding and one could see the valley with the river Lahn embedded in it as well as all the neighboring towns and villages. Each and every one of us took plenty of photos as the view surely was unparalleled. But not only that, the top of the tower gave us enough space to even try out our whips. Surely a good crack of the whip was something that these walls hadn't heard for quite some time.

Our whip expert Mirko showed us once again how it's really done and made most of the rest of us look like amateurs, which - in all fairness - we were when it comes to whipcracking with a 10ft Crease n Corral Raiders bullwhip. Man, don't you just love the sound !



Around 5.30pm we finished our tour and the taxis took us back to the hotel where we were all able to take a breezer before the evening event would start around 7.00pm. For this Martin and Kerstin had rented one of the private banquet rooms of the hotel. Here is where the rest of the evening would take place.

At 7.00pm we all made our way to the banquet room, where the dinner tables were set up as one long table, facing a screen along one of the walls. Along the other walls Martin and Kerstin had positioned all the goodies and prizes that could be won tonight during the raffle. The tables were decorated with flowers and even some glowing Sankara stones which gave the dinner tables some mystical ambience.



First we started with the dinner. The waiter took our orders and once again we were able to enjoy some of the local specialities accompanied by a glass of wine or beer, depending on your personal preference.

Before the program of this evening would commence some video messages were shown on big screen. These came from members that unfortunately could not join us this year and also from a certain Paul Freeman himself, who wished us a great time at this year's event and who thanked us for the continuing support of his charity project. As for the charity project, we will come back to that later...

Next up after that was a new documentation that had been produced by our very own Jürgen Mathy and that would be shown today for the first time. It was about the German tourists that were initially used as extras for "Raiders of the Lost Ark" during the Tanis scenes, and one in particular, that was selected by Spielberg himself to play a much larger and dramatic role that (unfortunately) got cut out of the movie in the end. As always Jürgen did a very thorough job by researching all the necessary details. The documentation was filled with interviews as well as rare or never-before-seen photos from the Raiders set and the people involved. That documentation was really a highlight as it dealt with something that most Indy fans only heard about but not in such detail.

We congratulated Jürgen for doing such an excellent job and asked him many questions on the "How" and "Where" which he gladly answered.



“Glowing Sankara stones gave the dinner tables some mystical Ambience.”



Next up on the agenda was the raffle prize draw, which has become a tradition throughout all the previous Summits. But before we go into that let's just go back in time for a moment: During last year's Summit we were fortunate to have Paul Freeman (aka René Belloq) attend our event. I knew that Paul was very passionate about the charity project "UK Friends of Healing Focus", for which he is Chairman and also Founder Member. For all of you who don't know what this project is all about: the "UKHF" charity project helps building a brighter future for the Orphans of the Busiro village in Uganda.

Back then my co-organizer Mirko and I decided that instead of giving the raffle tickets away for free, we would sell those tickets in order to raise money for this good and important cause. This way, the Adventurer's Club and all Summit attendees were able to do something good and important and Paul himself appreciated our support immensely.



For Martin and Kerstin it was important to continue the good work that we started last year and this year all funds that were raised through the raffle ticket sale would once again go to the "UKHF" charity project.

Martin was able to gather some excellent treasures for this raffle and once again some of the prizes were donated by well known artists to help this good cause.

Martin introduced us to all the goodies that could be won tonight... and believe me, there were some great items among the lot. Here just a few prizes that were going to change home tonight: a voucher for a handmade adVintage Beaver Fedora, a Raiders production used Storyboard, the already sold out "Indy's Adventures (Trilogy)" poster print by Gabz (signed by the artist), the Memorial Day 2008 Drew Struzan Indiana Jones poster (signed by Drew), a rare Temple of Doom Half-Sheet poster and many many more.

Knowing that this was for a good cause all the adventurers purchased willingly plenty of raffle tickets. Once the sale was closed Kerstin announced the winning raffle ticket numbers. I am not sure but due to the amount of amazing prizes it seemed that everyone of the adventurers got lucky at least once this evening. All in all there were happy smiles to be seen everywhere once the raffle prize draw was over and Martin topped that with the news that we raised even more money for the "UKHF" than we did last year. That was the icing on the cake and I am sure that Paul would be more than pleased.



“Martin topped that with the news that we raised even more money for the UKHF”.

After that, we spend the evening with chatting and watching small tidbits on screen, like an updated version of the “Revenge of Kali” fan film or the short but rare Classic Featurette from Raiders of the Lost Ark. Around 2.00am the evening ended and all adventurers went to sleep. The next day would already mark the end of this Summit but for that something special had been planned.

Sunday morning came and with it the thought of having to say Goodbye soon. But not so fast fellas... we were still on a roll. Martin and Kerstin had planned a trip to Bürresheim Castle, better known as Castle Brunwald from “Indiana Jones and the Last Crusade”. The Castle, which is approx. 50 miles away from Limburg, would be the perfect spot for our final Group Photo and for bidding Farewell.



After we all finished breakfast and everyone had checked out of the hotel we drove in a car convoy to our final destination. The drive took not even an hour and the beautiful weather was all one could have hoped for. And there it was, northwest of the city of Mayen, in the middle of unspoiled nature Schloss Bürresheim presented itself in the best possible way. I am sure that Lord Clarence MacDonald would have preferred this beautiful weather for his tapestry inspection.

Once we parked our cars we all walked up to the Castle. Eventhough that castle had been visibly changed for the movie and filming inside the castle never took place it was still great to be here. After all, it has become a part of Indiana Jones history. We explored the courtyard of the Castle, took many photos and discussed all Castle related matters that came to mind. After an hour or so we left the castle grounds and headed to the spot where the final group photo should be taken. All the adventurers together with magnificent Castle Brunwald in the background.

What more can you ask for?

Again, plenty of photos were taken that would remind us of this marvelous place. After that there was nothing left but to bid farewell to friends new and old and to be on our way. This year’s Adventurer’s Summit was officially “in the books”!

On our way home my wife and I talked a lot about the Summit. This weekend had proved once again that the best times are spent with friends that share the same kind of passion as yourself. I wonder if Steven Spielberg ever thought of the kind of impact his movies would have on other people’s social life. So much so, that they would meet regularly, dress up and celebrate his movies and the stories surrounding them. I for one am grateful for the opportunity and for being able to call these guys and gals my friends, because without his movies all this would not have happened! So let me finish by saying: Well done, Steven! Well done indeed!



Left to right back row... Stefan Wiechert, Haiko Albrecht, Timo Gilich, Axel Freisinger, Jürgen Mathy, Jose Ortega Godoy, Kerstin Gruhn, Mirko Marti

Left to right sitting/kneeling: Martin Stroschein, Martin Gruhn, André Milewski, Markus Wolf, Belle Albrecht, Maxi Hänsch.



A photograph of three men dressed in western-style clothing, including brown leather jackets, light blue jeans, and brown fedoras. They are standing on the red metal roof of a train car. The man on the left is leaning forward, the middle man is looking towards him, and the man on the right is holding a handgun. The background consists of green trees and a clear sky. The train car has some mechanical parts and a red light visible.

GUADIX



Special

Did you know there's a town in Spain that created a special event dedicated to the filming of *Indiana Jones and the Last Crusade* from 30 years ago? Neither did we!

Jürgen Mathy reports

It has been 30 years since "Indiana Jones and the Last Crusade" was filmed in Spain where Steven Spielberg, Harrison Ford, George Lucas and many other members of the cast and crew came to Andalusia to bring the whip-cracking archeologist's final adventure to life.

The story itself was set in Turkey, but for capturing the landscape, the filmmakers decided to use the area of the Spanish Tarbenas close to Almeria.

This part of Spain was quite familiar to producer Robert Watts, as he had worked there on several spaghetti westerns in the 60s and 70s, and he thought that this landscape would exactly match what Steven Spielberg expected for this production.

One of the locations needed to double for the Turkish city of Iskenderun. They were looking for a place with a station and an antique train.

Everything they needed could be found in a little city called Guadix.

To commemorate the 30th anniversary of the shoot in Guadix the tourism office of Guadix took the opportunity to plan a 3-day event as they had started this event 5 years ago for the 25th anniversary.

Locals and tourists from all over Spain and other European countries came to the city to celebrate this event. They wanted to repeat this success in 2018, and this time, I was joining the celebration:

My trip started on Thursday, the 7th of June, 2018. I flew from my hometown of Dusseldorf to Malaga, in Andalusia. From there, I headed to the first place I wanted to visit, Granada.

