

BOTWRIGHT! INDYCAST! ADVINTAGE! PINS!

“Someone yells at Harrison to move away from me for a clean shot of *INDANA JONES!*” Richard Young

Issue 14

THE MONTHLY MAGAZINE FOR INDYFANS

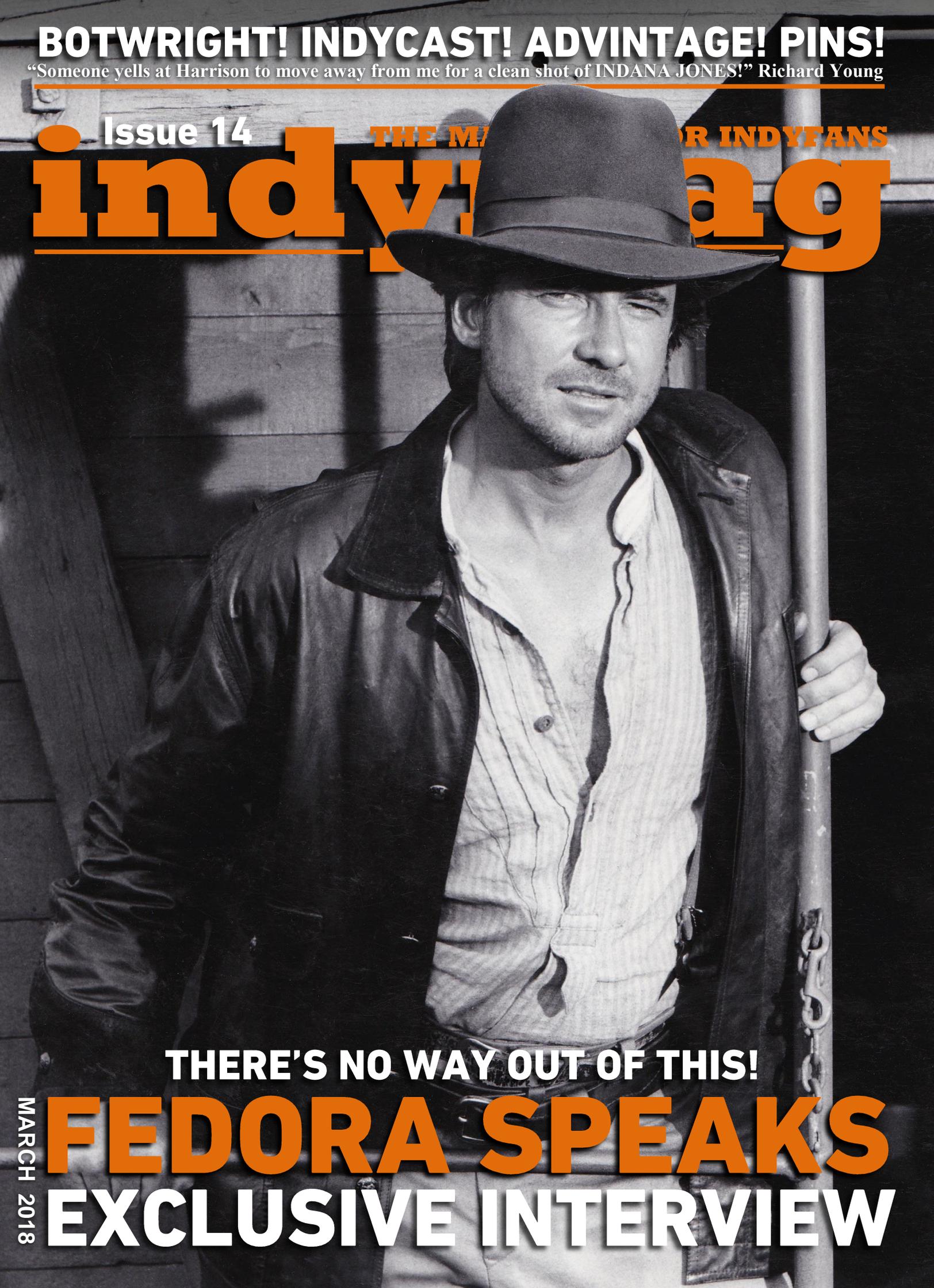
indymag

THERE'S NO WAY OUT OF THIS!

FEDORA SPEAKS

EXCLUSIVE INTERVIEW

MARCH 2018



contents

FEATURES

18 | RICHARD YOUNG

It is now over 29 years since Richard Young made a big impression on the world as the tomb raiding scoundrel known as 'Fedora' in *Indiana Jones and the Last Crusade*. During that time Richard opted out of the movie business to seek a life more real and ended up finding a new self. We are honored that Richard has agreed to share his life story with us and as much as we tried not to become giddy fanboys... we failed. Hopefully we did it with the style and panache of 'Fedora'!

16 | INDY TALENT

indymag is always looking to promote talent within our community. This time we shine a light on California artist Trevor Waldroup.

32 | INDY TRAVELS

Haiko Albrecht brings together the Adventurer's Summit family for a special event in Castle Berg, Solingen. Not only were there good food, good wine, good conversation and whips, (No, not that type of gathering, Ed!) in attendance was Belloq himself, Paul Freeman, who was on hand to provide a bit of celebrity stardust to the proceeding.

52 | INDY ON THE BLOCK

Everything you wanted to know about making an Indiana Jones fedora but were afraid to ask. In a two-part feature, German hat maker adVintage gives us an insight into how it is done.

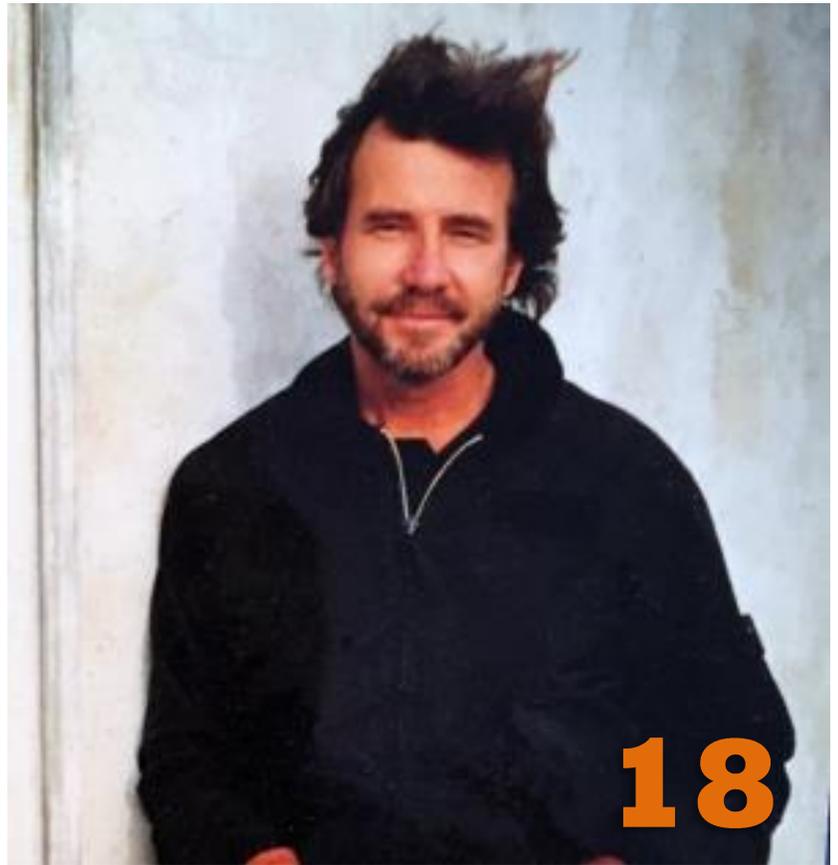
INDYNEWS

04 | PETER BOTWRIGHT

When Peter Botwright was working on a leather jacket for Nathans and Bermans never would he have thought that he would be making the same jacket for over 37 years! Now that Peter has passed, we salute his life and wear his jackets with pride!

07 | WHATCHA DOIN'?

Yet again, our news hounds have rifled the bins of all your favorite Indy Celebs to find the latest gossip. We take a look at George Lucas doing, well, nothing. John Williams looks to do nothing and the nothingness of Pepe LaBeouf!



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

editorial

INDYFOCUS

08 | INDY STUFF

It's a double issue miracle! Not only did issue 12 only offer official merchandise. So does this issue! Has the second coming actually happened and Jesus is creating Indy merchandise? It seems that way!

12 | INDY MOMENT

Something a little different this month where we take a 'moment' to celebrate a happening within our community that deserved to have a light shone on it. We share in the joy of the Indycast team finally getting together after 10 years.

14 | WHY INDY?

This month's lucky contestant really, really loves Harrison. Like a lot. Find out why Deb Rousseu loves Harrison and how he makes her life complete.

INDYREGULARS

44 | ATLANTIS!

Chapter VII. Indy and Sophia battle their way through the jungles of Tikal in search of the fabled city of Atlantis as the Nazis close in behind them. It's all getting a bit exciting and we bet that you never knew there was such story in a 16bit sprite.

49 | EYE CANDY

This month we have brought a bit of quality to Eye Candy so be prepared to take your minds out of the gutter as we bring forth Oscar winner Cate Blanchett. Remember, it's about the artist's talent and her striking curves!

50 | REVIEWS

Jimmy Hayes is back casting his critical eye over another issue of the Further Adventures of Indiana Jones. We take a look at how a piece of forgotten technology 'polyvinyl chloride', otherwise known as a 'record', is making a comeback.

59 | SCENE IT!

We take a different view as we forego the usual screenplays and scripts and take a section from the Indiana Jones and the Last Crusade Novelization and the titular moment in which Fedora crowns Indy.

YOU MAY wonder why does it take so long for indymag to appear. How difficult is it really to get the magazine out on a regular basis? Well, judging from the gap between the last two issues, very difficult.

Since launching the mag back in December 2014 we've managed to produce 13 magazines which roughly works out to be a quarterly schedule.

The intention is to have it monthly or at worst quarterly however, this is all dependent on the good will of people involved.

Everyone who is part of the magazine does it because they are passionate about Indy, are happy to give their time for free and believe that the outcome benefits our community.

We have a small team with three on production and eighteen contributors at various times who produce writing and illustrations.

Delays can happen as people have real lives away from Indy and events have a tendency to take president over things that are either work or family related that affect their free time with Indy. Without paying or having contracts we simply cannot be dictatorial about people's time and we respect that contributions will be their disgression rather than ours.

As we are not based in an office we are reliant on internet connections and this can be hazardous at the best of times.

Sometimes, people just move on and sometimes time just slips away as we are always looking to the best way to present information.

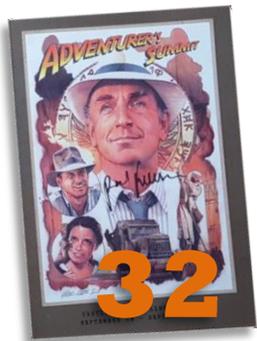
This is why we are not regular as we could be and we are always looking to fix that.

Prior to doing this it looked so straight forward, It's not, but this is a great opportunity to share a passion with people from around the world and we'd hope they'd agree that sometimes a little waiting is worth it.

JUNIOR ED

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A STITCH FOR ALL TIME PETER BOTWRIGHT

IT IS with great sadness that we note the passing of Peter Botwright on Oct 27, 2017 after a lifetime of providing leather costumes and goods to the film and entertainment industry and fans-a-like.

We know of his work as the maker of Indy's iconic leather jacket for Raiders of the Lost Ark and Last Crusade producing them out of a small barn in the English Kent countryside.

Back in the late 1970's Botwright made the decision to create his own leather specialist firm. Originally called "Leather Concessionaires" it was changed when the company moved to Wested Lane, and was aptly named Wested Leather.