Granada itself didn't play a major part during the production in 1988, but it was one of the largest cities to the production area, so senior cast and crew stayed in Granada during the shoot in Guadix.

The story begins here at the Alhambra Palace, a five-star hotel, chosen for the first press conference for the Last Crusade on Spanish ground. The conference was attended by the leading heads of the production and directing departments. For me, it was reason enough to book myself a room there and to enjoy the comforts of this foundational and historic hotel.



One of the most famous hot-spots in the city of Granada is the Moorish fortress Alhambra, a huge structure considered a UNESCO cultural heritage site.

In 1988, Spielberg was also a guest at the Alhambra and considered filming some scenes there as a stand-in for the Palace of Brunei.

The Alhambra is an oriental style fortress built by the Moors during the 14th century. It would have been a perfect match for the sultan's palace, but this plan was later cancelled. If you visit the Alhambra Palace Hotel my advice is to have a drink on the hotel bar's outdoor terrace. There, you can enjoy a beautiful view of Granada, and on the horizon you can see the snow-capped peaks of the Sierra Nevada mountains.

Once settled at Alhambra Palace Hotel I prepared to follow in Spielberg's footsteps and see the inside of the Alhambra fortress.

I naively set off after breakfast at 08:30 to be at the entrance in time for the opening at 09:00. Several people and groups were already crowded around in front of the entrance, but there didn't seem to be lines for any of the cashiers. I enthusiastically approached the first counter and was helped very quickly. When I asked for a ticket, the lady behind the counter just gave me a compassionate smile. Then, it became obvious: I would not be seeing the Alhambra today.



The Alhambra is one of the most visited sights in Spain, and tickets are sold out for months in advance, so they need to be ordered early. I was forced to leave but I used the remaining time to make a complete circuit around the Alhambra and admire the massive dimensions of the fortress. I was, however, unable to see the fountain of lions, which Spielberg visited 30 years ago.

I left the Alhambra, the Alhambra Palace, and, with them, Granada and continued my journey on to Guadix.

It was the 8th of June, the first day of the event. After a one-hour ride through the wonderful landscape of Andalusia, I reached the city of Guadix. It was already midday when I arrived, and I had missed the opening ceremony. But I was certain to get my Indiana Jones fix over the next few days. First, I checked into the hotel where I would be staying for the next 2 days. This time I had chosen the 2-star hotel Muhacen. This is a simple hotel with very nice staff at the front desk. Choosing this place has nothing to do with blowing my budget on spending the first night in a 5-star hotel. This hotel was, of course, also related to the production of the Last Crusade. In 1988, the Muhacen was used as the fitting and dressing area for all cast and extras. The hotel has been family-owned for generations, and if you ask the current manager about Indiana Jones, he will tell you that he and his brother were chosen as extras to play German soldiers.

The next step was to go to the Place de la Republic. This is a historical place close to the almighty Cathedral of Guadix. Here, I found the Office de Tourism. As I approached, I was welcomed by two large screens showing scenes from the Last Crusade. Next to the screens was a familiar street sign. Berlin or Venice? A wonderful replica of the prop from the Last Crusade, from a scene filmed back in 1988 in a location not far away from Guadix. A few tourists were looking around, and in the small crowd, I recognized Toni. Toni is the head of the tourism office of Guadix, and she was also managing the Indiana Jones festival. She helped me out with another project a few years ago, so we knew each other, and it was a great pleasure to meet again. We talked for a bit, but she was busy, of course, and she advised to go inside and visit the Indiana Jones exhibition.

No sooner said than done, I went to the exhibition and met Daniel Ramallo, who is a luminary regarding Indiana Jones and, since my first visit, a friend as well. He and his wife welcomed me and he took me on a tour through the exhibition. The exhibition consisted of two parts.



indyguadix

First of all, there were recognizable scenes from the Last Crusade including the grail knight's coffin and the room in Venice, as well as the Holy Grail's resting place. Then there were original historical documents from the production. As a prop collector, I was very pleased to see one of the original signs from the Guadix station scene, which a local had kept for the last thirty years. An incredible experience. Later, we went to a café next to the tourism office and had a long chat about the latest news surrounding the Indiana Jones universe. During our chat, another friend of mine joined us: It was André and his girlfriend Lena. The first time I met André was at an Adventurer's Summit a few years ago, and we were happy to see each other again. We stayed for another few coffees or beers, then we decided to go back to the hotel and freshen up for the evening event.

The evening brought something special: The local orchestra in Guadix played film soundtracks in the historic Monastery de Santiago. Of course, they started with the famous "Raiders March", followed by other well-known movie themes reflecting the long history of movies filmed in the Guadix area. Especially featured were soundtracks from the titan Maestro Ennio Morricone. Last but not least, the final track was again dedicated to the man with the hat, and the talented musicians played the final theme from the Last Crusade. In addition to this pleasure for the ears, there was also eye candy. A female artist in Indy gear presented an acrobatic performance at the top of a building. Searchlights followed her movements twenty meters in the air. Watching her perform with the hat and whip took away the stunned audience's breath. Later on, we ended up in a bar to have some drinks and to finish up this wonderful first day.

The next morning started with a very special part of the program at Guadix station. There was a presentation of the antique locomotive, "Baldwin", which was also used for the production of the Last Crusade in 1988. André, Lena and I arrived at the station on time, but there was no locomotive to be found. We learned that this historical vehicle was kept in a shack near Guadix

station, and we set off on a hunt to find it. After a quick chat with Daniel on the phone, we had a rough idea of where to start our search.



On our way, we met people who we were certain were looking for the same place. One telltale sign of this was the clothing that they were wearing: So many fedoras. But there was also one guy dressed as an Arab, complete with a fez. So we were pretty sure we were on the right track. After another 15 minutes of searching, we finally arrived at our destination. And there it was. Baldwin. An 80-year-old steam locomotive, completely restored by the local Guadix film club. They had taken really great care of this beauty.



It was fully functional. It would have been a dream to see this iron horse at the station like it had been 30 years ago,

but unfortunately, that was not possible. Nonetheless, it was incredible to see this

piece of movie history. Later on, Daniel and his wife Cintia joined us, along with Pedro and his wife. This was my first time meeting Pedro. I had been in touch with him via social media, as he is running the stunning website „The Indiana Jones Picture Gallery Project“, the best source for all Indy pictures. You can find hundreds of very rare pics. It's always fun to browse through this archive of the most famous archeologist of the world, and it was also fun to have met Pedro in person. After an extensive appraisal of Baldwin and a visit to the wonderful exhibition arranged by the local film club, we left and headed back to the little café next to the tourism office to grab



some food. Of course, all conversation turned to hats, whips and leather jackets, and we also got in touch with other fans who came to Guadix especially for this event.

We hung out there until the next event: During the late afternoon, there was something very special, a performance of an Indiana Jones action sequence. Local clubs and citizens had prepared a short story, which was performed on a major street in Guadix that was closed down just for the event. We saw historical vehicles, a few bad guys and villains, a lot extras, and, of course, our hero. He arrived on the scene in a motorcycle, bringing along his dad in a sidecar. The duo was chased by a bunch of Nazi soldiers on their motorcycles and in antique cars. It ended in a shooting with blanks exploding loudly, some fist fights and screaming people.

But in the end... the good guys were victorious. The performance ended with applause from the audience. All of the actors and performers came together for a last group picture, and you could see a smile on everyone's faces after this successful effort.

We went back to the little café which, in the meantime, had become the unofficial meeting point for all the Indys and other visitors to this anniversary event. Typical for Spain, we ordered tapas and waited for the last event of that Saturday: The local cinema was showing the results of the short film festival. On the previous Friday, interested filmmakers had taken part in a movie challenge. All of them got a task to do and had 24 hours to produce a short movie that fit those guidelines, which were of course related to the hero with the hat. The first 3 places received awards, and the winner took home cheque worth €1000.

indyguadix

In the cinema, the audience was welcomed with an on-screen appearance by veteran Indy actor John Rhys-Davies, who had filmed a special welcome message just for this event. Rhys-Davies was one of the main actors in Guadix in 1988 and he would have loved to attend the 30th anniversary of the production, but he was not available at that time.