During the 40 years the company has been in business it has stayed within the Botwright family and maintains at least 90% of their products made in England, either within the factory/shop in Swanley, Kent or the factory within the heart of London.

The history of the 'Raiders' Hero Jacket began when Spielberg invited wardrobe designer Deborah Nadoolman and her assistant Kelly Kimball to view *Secret of the Incas* (1954) and *China* (1943) where they were asked to produce conceptual sketches for the costume including the jacket.

Attempts were made by both Wilson's Jackets and Western Costume to met Nadoolman's specifications however these were not successful and the only complete jacket made at that time was a cloth jacket, which was in fact used in one Raiders sequence where Ford is being chased downhill by the Hovitos.

These jackets were made for Tom Selleck and when that changed to Harrison Ford the final production jackets for Indy were obtained through Bermans and Nathans in London.

Nadoolman and Kimball visited Bermans and Nathans in the UK. Kimball was assigned to meet directly with the Bermans' jacket person, Noel Howard, who then brought in Peter Botwright.

At that time Botwright was working at Leather Concessionaires and had fitted Ford for "Hanover Street"(1979).

At the meeting with Kimball and Botwright, where Botwright thought Kimball was Nadoolman, Botwright brought several jackets to the session, and it was agreed to use his existing James Dean pattern with the addition of A2 pockets and an action pleat.

It appeared that the changes to the James Dean design were minimal and Botwright was able to deliver the Raiders hero jacket the very next day.

Botwright has claimed that five jackets were destroyed by Ford in the truck sequence, however it is known that only 14 jackets were provided by Leather Concessionaires for "Raiders of the Lost Ark". Ford's jackets were 40 regular made from lambskin and aged using sand paper, bleach and a wire brush.

Botwright was not chosen for Temple of Doom however returned for Last Crusade to recreate the now famous jacket.

Botwright had an influence over the hat maker for Crystal Skull as he recommended Adventurebilt for the job.

As much as we like to go on about Indy, Botwright has a diverse list of credits, including making the German army uniforms for the submarine disaster thriller *Das Boot*, elf costumes for a *Santa Claus Movie*, outfits for super-spy James Bond, for the *Mission: Impossible* films, costumes for the *Thor* and the second series of the television fantasy biopic "Da Vinci's Demons".

The Wested barn houses the workshop and a shop containing a treasure trove of leather goods, ranging from iPad covers to saddle bags to custom-made trousers.

Somewhat of a surprising sideline – Wested does roaring trade selling hand-made costumes for Elvis Presley impersonators!

The Botwright legacy however will not be in the shaking of hips but in the allowing fans to live out their dreams as Indy.

Wested have sold "countless" jackets and they sell between 1,000 and 1,500 replicas of Indy jackets per year to Indiefans all over the world.

"I could say they have become a symbol for adventure," he has said, then added, "but really, they look good."

They most certainly do. R.I.P Peter.

'Crusade' Jacket by Peter Botwright

This jacket is based on the original
pattern as designed and made by me for
'Harrison Ford' in the Film
'Indiana Jones and the Last Crusade'


Peter A Botwright



Made in England



BYTES

COREY GETS MARRIED!

Although the headline sounds like a film starring Jason Bateman and Adam Sandler as his whack-out best man, it's not. It is in fact, the romantic coupling of Corey Carrier and Laura Spaulding after a whirlwind seven-year engagement!



Disney fanatic Laura spotted Corey at a Borders bookshop, however prior to actually meeting him she was referring to Corey as her boyfriend!

It took a few encounters before the penny dropped with Cory and they became an item.

As Corey is Indiana Jones he found no better place to propose to Laura than the Indiana Jones Stunt Spectacular in Florida.

After watching the stunt spectacular they were both taken on a behind the scene tour where Laura found a ring on a skeleton and then Corey proposing on one knee.

The marriage took place in November 2017 and Laura, Corey and his basketball obsession lived happily ever after.



RAIDERS RADIO

THEY never said it was easy... When Keith Voss decided it was time for Indiana Jones to punch his way through the audio world again he would have never expected that the production of Indiana Jones and the Bridge to Yesterday would have taken 5 year since he initially took pen to paper.

The project has gone through many metamorphoses and it is only now through a Herculean effort from the production team it is now seeing the light of day.

Although initially an Indycast production, Indiana Jones and the Bridge to Yesterday, has fallen under the umbrella of Raiders Radio a new entity specifically created to produce and give production support to quality Indiana Jones audio productions.

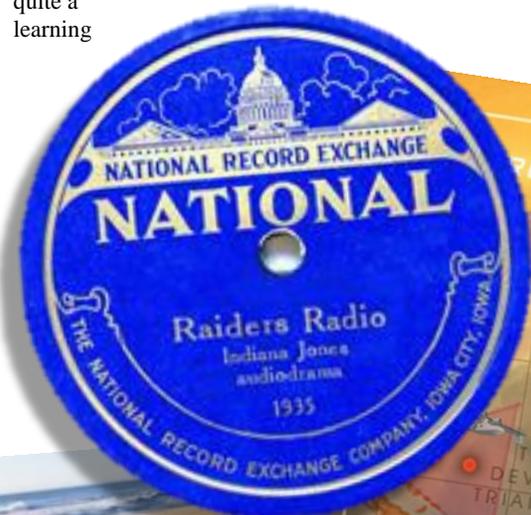
The company is headed by Alex Levitsky and our very own Junior Jones. God only knows why they've let our leader be involved as he doesn't know anything about producing an audio drama or for that fact, producing a magazine! However, giving him the benefit of the doubt let's see what he had to say.

"Over the past 10 years Indycast has been spearheading the making of Indy dramas and have produced some fantastic shows but despite that

we don't really have a culture of making Indy audio dramas within our community. Raiders Radio is here to address that, to support those who want to not only get involved with making Indy dramas but giving them a resource to support their own productions.