Later on, all of the filmmakers' efforts were shown on the silver screen. The participants made completely different movies, from a music video to a Hollywood-style Indiana Jones short film. The contributions were mostly in Spanish, but everyone could understand the context of the movies, so it was a great success for the audience. Finally, 4 people were asked to come onstage. It turned out that these people were extras during the production of the Last Crusade in 1988. They shared their memories and anecdotes from that time 30 years ago. Unfortunately, it was also in Spanish, so it was hard to understand for gringos like me. We finished the day with a last drink at the café, where we met another Indy fan from the UK: Alex Hogg and his wife joined us at the event. Both of them are set tourists and have visited a bunch of Indy locations over the past few years. You can find their experiences on the blog <http://ultimateindylocations.blogspot.com>.

A day full of new impressions, awesome performances and many exciting chats about the most famous archeologist came to an end.

And a new day began: Unbelievable as it seemed, it was already the last day of an extraordinary anniversary, and we celebrated where all began, at the market place in front of the Guadix station. Exactly where movie history was written 30 years ago. The station building was painted to exactly match the one seen in the movie. The sign for Guadix was not visible, as it had been covered by a sign bearing the name Iskenderun, from the movie. Similar to 30 years ago, the place was filled with market stands bearing exotic fruits and other things, and people in oriental garb were walking around. A real camel was even brought in to make it feel like the location from the movie. The historical cars and motorcycles brought us back to a time 70 years ago.

And the show began. There were so many actors. Among the good guys, you had our beloved hero, his father, Marcus Brody, and Sallah, and, of course, a bunch of bad guys who had to be taken down. Indy rode in on a motorcycle and jumped into the action to fight the villains and rescue his dad. The show was filled with all kinds of technical and pyro-technical effects, including Henry Jones Senior's leg catching fire. It was a truly first-class stunt performance. The climax was met with enthusiastic applause from the audience. This show was staged 4 times that day so people could come at different times and no one had to miss anything. During the breaks, there was plenty of time to chat with the actors and extras, and a lot of mobile phones were raised to take unforgettable pictures in an incredible environment. The end of the last show was also the end of the 30th anniversary event. The stands were packed away, the tents were wrapped up, and the antique cars started their journey back home. The Eastern marketplace of Iskenderun transformed gradually back into Guadix station. The audience said good bye to an unforgettable event, and some of them are looking forward to come back on the 40th anniversary, or 50th or, or, or





MAKING IT UP AS THEY GO ALONG!

Indiana Jones fan Juan Uberos Rodriguez and his son took the plunge to visit Guadix and join the celebrations. Jürgen Mathy takes a snapshot of their adventure and finds out how Indiefans tick.



indymag: How did you hear about the 30th anniversary event of Guadix?

Juan: I found out about the event through the website of www.indianajones.es. For the 25th anniversary we were very interested in visiting Guadix but my son had just been born and he was too young to enjoy the event with the family. Therefore, even though I am a big fan, we decided not to go and wait for a while to visit Guadix and enjoy the activities such as the 30th anniversary was.

indymag: Did you come just for the event to Guadix? How long did you travel to Guadix?

Juan: Yes, our intention was just to enjoy the event, we planned it in our agenda 6 months before. We booked a hotel in time for the entire weekend and, as the date approached we planned the sites we wanted to visit and the events we wanted to attend. We travel from Totana, a town in the Region of Murcia (Spain), just a couple of hours by car from Guadix.

indymag: Your family were dressed like Indiana Jones. What means Indiana Jones to you?

Juan: The first time I saw an Indiana Jones movie was on VHS tape. I remember that I was sick with the flu, sitting on the couch, my parents were going to go out for dinner and I asked my mother to rent an adventure movie from the video rental shop before leaving. The movie was "Raiders of the Lost Ark." I was alone at home, I remember seeing it and enjoying it so much that I started seeing it again. My younger brother came home at that time and joined me to watch it. When it finished for the second time we looked at each other's face and he said: "play the movie again". Finally I ended up seeing it 3 times on the same night. That day marked me for a lifetime. For me Indiana Jones is adventure, music, action, the hero ... a compendium of things that all together make me enjoy as a child despite being an adult. My wife and my son know about my passion and they accompany me in everything related with it, and for me there is nothing better than enjoying my hobby with them.

indymag: Your kid is the next generation of Indiana Jones fans? Does he know about the man with the hat?

Juan: Hope so. My son is only 5 years old. At the moment he prefers Star Wars which is more suitable for his age. He has watched the Indiana Jones movies but we have to cover his eyes and ears several times being that there are scenes that he can not see because of his young age. Anyway, he has enjoyed the movies and knows all the characters. I do not know what the future of the movie franchise will be, but for now I am satisfied that he enjoys with us the man in the hat.

indymag: Would you be part of the next Indiana Jones anniversary?

Juan: Yes, it is possible for us, of course. It is a way to relive what these films have made us feel, to go back to childhood and remember those days when the living room of our house became an excavation of Egypt, where a lost ark was found, or in a sanctuary where a Knight of the Last Crusade kept the Chalice of Christ, where the music was adequate, the actors seemed to really live that moment, and everything fits. The magic of cinema makes us travel and transports, no other one like Indiana Jones for me who has achieved this effect in such a large and effective way. The side effect is when you get older, you buy hats, leather jackets and even whips ... but, so far as it goes is a healthy vice.



Toni Requena Rodriguez

Tourism office manager of Guadix

“ To start a new event was easy as all fans of Indiana Jones asked for it. So I thought about it and decided it would be a nice idea. It all started in November 2017 so the town hall decided to present it officially at Feria de Fitor. I got dressed as Indiana and got some politicians to follow me on this crazy idea. I have to say that our stand was the most visited then!!

It took me from November 2017 till June 2018. What I didn't know was that I was going to be alone to organise everything so I worked under stress for too long. I ended too tired, and as being alone I couldn't do all the things I wanted. Indiana itself is not very important for the city but knowing that Guadix is a land for making films of all kind is very important. With this event I persuade people to come to my city, to sleep in our hotels, to eat in our restaurants etc. To your question about the 40th anniversary, right now I say NO. I am planning to do others events for different films but you never know, maybe when the time comes I think differently. ”



Special Guest
Paul Freeman



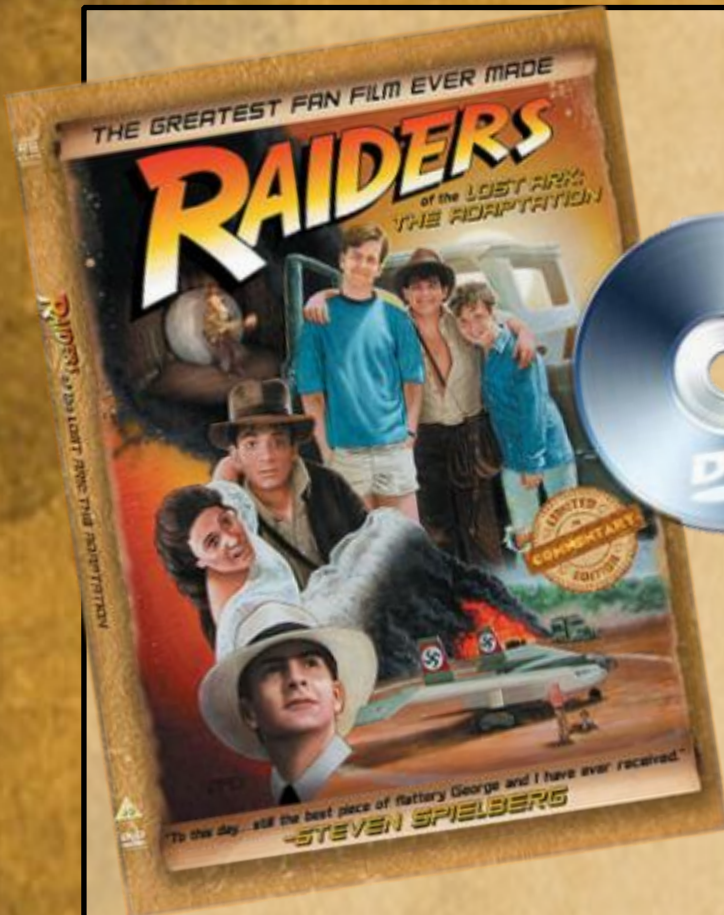
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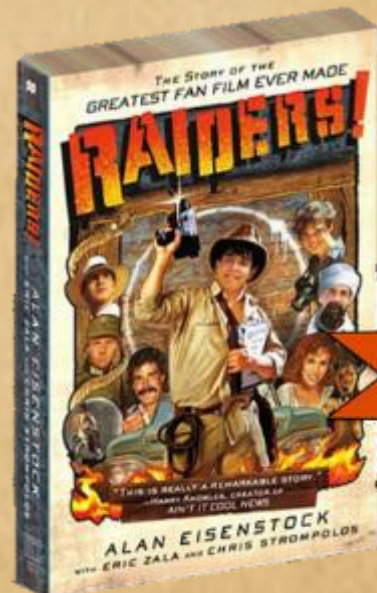
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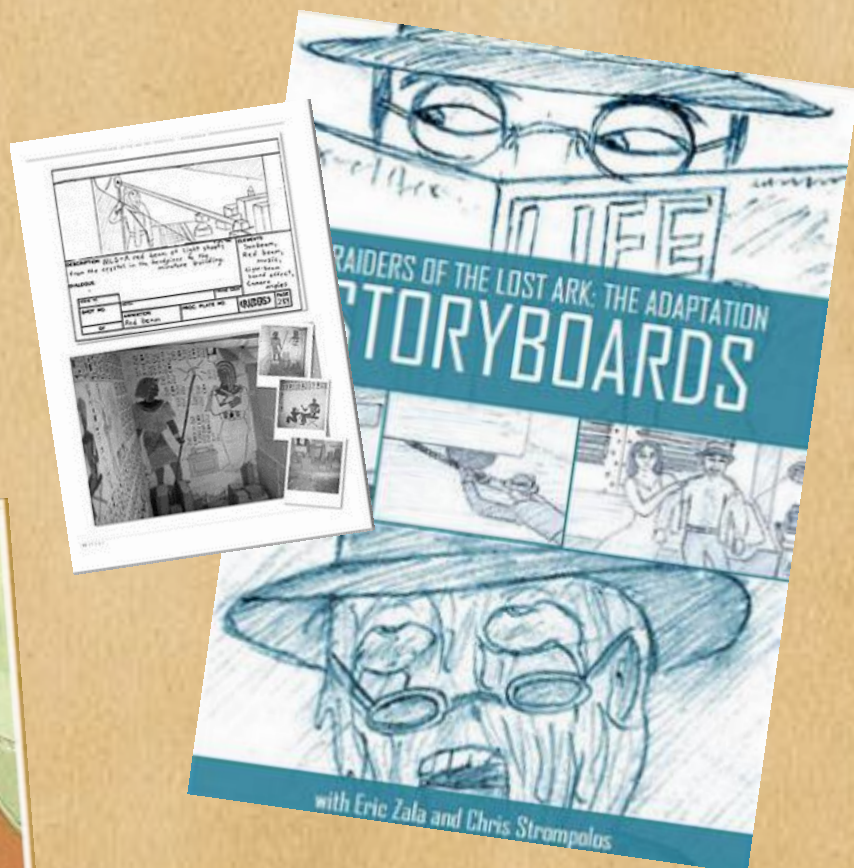
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indymag is proud to present the serialisation of **DALE DASSEL'S *Indiana Jones and the Fate of Atlantis*** as originally envisioned by the author. The book based on the *Lucasarts* computer game by Hal Barwood and Noah Falstein will be presented over 22 instalments. So get comfortable and indulge in a quest for a legendary civilisation as Indy continues into his deepest adventure...

TOMB OF AN ATLANTEAN KING

Indy felt the cold rush of terror a fraction of a second before they heard the chilling noise. He pushed Sophia forward and they hit the floor as the crash of stone reverberated in the tunnel with a bone-jarring thud. Darkness cloaked the passageway in a thick veil of shadow. The doorway had vanished behind a massive granite slab.

Sophia sat up, stunned. Her face was pale with shock. Then she came to her senses. "No!" She leapt to her feet and slapped her palms against the monolithic barrier, but it was too late. The door was closed forever.

The dust settled around them. Indy scowled at her. "I thought you were a psychic. You didn't know that was going to happen?"

"I'm only as psychic as Nur-Ab-Sal allows. I never said I could predict the future."

"Terrific," he sighed. He adjusted the lantern to burn brighter. "Okay, stay behind me and don't touch anything." He fixed her with a stern expression. "I'm serious. This isn't a game."

"Whoever said it was?"

"We still have to find a way out of here."

"Lead the way."

Caution governed every step as Indy moved along the narrow tunnel with the lantern held aloft, scrutinizing their path for any sign of a trap. The walls of the inner passage were in remarkable condition unlike the pyramid's crumbling exterior, and that worried him because any arcane security measures would also be in good working order. Indy wasn't fooled by the primitive architecture. He'd experienced enough death-riddled tombs in his career to know that things were never as simple as they looked.

In locations around the world, he'd seen the lethal defense mechanisms employed by the ancients to safeguard their most valuable treasures. There were a thousand gruesome ways to die, and the next unwary step could be a man's last. Survival often depended on quick reflexes and a keen sense of intuition. Sometimes Indy could anticipate the horrific trials they devised. Other times, he couldn't. He was lucky, but somehow they always managed to surprise him.

The heavy silence was disrupted by a frantic rustling as the parrot careened down the hallway in search of escape.

"Do you think we're really trapped in here?" Sophia's voice echoed off the stone with a hollow ring.

"Maybe for a little while, but I don't like to stay trapped anywhere for too long. We need to find that book before Kerner gets ahead of us."

"Well I'm glad you're finally coming around," she said.

"It's hard to argue with proof etched into the wall of a 5000-year-old crypt."

"What's that?" She pointed ahead, where the floor glittered curiously like gems on a sheet of black velvet.

Indy pushed the lantern forward as they drew closer, but the darkness refused to give up its secrets.

"Maybe it's diamonds! It could be the king's treasure!" She trotted past him in a burst of excitement, forgetting about his previous warning.

"Damn it, Sophia!" He ran after her and caught up just in time. The floor suddenly split open, falling away like an inverted drawbridge. Sophia gave a startled yelp. Her arms flailed in panic as she tried to keep from pitching forward into the chasm.

Indy spun and tackled her, hooking an arm around her waist. His other hand shot out to grasp the edge of the yawning pit. The trapdoor slammed roughly into the ground and he nearly lost his grip. Hanging from the steep incline, Indy dared a look over his shoulder. He saw rows of razor-thin obsidian knives staggered down the 10-foot drop. In a diabolical feat of engineering, the blades were oriented edgewise to present a nearly invisible profile in the darkness.

Sophia twisted her body, trying to shake him free. "Get off me!"

"Stop moving!" He struggled to maintain his grip on the thrashing woman.

A loose stone fell into the pit with a metallic plink, disturbing a sheet of glittering sand that covered the bottom. The smooth white powder stippled into a grid of geometric pinpricks. Indy shuddered. An unwary trespasser would be flayed to ribbons on the razor slide, then deposited onto a salt bed lined with iron nails to suffer an agonizingly painful death.

"Hurry up and grab the ledge!" he urged her.

She reached up and curled her fingers over the protruding slab. Indy released her and quickly grabbed on with his other hand, easing the strain on his muscles. The lantern was burning his arm, but his leather sleeve protected him from the worst of the heat. He felt the shape of her body pressed beneath him and smelled the scent of her sweat-soaked hair against his face.

"We'll have to do this again sometime without the spikes," he muttered suggestively in her ear.

Sophia bristled like a cat. "If you don't move right now—" she warned. Indy redistributed his weight and eased over to hang beside her.

"That was some cheap trick, Jones. You'll do anything for a thrill, won't you?"

"Can it, sweetheart. I just saved you from your peace-loving Atlanteans." He directed her to the legion of gleaming razorblades below their heels.

She glanced down in horror, then flashed him a guilt-stricken look. "Sorry, I didn't know."

"You can thank me later. Now let's get the hell out of here."

"Sounds good to me."

Grunting with effort, Indy pulled himself up and eased over the edge until he was sitting on the hallway floor. He set the lantern down and quickly hauled Sophia out of the trap while the parrot circled the abyss and perched on the wall above them.

"Hermocrates, a friend of Socrates! Bawwk!"

She gave a weary sigh. "Remind me to kill that bird if we get out of here alive."

Indy looked across the razor-lined pit. A fifteen-foot gulf separated them from the passage beyond. There were no wooden beams above to snare with his bullwhip. No easy way across.

Sophia bit her fingernails nervously. "Any ideas?"

"I'm open to suggestions," he admitted. The parrot flapped its wings, drawing Indy's attention to a narrow sill above them.