We'll look to invite talent to get involved in our productions on every level in getting a steady stream of audio being released.

Since being involved with BTY (on the production side) it has been quite a learning



Wayyyy back...we announced a new audio drama from Indycast called *Indiana Jones and the Bridge to Yesterday*. Well, only a mere 2 years later it's looking like it will actually make it to air.

curve especially getting BTY on track.

Although BTY is a rollover from Indycast we feel that the production value added by Raiders Radio has raised the bar and that this will be reflected further in future productions."

At present Raiders Radio have a couple of other productions on the go that includes an audiobook of *Indiana Jones and the Secret of the Sphinx* and a really special project that our leader is really excited about called...(enough or you're fired, Ed!)

...Indeed!

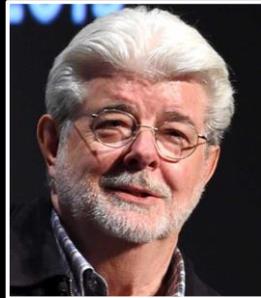
Whatever the future of the project at indymag we'll be listening we don't want to get the sack!

PS - Just to say that the lovely poster art is by artist Alex Levitsky and to keep in tune with *Indiana Jones and the Bridge to Yesterday* at <https://www.facebook.com/IJatBTY/>



Whatcha Doin? Updates

Gossip and title-tattle from the acceptable face of stalking!



George Lucas

Georgie Porgy pudding and pie, p*****d off the Star Wars fans and made him cry. When they asked Georgie to come out and play, Georgie just went away. It saddens us to hear statements from George Lucas to the effect that he will not be a creative force in film. At Luke Skywalker's Hollywood Walk of fame star naming he stated that "I'm out of the game."

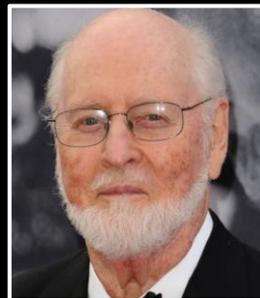
The man is a bonafide genius, an inspiration to a generation and most importantly, a risk taker.

The risk taking element was key to his success and without it we may have never have had either Star

Wars, Indiana Jones, Willow, American Graffiti, THX 1138 and Howard the Duck (well, we could have done without that, Ed!).

It is inconceivable that an Indiana Jones movie without Lucas can be made and that he would not be its creative heart. Yes, there has been some mis-step with Indy - Indiana Jones Chronicles (a massive risk that didn't fulfill creatively but changed the face of television production).

We would urge Lucas not to throw out his toys and be involved in Indy V as taking risks and giving us the unexpected will give us the best experience.



John Williams

Nooooooooooooo! It is rumored that John Williams will hang up his baton after the next Indiana Jones. What will the world be without the steady flow of soundtracks? Over the last 50 years, Williams has created the soundtrack of our lives and introduced us all to a form of music that we may never have considered.

At least this means we are guaranteed at least one more Indiana Jones soundtrack by Williams and if this is the last one then we should count our lucky stars we had him for the series.



Pepe LaBeouf

It appears that Pepe is settling down and actually getting down to making some films rather than making an arse of himself.

Having just premiered his latest film, documentary #TAKEMEANYWHERE and is near the release of Borg/McEnroe and then The Peanut Butter Falcon with Dakota Johnson it's looking good for Pepe.

This is great news for him but a bad day for us as if he is able to keep this up we'll lose this part of this feature and to be frank it's the only reason we do it.

ROUND UP

Steven Spielberg and Kate Capshaw spotted at the Oscars selling hash to Jimmy Kimmel - Harrison Ford honors Mark Hamill on pavements of LA between saving people on highways - Frank Marshall is still obsessing over Jimmy Buffet in the same way we are over Indy.

indyfocus

Indystuff

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

1

Awwww. Look at the bear with the little bear idol. Isn't he a cutesy pie? (enough of that get on with it. Ed!) This kawaii pop art is made by Los Angeles artist Truck Torrence under the moniker 100% Soft. He is the designer of the official emoji for Star Wars and creator of the Kaiju Kitties. You can check out more of his stuff at <https://100soft.us>



2



Paul Shipper has been making quite the name for himself (rightly so) following the release of his Star Wars: The Last Jedi Exclusive One Sheet and Ready Player One poster.

The Manchester artist (not the one anywhere near the sea) has been a firm fixture in the Indy community with his early art appearing on the Raider.net with Mola Ram being his latest image. Released through Fright-Rags you might not easily find it but it's definitely worth tracking down.

3

Yay! Another piece of official Indiana Jones merchandise from Disney! Is it us or did adventure wear see its day back in the 1990s? If not, this revival is a nice cosy surprise.



Insane Purchase

There's truly no mercy for Indiana on Esty. Who are these people that make this stuff? Opposite is a felt brooch, hand-made (presumably by monkey from Raiders) with a brooch on the back. Sold with a sheet of paper, similar to a picture, it costs \$17 dollars. Be content to keep your cash in your pocket as you'll only encourage more Esty insanity.



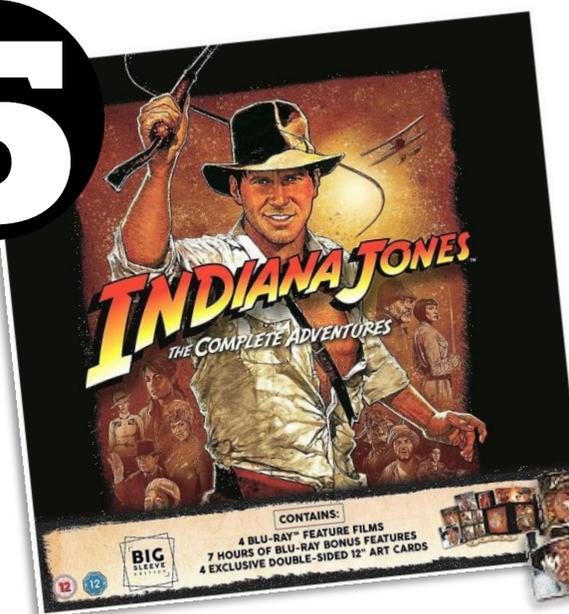
4

One, pin..Ha! Ha! Ha! Two, pin..Ha! Ha! Ha! Three, pin..Ha! Ha! Haaaar! Three lovely official Disney Indiana Jones pins!! Well, what can one say other than "Well done Disney!" The first looks like a bottlecap with the standard Disney logo. The second raises the game with a Pin that looks like Pilot's Wings and a globe in the centre with a plane flying through it. Finally, the third has Indy from Temple of Doom where he is being flanked by two snakes. One can only hope Indy isn't too scared.