The ledge ran the length of the hallway, and provided the only way to traverse the deadly pit. Sophia fidgeted anxiously. Her composure had been reduced to a bundle of nerves after surviving the booby-trapped floor. If she panicked, there was no telling what she might do.

"Are you ready to get some fresh air?"

"God, yes."

"Then turn around." He spun her to face the wall. Before she could protest, he crouched and embraced her legs, then lifted her towards the ceiling.

"What are you doing?!"

"Getting us out of here. Now grab onto that ledge."

Tracing the narrow sill across the pit, Sophia realized what he had in mind. "Are you trying to get us killed? We can't do that!" She writhed frantically in his grip. "Indy, put me down right now!"

"Hold still," he grimaced, struggling to keep her steady. "Stand on the bricks like this. Here." He clutched her boot heel and guided her toes into a crevice in the ancient stonework. She immediately locked her other foot into the wall.

By **DALE DASSEL**

INDIANA JONES

and the
FATE OF ATLANTIS

Chapter XI

The parrot flapped its wings uneasily as she reached for the stone outcropping. Sophia took a swipe at it. "Shoo! Get out of here!" The bird flew off to escape her vindictive attack.

With her weight distributed between the wall and the ledge, Indy put his hands on her bottom and pushed her closer to the ceiling.

She glanced back with a smile. "See anything you like down there?"

"Maybe if I had more light." The lantern rested on the floor by his feet.

"Hmm, that's too bad." She got a firm grip on the ledge. Indy watched as she carefully inched sideways on her toes, testing the method that would carry her across the pit.

"Good. Try each handhold before you move, and don't look down. I'm coming up next."

Securing the lantern handle over his holster, Indy jumped up and caught the slim vestibule protruding from the wall. He jammed his boots into the stone crevice and began to negotiate the treacherous chasm, acutely aware of the ebony razors gleaming below. It was a delicate balancing act, he quickly realized, like a tightrope walker without a safety net.

A few feet away, Sophia crept along with deliberate slowness. Her arms quivered with the strain of supporting her entire body. Sweat burned her eyes, but she couldn't wipe them without losing her grip.

"I'm going to kill that miserable bastard..." she huffed, sidling cautiously along the rim.

Indy grappled his way closer. "Sternhart? What did you see in him, anyway?"

"Charm," she replied without hesitation.

"What's the matter, I'm not handsome enough for you?"

She put a little more distance between them. "You're a different kind of handsome, Indy."

"Thanks. That makes me feel better."

A piece of the ledge suddenly broke free with a sharp crack!—a sound like a cold knife in his belly—and Sophia fell screaming into the void. Startled, Indy nearly lost his grip as her sharp cry of pain shattered his soul. He clutched desperately at the ledge, trembling with heartache at how swiftly her life had ended.

He glanced over his shoulder, fearing the worst sight imaginable. Indy gushed a sigh of relief when he saw that she'd landed at the edge of the pit with her legs dangling over the side.

"Indy! Help me!" Sophia kicked frantically, her boot tips skimming the lethal razorblades just inches below her. Her arms scrabbled for a grip on the stone floor. She slid backwards, unable to stop herself.

Spurred by her terrified cries, he reached across the broken gap and grasped the other side of the ledge in a feat of heart-stopping dexterity. Indy let go and dropped to the ground. He rolled over, snaring her by the wrists just as she was about to plummet into the terrible jaws below.

"Don't let go of me!" she pleaded hysterically. Indy dug his heels into the floor and resolutely pulled with all his might, drawing her out of the pit until she lay beside him.

Sophia burrowed her head into his jacket, sobbing. Indy held her protectively. "I've got you now," he soothed her while she trembled in his arms. "Are you okay?"

She nodded wordlessly in the flickering lamplight. Then her fear was replaced by a look of wistful longing. She raised her face to his. Indy leaned closer in anticipation.

"Indy, look... I see light over there." She pointed down the tunnel. "Maybe it's the way out!"

He grabbed her by the arm. "Be careful. That light at the end of a tunnel is usually a train."

"Don't worry. Nur-Ab-Sal says it's not a trap."

"Your spirit guide has nothing to lose—we do. Let's take it one step at a time."

They moved slowly down the hall towards the spot of light which appeared to hover in the gloomy darkness. The end of the passage was blocked by a solid wall. In the center was a polished metal disk embedded in the stone. "It's an ancient mirror."

She touched the silver plate. "This must be a door."

"I don't see a keyhole anywhere." Indy swept his hands over the smooth limestone, searching for a concealed handle.

"There has to be a way to open it. I just want to get out," she pouted, and leaned against the wall in desperation.

Indy saw a green flash of light. The eyes of her pendant glowed brightly, reflected in the mirror. The wall rumbled. "Get back!"

They retreated a safe distance and watched as the stone barrier sank into the floor to reveal another chamber beyond. The parrot swept down and flew through the opening with a delighted whistle. Sophia began to follow it, but Indy grabbed her by the belt and hauled her back. The temple shook with a deafening crash.

They were blown off their feet by a powerful rush of air that exploded from the passage, followed by a gut-wrenching tremor which knocked them senseless.

They sat up in a daze amid a snowstorm of feathers. Indy touched his ear and felt blood on his fingers. A kaleidoscope of colors swirled in his vision. He fumbled for a bright orange blur nearby, grabbing the lantern before any fuel spilled out.

Sophia picked up a green feather and regarded it with disdain. "Good riddance."

Cool blue light seeped from the new doorway. Inside, they found a cavernous space defined by weak ambience streaming through a series of holes along the distant walls—the same ones Indy had seen outside, now free of the choking vines. They had reached the center of the pyramid, but its hollow core was a completely unique feature that he had never encountered in traditional Mayan architecture.

"Indy, you have to see this..."

In the middle of the cavern, Sophia stood gazing at a thick metal column that rose from the floor and vanished into the darkness above. He carried the lantern over, startled to find the strangest object he'd ever seen in his life.

The towering beam was sandwiched between a pair of carriage-sized bronze wheels that were countersunk into the floor. Each one was rimmed with gear teeth that neatly interlocked with a knurled channel in the sides of the column. The wheels were joined to a bulky housing that embraced the pillar. Indy was dumbstruck. The anachronistic device looked like something produced during the Industrial Revolution, not by the ancient Maya.

"This is incredible..." he said with genuine awe. "But what is it?"

Sophia circled the contraption, studying it from all sides. "I think it's some kind of a machine. In fact, it almost looks like—" She snapped her fingers in realization. "Of course!"

She dug in her pocket for the shiny bead they'd found earlier. Indy joined her by a panel mounted between the oversized gears. Embossed on its tarnished surface was a horned face identical to her pendant.

"Be careful. This thing looks dangerous," he warned her.

"Don't worry. I'm the Atlantis expert, remember?" She fed the pellet into the icon's mouth. The demon's eyes flashed and the floor beneath them heaved with a metallic groan. They were tossed to their knees as the bronze wheels chewed into the column. The mechanism rose into the air, lifting a section of the floor with it.

"It's an elevator!" cried Sophia over the noise of the prehistoric gears ratcheting together. The platform climbed into the darkness, picking up speed.

"I thought Mr. Otis invented the elevator!" Indy shouted as they hurtled blindly skyward in a terrifying rush. Sophia laughed with delight, but Indy's heart was lodged firmly in his throat.

At the periphery of the lantern's glow, he saw the surrounding stone walls narrow as they ascended rapidly. Indy pulled her down beside the control panel, fearing they would be crushed against the ceiling when they reached the top of the pyramid. The odor of burning metal singed their nostrils moments before sparks erupted from the rapidly-spinning wheels.

A sharp jolt wracked the platform. It listed alarmingly to one side and scraped along the wall, raining a shower of fire into the black abyss. Sophia howled in terror and clutched the bronze panel to keep from falling. Indy snared her around the waist, holding on tight until the ancient elevator came to an abrupt halt in the middle of a small room. The ominous creak of metal turned his blood to ice.

"Move! Go!" He shoved her roughly and they tumbled to the floor just as the column shattered like glass. The platform vanished in a cloud of rust, and fell for a brief eternity before crashing in a thunderous heap at the bottom of the shaft. Their lantern clattered down the abyss after it, gone forever.

Indy sat up, badly shaken. "Let's take the stairs next time."

"N-no kidding," Sophia stammered. Her face was paler than usual.