All three are well thought out and will make you look like the "Mutt" of ball as you display on your shirts.



5



Just when you thought that you had every format of packaging with the Blu Rays those pesky marketing guys come up with another fine repackaging gimmick that has caught us like a moth in a flame.

Not much more than an oversized vanilla release that has 7 hours of special features, all the Makings Of and four exclusive double sided 12" art cards.

Released as an exclusive by Tesco in the UK this has been appearing on Ebay and other sites at inflated prices so we can only assume that there is a bit of profiteering going on.

This version is not essential but it's a nice to have.

6



We don't really get the branding appeal of The Midnight Society however when they started doing Indiana Jones items they quickly perked our interest. Founded in 2015, The Midnight Society was devised by Chris Morris following a six month tour of Europe where Chris picked up enamel pins from each country he visited. On returning to the US he contacted Natalie Clapp (Lead Designer) to design a pin and soon after Chris opened their online shop.

Together they have produced some great products that now includes Indy in their portfolio. You can grab them at <https://themidnightsociety.myshopify.com>



7

Okay, you're either reading this as a happy owner of this fantastic piece of art from Bottleneck Gallery by Grzegorz 'Gabz' Domaradzki or crying on your keyboard as you missed the opportunity to get this hanging on your wall. You'd have to have been pretty slow as the grey variant (Hand-numbered) edition cleared 250 but the regular timed print did 2755 copies! Gabz has faithfully and stylishly brought the original Indiana Jones trilogy to life with a piece that gracefully brings together the three films. We only have one complaint: a Raiders head in Temple of Doom, but it's far too nice to complain.



8



Journey back to 1935 with James Farrand at Detroit Patches to bring back an Eye of Mara coin.

Apparently, James discovered the coins in a ruin deep in the dense jungles of India's Lost Delta where he entered the legendary Temple of the Forbidden Eye or the extremely talented Mr Farrand made them in his garden shed.

Listed as part of the Indiana Jones inspired Artefact Series the coin comes in two colors, gold & silver and 1.75 inches in diameter. Thick and heavy with an embedded gemstone in the eye this would be a worthy find to any collection. Find them at <https://www.detroitpatchcompany.com/products/artifact-series-mara-treasure-coin-gold>

9



Who would have ever thought that Jock Lindsey would be a saleable commodity that Disney would be able to exploit. What's next - Katanga's Pirate pie full of seas worthy salts? The mind boggles. Anyway, nice piece of design for those who don't want to shout 'I love Indy'.

100 TOP Collectables #17



RAIDERS Sleeping bag

NOTHING says bedtime more than the Raiders of the Lost Ark sleeping bag.

Back in 1981 this would have been the only way you could legitimately say that you have slept with Harrison Ford without being Carrie Fisher.

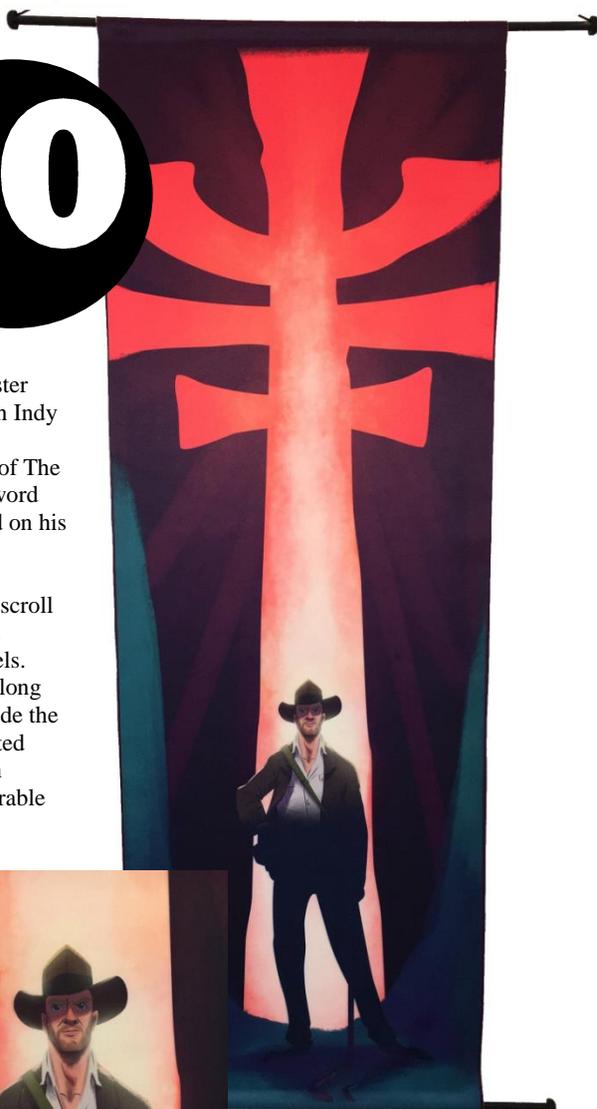
Sold through JCPenny we don't know too much about the bag itself other than not to bleach it, wash with a short cycle and do it on a warm wash.

The art itself is a great piece of design that gives the bed a very contemporary look.

What we do know is that those lucky owners get to snuggle up to Harrison Ford and be safe in the knowledge that Indy has them covered!