A faint buzzing sound came through a rectangular doorway covered in a screen of thick vines. Beyond the foliage they could see the dim glow of evening. Sophia got to her feet unsteadily and wiggled through the curtain of vegetation, anxious to leave the pyramid. Indy was about to follow when he noticed something etched above the doorway. Squinting in the dim light, he saw the running spiral design, urging him onward.

Daylight was a memory in the sky when Indy emerged from the pyramid at dusk. Its overgrown summit was covered with trees and plants, a green plateau floating above the sea of endless jungle that stretched across the horizon. The buzz of insects filled the air. Sophia stood atop the western stairway, basking in the last rays of sunlight. She fingered her pendant absently, lost in thought.

Indy touched her shoulder. "Hey. Are you okay?"

"I can't believe I almost died in there," she said quietly. "And for what? We didn't even get the key."

"Do you still think it's worth it?"

She looked at him, appalled. "We can't quit now. If the Nazis get a hold of the Atlantean's power—"

"Look, I know what's at stake, but the odds are so remote that Kerner will find anything besides a couple of old stones. And I don't want you to get hurt. It's just not worth the risk

She embraced him in the twilight. "Please stay with me, Indy. I promise I'll be more careful from now on."

He gave her a gentle kiss on the head. "Okay. We'll keep going then."

"Thank you for saving me back there," she told him sincerely.

"Come on. Let's get moving while we can still see our way down."

He took her hand and they carefully descended the steps on the excavated side of the pyramid. Halfway to the bottom, gunfire shattered the evening tranquility. Bullets punched into the limestone masonry, stinging them with flying rock chips. Indy pulled Sophia onto the nearest rampart and ducked beside the staircase.

There was a pause in the strafing. "Guten Tag, Herr Jones! So nice of you to join us this evening. We were getting anxious that our prize might have been lost. And here you are, just in time to deliver it to us."

"What prize?" he yelled back.

"The necklace, of course. Do you still have it?"

Indy drew his gun. "Yeah, I've got it right here!" He aimed over the staircase and blasted off a few shots until the hammer fell on an empty chamber.

Standing in the clearing below, the gunman leveled his weapon up the slope of the pyramid and fired again, briefly revealing his position by the flash of the muzzle. Sophia covered her ears against the noise. "Who on earth would be shooting at us?"

"Our friends from Iceland," he said, breaking open his gun to reload. "They're agents working for Kerner." Indy plugged six fresh bullets into the Webley and snapped the revolver shut.

He paused. The air was suddenly quiet. The only sound was the chirr of jungle insects buzzing in the dark. The Nazis had stopped firing. Indy peered over the banister, but couldn't see anything in the overwhelming blackness.

"Jones!" The shooter called from the base of the pyramid. "Give us the necklace and we will let you live!"

"When did you guys become so reasonable?" he shouted back.

"Since it is too dark for me to kill you now," Torsten replied matter-of-factly.

He was right. It was pitch black, and they were now just voices in the dark. Indy holstered his gun.

"Now, throw down the necklace and nobody will be hurt."

Sophia clutched his arm with a glare of scathing intensity. "Don't you dare!"

"Fräulein Hapgood! Surely you don't value a piece of jewelry more than your own life?"

"If you guys want it so bad, then come up here and get it!" Indy challenged.

"You have one last chance, Jones. Give me the necklace or die." Torsten paused in the darkness. "Though it would be a shame to waste your lovely companion before I enjoy the pleasure of her company."

"Your mother!" Indy pointed the Webley at the smug voice and emptied the gun into the sea of blackness.

The German laughed. "Your aim is terrible, Dr. Jones! I think you need some more light."

From the bottom of the staircase they saw a small flicker of flame in the darkness. The flash was bright enough to reveal a lantern with a rag sticking out of the fuel reservoir.

"Oh shit," Indy swore as the Nazi hurled the firebomb at the temple.

The globe shattered against the stone with a tremendous whoosh! and a gigantic ball of orange light stunned the night. The flames spread across the vine-covered pyramid in a sheet of liquid fire. Indy snared Sophia by the arm and fled along the terrace to outrun the heatwave that incinerated the air like a broiler oven. Bullets raked the steps as the Nazis opened fire on their newly-illuminated targets.

The temple surged with movement. Wildlife poured from the blazing slopes as animals abandoned the thick vegetation. Bats squealed from the raging inferno amid the smoke and glowing ashes that flickered into the night sky. Coatis scampered away in panic, bounding down the mountain of fire while the Nazis hosed the pyramid with bullets. Insects and snakes crawled through the burning flora, desperate to escape the flames.

They ran flat-out for the end of the pyramid, oblivious to the gunfire. The roaring flames were now the deadlier threat. Sophia coughed in the acrid smoke. She stumbled, scraping her knee on the rough stone. Indy dragged her around the corner and they plunged into the jungle, a vertical black wilderness untouched by the hellish blaze. They ran through the tangled brush, meandering along the stepped courses while the foliage crackled in the distance. High above, the temple's burning roof-comb pierced the night sky like a flaming dagger.

The fire suddenly crested over the monument, bathing the western face of the temple in vivid orange light. The flames rushed down the other side in a roaring tidal wave. They tore recklessly through the thick trees and roots that snaked over the broken stone ledge until they reached the staircase. Descending the pyramid in the glare of the flaming avalanche, they reached the ground and ran towards the jungle.

Sophia focused on Indy's shape in the darkness, intent on keeping him in sight. Suddenly a fiery pain ringed her torso and the ground swallowed her up. She landed on her back, stunned and gasping for breath. Dazed, she sat up in a small room with circular stone walls. Flickering orange light rimmed the hole above her. She'd fallen into one of the chultuns Indy had warned her about. Sophia touched her sore ribs and winced in pain. It hurt badly, and she didn't know if she could climb out of the pit...

The roaring flames grew louder as the fire swept closer to the jungle. She jumped up resolutely. She had to escape before she was burned alive. Sophia was reaching for the hole when she saw movement outside. "Indy! Help me!" she called out in panic.

A feral growl answered her cry. Her blood turned to ice when she saw the golden eyes of a jaguar peering down at her. Startled, she scrambled back into the chamber. The big cat dropped into the hole with graceful ease. It hissed, baring its sharp fangs at her. Sophia pressed against the wall in terror. She was trapped. The animal steeled to pounce when a burst of ruby light scathed the passage, startling the cat. The eyes of her pendant were ablaze. It froze uncertainly, mesmerized by the spirit of Nur-Ab-Sal. There was a quick movement from above. A loud blast shattered the calm. The jaguar's head snapped violently to the side, and it collapsed with a grunt.

Crouching by the hole, Indiana Jones pushed back the brim of his hat with the smoking barrel of his gun. "You won't find Atlantis down there."

"Indy, thank God. I thought I was catnip."

"Not tonight, hon. Let's get out of here." He dropped his bullwhip into the cenote and Sophia climbed the braided lash. She threw her arms around him tightly, trembling from fright.

"It's okay now," he said, returning her embrace.

She looked around in concern. Sternhart's campsite was ablaze in the distance, but the fire hadn't crossed the plaza into the jungle yet. "Where did they go?"

"I guess they didn't stick around. Probably figured we were done for." But Indy wanted to be sure. He took her hand and they crept along the jungle, circling back towards the burning pyramid.

Hidden in the trees, they surveyed the plaza for any sign of the Nazis. When he was certain they were gone, they dashed for the temple to retrieve their packs. Their supplies were scattered over the grass by the staircase. The Nazis had searched their bags.

The heat from the roaring fire was unbearable, so they quickly stuffed what they could grab into their rucksacks and returned to the safety of the forest.

As they began walking, Indy had one question. "Why is everyone so interested in your necklace?"

"They think it will lead them to Atlantis. But it won't," she said.

"Why not?"

"Because I am the vessel for Nur-Ab-Sal's spirit. He can only manifest through me, so the necklace is useless by itself."

"Well, considering that Hitler's boys are on the case, it must be a top drawer priority in Berlin. We need to get back to New York and find that book, fast."

"Maybe we could wire Dr. Brody to help us. That would probably save some time," Sophia suggested.

"Marcus isn't the best person for finding things," Indy confessed. "But I'll send him a telegram to let him know that we're coming home."

YOU'RE MY GODDAM PARTNER!

We take a quick peek at the new shiny currency created by Ravenwood Coins because unlike the usual Indy pennies they are 'bad...ulious'!

IT'S ALWAYS handy to have a few Headpieces especially if you stumble upon a map room. However having a medallion hanging around your neck kind of makes you look like one of the lesser Bee Gees (Robin or Maurice, take your pick), so it's really handy that Ravenwood Coins have stepped up to produce a penny size medallion.