10

Jacob McAlister loves so much Indy that he has a Brotherhood of The Cruciform Sword cross tattooed on his chest. He has designed a fabric print scroll suspended on wooden dowels. Roughly 38" long by 12 3/4" wide the image is printed directly on an incredibly durable fabric. Nice.





THE 4 INDYTEERS

There are moments in time that will chime with generations like John, Paul, George and Ringo stepping into cavern or Neil, Buzz and John going to the moon. After 10 years Ed, Joe, Keith and Mitch finally met in person and the bells rang out throughout Indycast. Well, kind of...

Okay, so not so much as we described however you can't help but chime a couple of glasses to the principal team behind the Indycast as they met for the first time rather than over the airwaves.

Their story began way back in 2007 when Blade Runner didn't have a number behind it, Windows wasn't 7 and Facebook didn't rule the world. Indy fandom was reawakening throughout the world after the shock or bemusement of Spielberg announcing Indy V. Not that it was asleep as the internet provided an outlet for collectors and fans but it didn't have a primary focus and that's where Indycast stepped in.

Over the last 10 years Indycast has brought together not only the fab four but a mass of other indyteers (imagine the Green Lantern Corps or if you're Marvel, Mutants) that have entertained us on a bi-weekly. As a whole they have achieved far beyond their initial hopes by securing interviews with major players, producing Radio Dramas and having fun with their obsession.

So, what's so special that the four met? It's simple. Without Indy or the Indycast Ed, Joe, Keith and Mitch would never have met and create a long life friendship. That's the point of fandom. It's a place to share, laugh, cry, be angry, be sad and most of all it's to create friendships. Like Ed and Co we are all indyteers getting ready with our friends for the next adventure. *ED*

“WHY INDY?” DEB ROUSSEAU

What was your first Indy memory?

The summer Raiders of the Lost Ark came out I was 9 years old. I had already seen Harrison Ford in American Graffiti (73) and in Star Wars as Han Solo (77). I was already hooked on him. We were a poor family so going to the movies was a luxury that didn't happen very often. I had to wait for Indiana Jones to come out on VHS tape to watch it. I was completely blown away by the film. I didn't think I could love Harrison anymore than I already did. I was wrong!! (Laughs) I had to watch Raiders over and over again. I sat on the edge of my seat watching the movie because it was so thrilling. I begged my parents for the Indiana Jones toys but never got any. I was happy just playing with my cousin's Indy toys when I was over visiting. I made up for it as an adult and went out and bought all the things my parents could never afford. I now have my collection proudly displayed on shelves in my room. Let me remind you that I am now a 45 year old woman.

Do you have a life outside of Indy?

Yes of course I do although he is on my mind daily. I enjoy every and all things Indy. I take great joy in looking at my Indy collection every day. I find myself scrolling through all of the Indy Facebook groups I am in to see what's new. I usually find new bits of fun facts about the movies or photos from the sets I've never seen before. It's great. I love learning new things about my favorite hero!

Marry, snog or avoid Indy, Sallah or Belloq?

I would unequivocally marry Indy!!! He's the whole package! I would want to be best buds with Sallah. He is always there to get Indy out of precarious situations. Now Belloq is a slimy individual. He reeks of wealth and arrogance. That has never been my taste in men.

Can you match any of Indy's skills?

Are you kidding me? Ha! Ha! The closest skill I have to Indy is his sarcasm and sex appeal! I've never had trouble attracting a mate. I love the way Indy can seduce women with his charm. I do don the hat and whip sometimes but that's as close as it gets.

Your most embarrassing Indy moments?

Well, I'll be honest here. I always blush during the scene in The Temple Of Doom where Indy is shirtless. What a specimen for the eyes! Oh boy you could really tell Harrison "bulked up" for the part with fitness guru Jake Steinfeld. What woman wouldn't be attracted to all of that sexiness? I actually have a 18"x24" framed photo of Harrison shirtless from that scene in TOD hanging in my room. It's the sexiest thing I own and it's a great asset to my collection. (laughs). Another time I dressed as Indy for Halloween. People definitely commented on my costume saying things like "Hey, it's Indy!" He's such an iconic figure so who wouldn't recognise the costume. I guess I wasn't used to all of the attention but I sure did like it! It was one of my favorite Halloweens.

Favorite Indy quote?

Well, I have so many but I can't be alone in loving these epic ones... "It's not the years, honey, it's the mileage!", "I don't know! I'm making it up as I go!", "Snakes! Why did it have to be snakes?" and "Asps! Very dangerous. You go first!"

Kingdom of the Crystal Skull - Love or hate?

Well, for me it's both! I loved that I got to see Indy and Marion kicking ass together again on the big screen. I was bothered by the fact they didn't just come out and say "aliens" instead they called them "inter dimensional beings." I loathed the whole jungle scene where Mutt is fighting for his life straddling two vehicles but gets hit in the nuts with plants. It's an eye roll moment and very cringe worthy. The CGI monkeys were a bit too much also. I didn't feel like they were necessary at all. If anything they took away from the movie. Ughh. There was a lot about it I loved as well, like all of Indy's action scenes. The nuclear fallout scene was brilliant. Its great Indy can get out of any situation in ingenious ways. I adore that Indy and Marion found their way back together again and got finally hitched. Over all I liked it as a whole.

What does your partner or family think of your Indy obsession?

Hahaha this one is a great question! My partner is quite bothered by my collection being in my bedroom. He accidentally bumps the shelves sometimes and all of the figures come tumbling down on him. I'm sure he's not crazy about staring at Indy every day either. He's come to terms with my Indy obsession and he knows that he's in 2nd place after Indy. Indy will ALWAYS be number one.

Your house is burning down. What item in your collection would you take?

I'd grab all of my expensive vintage Indy figures, my Golden Fertility Idol and the Hat & whip of course! I'd shove them in a bag and toss it out the window and quickly follow right behind.

You're on the psychiatrists couch. He asks "Why Indy?"