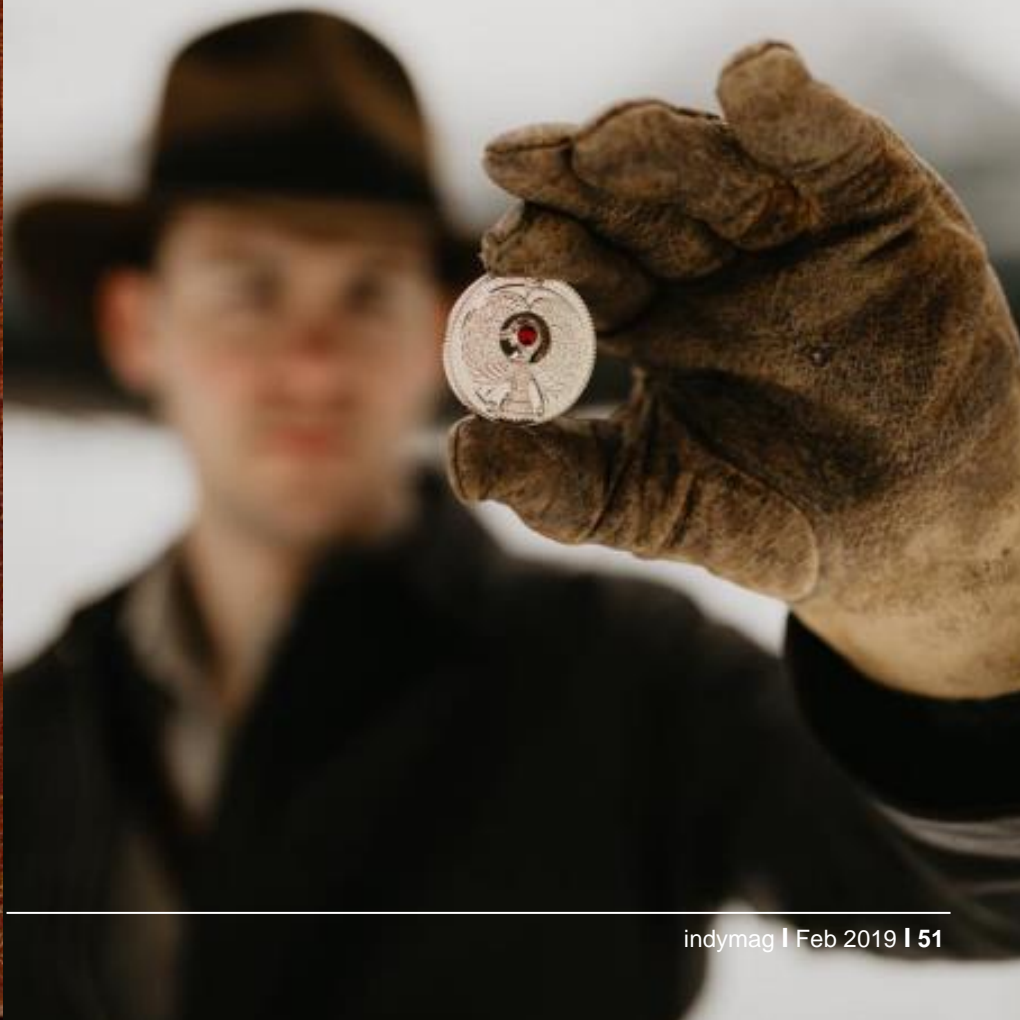


Obviously, if you're going to wave it into someone's face insisting that you be you're 'GODDAM PARTNER!' they are going to need to squint a bit to get the full benefit of these fabulous artefacts.

The coins are the creation of Sean Puckett, a longtime Indyfan and cosplayer, who decided to take the leap into manufacturing them simply because they'd look good in his own collection. So, rather than keeping these to himself and making us all jealous he made enough for all of us so that we can make everyone else jealous!

The coins themselves are either 1 or 1.5in challenge coin in shiny gold or antiqued finish. Double sided with one side Ravenwood Bar and the other Imam. Sean is also making a full size version with minor changes to the crystal size and the finished shiny gold. They are 3in. These will be limited to 100 units so you'll need to get you're Wells Lamont's mitts on them quickly.

If you're interested in finding out more visit Sean at RavenwoodCoins on Facebook. Like bad pennies he's expecting you to turn up for his good ones!



TO BE CONTINUED!

Advertisement

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DEVIL'S
TRIANGLE

INDIANA JONES
and the
BRIDGE TO YESTERDAY

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IF YOU'RE looking for an American double agent then look no further than Amanda Ooms as 'Nadia Kamenevsky' in *Barcelona, May 1917: Espionage Escapades* who saved the day when British intelligence used their less than intelligent minds! Ooms is better known for her work in Sweden with *Chronicles* being her first English language appearance. Since that point Ooms has worked steadily on both UK and Swedish TV most notably in BBC's *Screen Two* series - *Black Easter*, *The Forsyte Saga* and the film *Mesme*, good only for the silky tones of Alan Rickman's voice. In recent times she has appeared in the old man's testosterone fart fest that is *Expendables 2* and continued to act in Swedish TV. Apart from having a decent 'do' with the hair Ooms is very watchable provided you can understand Swedish!



Indyreviews

GOLDEN GODDESS!

The Chachapoyan Fertility Idol is back and Indy is on its trail. An issue with many surprises, especially one from the grave. Jimmy Hayes tells us more.

GREETINGS once again, fellow Indyfans!! Before we even dive into this issue, we get an awesome treat—a Howard Chaykin cover!!! How awesome is that? Indy's standing on the wing of a biplane while a blank throws a grappling hook at him. This great cover gives you a great sense of adventure, while at the same time conveying danger that's the hallmark of Indiana Jones. Inside, it gets even better.

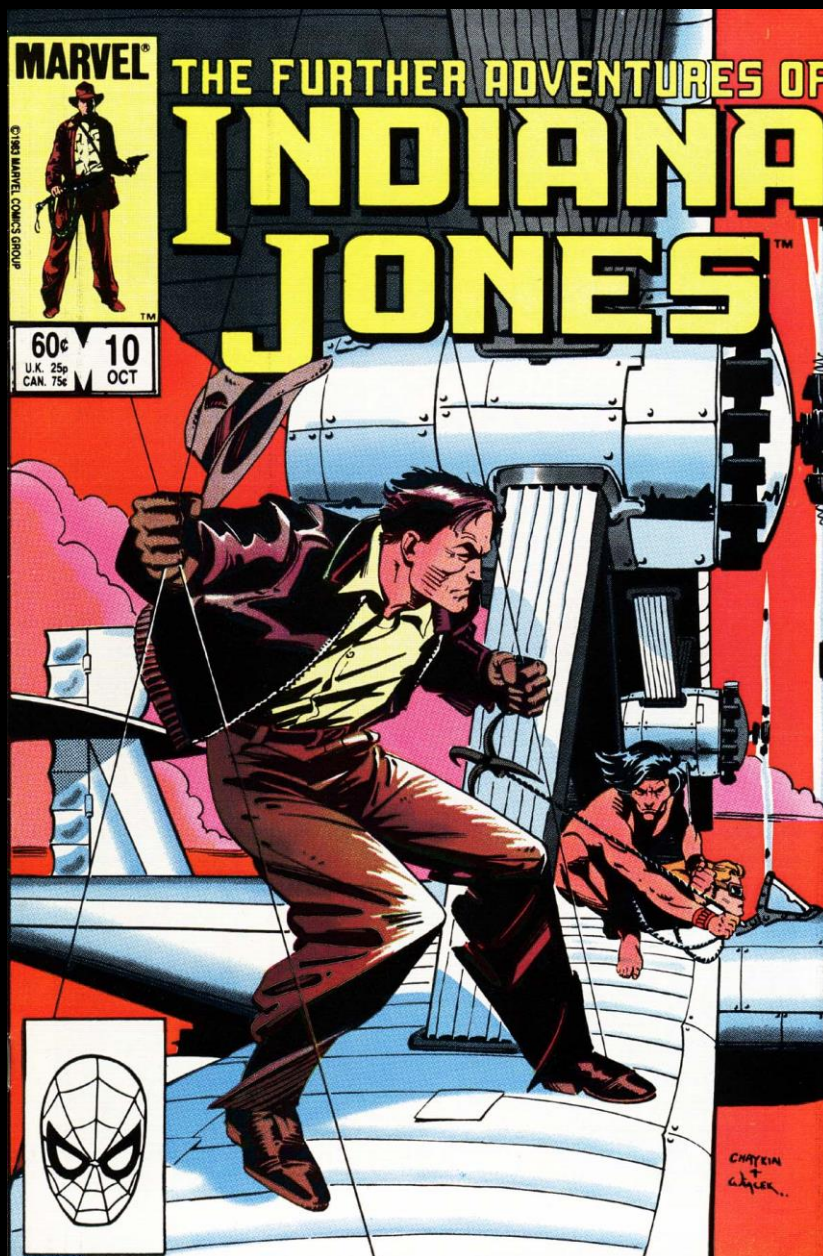
The book opens with Indy hanging from the ledge of a New York skyscraper, while an Indian from the Hovitos tribe stomps on his fingers, trying to make him let go and fall to his death. Suddenly you hear an unexpected BOOM and the Hovitos tribesman falls off the ledge dead. We soon find out that Indy's savior was Marion. Together they chase the second tribesman, he manages to get away, but not before making Indy fall off the building and plummeting to the crowded street below. Fortunately for Indy (and us), he manages to grab onto a flagpole and hang onto it until Marion can pull him up to safety.

place that has been agreed upon. Days later, we catch up with Indy riding on a big boat down the Amazon in central Brazil. He ponders why the "kidnappers" demanded that the money be delivered in the Amazon and not back in New York. Whatever the reason, it can't be been dipped in poison. Indy regains good.

Indy disembarks the boat and using a machette, makes his way through the jungle until he comes to an Opera House in the middle of the jungle, built when South America controlled most of the world's rubber trade. Suddenly, he's attacked by a member of the Hovitos tribe. Indy manages



The couple returns to Marcus Brody's museum fundraiser and finds Marcus taking a call in the office. Marcus motions to them to pick up another extension of the line and they're just in time to hear a woman threatening Marcus that if she is to give back the Idol of Chachapoyan, the fertility goddess, Indiana Jones himself must deliver the ransom at a



to fend him off, only to be rushed by about a half dozen tribesman. He's able to defend himself using his revolver, but eventually they overtake him and stab him with a spear. A spear that's consciousness in the abandoned Opera House, to finally come face to face with the mastermind of this whole heist-Ilsa TOHT, brother to Ernst Toht!!!! Ilsa lays out her plans of how she's going to ruin America, and now that she has the idol, no one can stop her. She orders the tribesman to tie Indy up and leave him on the bank of the river for the local animals to eat, but Indy has other plans.



The Hovitos tie Indy to the bank of the river, where alligators soon appear. Excuse me, VERY HUNGRY alligators. Indy manages to escape, and then goes after Ilsa and Xomec, the head tribesman who've just boarded a biplane that's taking off. And that's where I'll leave you this month. To find out what happens, get to your local comic shop and dig through those back issue boxes. This issue of The Further Adventures of Indiana Jones is a fantastic read, and one you won't want to miss. And meet me back here next time, as Indy goes down under!!



Indiana Jones and the CROWN OF THORNS

BEFORE we launch into the review I want to precipice it by saying it's not easy to make a fan film or even a good fan film as all these films are judged against the originals and that's like comparing a Michelangelo to a stick figure I drew at work.

Whether it is the lack of acting, budget or directorial know-how the success of these types of film depend on the invention and heart of the makers and Crown of Thorns has a lot of heart. The only major downside is that it is in Spanish and a lot of what they are trying to achieve is lost in translation...unless you speak Hovitos, no wait, Spanish!

With that in mind it's easier to look at the film in broad strokes rather than getting into the detail.

As an Indy fan film it is better than most, only suffering from the usual amateur mistakes. However, when it gets it right, it does it to great effect. The script is based on a solid Indy style McGuffin – the Crown of Thorns (the headpiece that was a placed on the head of Jesus during the events leading up to the crucifixion of Jesus) – that nicely ticks religious artifact box.

The action is played out in Iraq 1922 and then a decade later in Connecticut at Marshall College and Jordan as Indy unravels the mystery.

As to principal casting Indy is played by Lluís Ortega who makes the mistake of trying to replicate Ford's Indy rather than making it his own. In some scenes he comes across as being ponderous and pushing through the lines rather than engaging within moment. It can't have helped that most of his scenes involved walking to one place to another and having to look purposefully throughout.

In comparison, Oriol Torres acting is natural and at ease with Belloq character and you can feel the sense of mischief within him. Aida Masip, who played Anais Walton, was somewhat wasted as it didn't appear the direction utilized her natural beauty and many of her scenes saw her being impassive.

The direction by Jonatan Jiménez suffers from basic amateur mistakes with odd shot selections, camera based audio and ill designed blocking and a lack of editing knowledge. The positive is that the narrative structure stays together and many of the scenes, especially the final scenes, play well despite its shortcomings.

All that said it doesn't take away from the fact that it is an immense achievement by Jiménez and the team and we look forward to them chronicling further Indiana Jones adventures.

Check out the movie at - <https://www.youtube.com/watch?v=tfDJxukb3L0> and see the adventure for yourself.

WHAT'S THE PRICE FOR GLORY?

This month Jerry looks at the less than ethical decisions of our flawed hero.

Unlike real-life archaeologists who seek to preserve the foundation of certain sites they excavate (in some cases, preservation is expected though not mandated by the country of which said excavation is taking place), Indiana Jones seems to have no real interest in preserving anything.

He is an accomplished, devil-may-care adventurer and risk-taker and a former fortune hunter and certainly adept at clues in finding forbidden prized artifacts around the world. But is he a preservationist? Heck, no! Consider how in "Raiders of the Lost Ark," Indy decides to use giant Egyptian statues to break through walls in order to escape from the Well of the Souls. The statues are thus destroyed forever so any future archaeologists who do some digging in these areas will find nothing but a destroyed foundation.

A more egregious example may be in "Indiana Jones and the Last Crusade" where Indy has discovered catacombs underneath a Venetian library (never mind that catacombs do not exist in Venice).

Obviously the catacombs are full of skeletons and Indy decides to create a make-shift torch out of torn

clothing from the skeletal remains.

By doing this, Indy removes the bones as they are tossed into the petroleum waters of the catacombs.

This is not exactly the ideal method a fictional archaeologist as world renown as Indiana Jones should act considering he is as much a field man as he is a professor. There is no real responsibility he feels towards temples destroyed where said artifacts are either stolen by him or returned to their foundation. In "Raiders of the Lost Ark," Indy swipes the Golden Idol of Fertility and by doing so, it releases a series of deadly traps that basically causes much of the temple to crumble. Naturally, real-life archaeologists do not undergo a trial series of booby traps equipped with poisonous darts and rolling boulders and collapsing wall partitions. Nevertheless, in the fictional world of Indiana Jones, this is far more common. Towards the end of "Last Crusade," the magical Holy Grail is taken but only to save the life of his father, Dr. Henry Jones, Sr. (Sean Connery). After the treacherous Elsa (Alison Doody) takes the Grail and crosses the seal, the temple begins to shake and crumble. She falls to her death and the Grail, which Indy wants and then decides to let go of, is also lost forever while the Grail Knight looks on. In "Indiana Jones and the Kingdom of the Crystal Skull,"

Indy returns the crystal skull to the temple where the aliens are finally

brought back to life and then leave in a flying saucer (arguably, this was all a bit too much for most fans to fathom).

As a result of the crystal skull restored to a decapitated alien skeleton, the saucer takes off into some other dimension and the pyramid-like structure that housed it crumbles and is destroyed forever, thus erasing the existence of such extraordinary creatures forever.

It is not Indy's fault but even doing the right thing results in destruction of certain sites anyway.

Of course, the Indy series has never been about capturing reality, only a make-believe world of archaeological artifacts that contain supernatural properties surrounded by booby traps.

But what is rather humorous about this world is that Indiana Jones acts on instinct and just wants to bring back the artifacts he obtains safely; he could care less about preserving the original foundation. Who knows what Indiana Jones will come up against in his next screen adventure.

My guess is we will finally have a scene where an artifact is either kept in a museum or all the artifacts he ever obtained are auctioned off to, you know, pay for the destroyed archaeological sites around the world.



Like the cut of Jerry's film Jib? Well, it's your lucky day as Jerry reviews lots of movies at <https://jerrysaravia.blogspot.com/> Check him out and tell him indymag sent ya!



Next issue?

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