Well where do I begin? Indy for me is the ULTIMATE fantasy guy!! He's got EVERYTHING a woman would ever want in a man! He looks like a God but a bit rugged. He cleans up pretty nice too. Educated, well spoken, well-travelled and let's not forget about that hot body! Athletic, charming and witty! I always envied Marion for winning Indy's love and affection. I've been madly in love with Indiana Jones/ Harrison Ford since I was 5 years old. I'm middle aged now and have a grandchild but I still love him as much today as the very first time I saw him! He still makes my heart flutter like a school girl! He will forever be the love of my life. (Sorry Marion) Hahaha I'm anxiously awaiting the next Indy movie with great anticipation.



TREVOR WALDROUP

THE California based artist has always had a passion for art so much so that at an early age he got his mother to give him painting techniques lessons and although that helped him he gives credit to God for his talent and ability.

Like all budding Indy artists he is a fan of Drew Struzan and Mark Raats and having taken art classes in high school he is now in his second semester of college and pursuing an associate degree in art.

His favorite pastime is going to Disneyland and getting new ideas where he takes most of his inspiration from Disneyland and the craftsmanship of the Indiana Jones ride.

He is currently creating his favorite scenes and inspirations from the Temple of The Forbidden Eye.



“There are so many beautiful, yet hidden works of art that I often feel that they don’t get enough recognition. So one of my hopes is that people will be able to appreciate the beauty of the temple through my work, especially the dedicated fans of Indiana Jones and the ride, like myself. I also like to think of these pieces as actual artefacts that Indy himself would have discovered and taken from inside the forbidden temple”, Trevor muses.

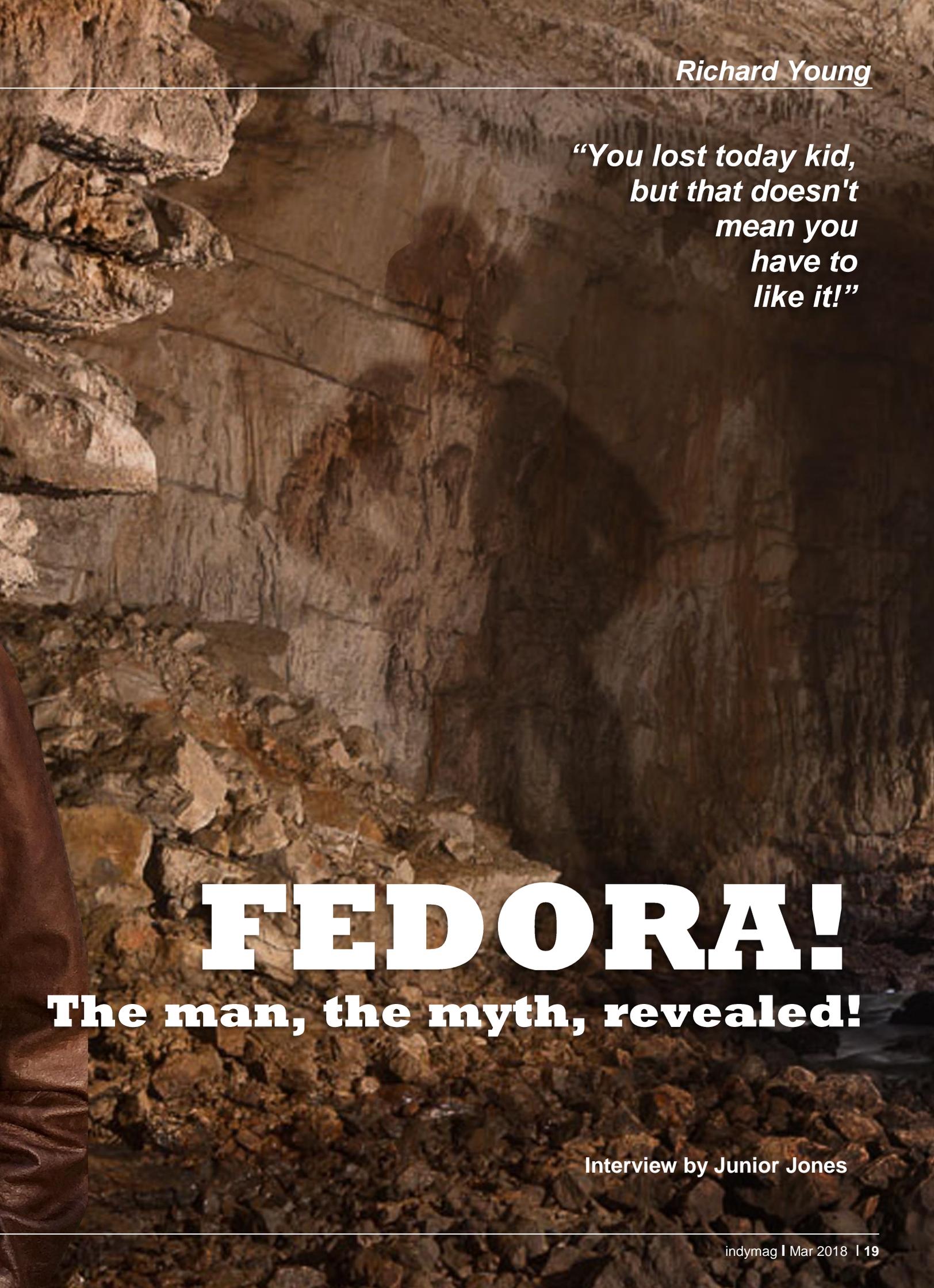
If you would like to commission Trevor you can view his work and contact him on his Instagram page at [the_adventure_outpost](#) or [adventureman.carbonmade.com](#).

Trevor’s newest project will be a mural of the God Mara which you can find when you first enter the Temple of the Forbidden Eye. He will use a tablet, made of plaster and then paint with acrylic. indymag looks forward to seeing that and his future works.



Trevor Waldroup





Richard Young

*“You lost today kid,
but that doesn't
mean you
have to
like it!”*

FEDORA!

The man, the myth, revealed!

Interview by Junior Jones

Handpicked by Spielberg to play the role of Fedora, Richard Young had already lived a life that could have challenged Indiana Jones himself. We talk with Richard and look back at his career and the day that Indiana Jones saved his life!

indymag: Where are you originally from?

YOUNG: I was born in Kissimmee, Fl. but moved around a lot as my father was in the military. Lived in Germany as a child and eventually settled in the Pacific Northwest.

indymag: What was life like for young Richard? Any kind of influential experiences? Do you have any siblings?

YOUNG: This was in the 60's. I was pretty conservative based upon my life growing up on military bases. I always wanted to find a great adventure and did so by getting a job as a longshoreman in Alaska when I was 18. I have one older brother living in Santa Fe, New Mexico.

indymag: Prior to that what kind of education were you able to receive and where did the desire to become an actor come from?

YOUNG: I attended the University of Washington and was in the pre-dentistry program for two years and worked as a freelance photographer for extra money. I quit pre-dent and headed for California to try to make it as a cameraman. I got a job on a film crew working for Roger Corman. One day an actor didn't show up so they told me to memorize his lines and got thrown into acting quite by accident!

indymag: Was that *Night Call Nurses*!

YOUNG: That was it!

indymag: Aside from that was it all self-taught. Did you have any photographers you admired?

YOUNG: Two extremes! I worked briefly as an assistant with Helmut Newton on a Christine McVie album in the early eighties but I always wanted to be Ansel Adams!

indymag: Ha! Ha! Don't us all! How did you fall into Roger Corman's company and when he asked you to step up to acting was that something you immediately felt you could do? I suspect *Night Call Nurses* was a tough gig!

YOUNG: I didn't know enough about acting to question myself! I figured "How hard could it be? I just have to drive an 18 wheeler truck, punch a couple of guys and kiss a pretty girl!"



indymag: How long did you stay with Corman before you moved on and felt you were good enough to get other work?

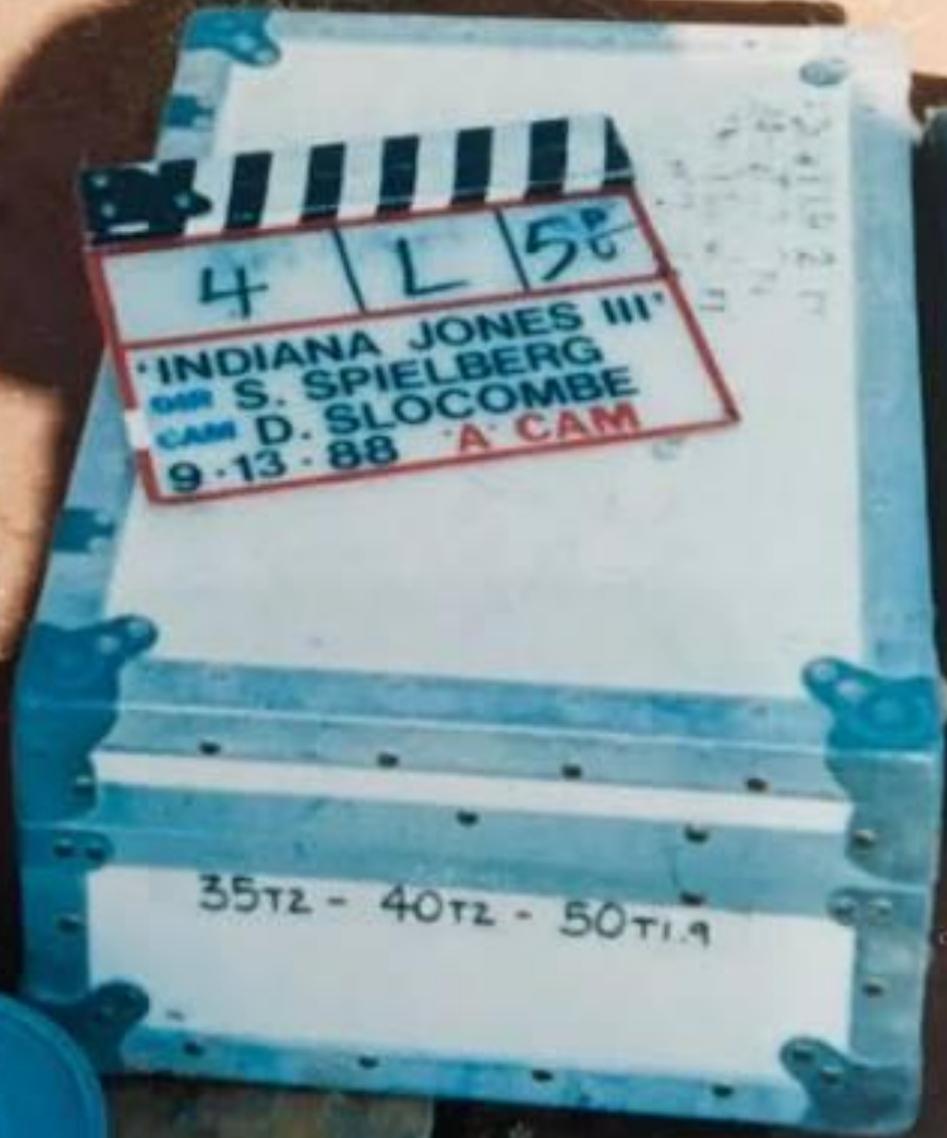
YOUNG: I did 4 pictures with Corman's outfit: *Nurses*, *Fly me*, *The Final Mission*, and *Saigon Commandos*. It was *The FINAL MISSION* that I felt my chops! I started getting offers to guest star on Prime time television and also joined a theater group at the Beverly Hills Playhouse. **Alumni includes:- George Clooney, Alec Baldwin, Tom Selleck, Michelle Pfeiffer, Ted Danson, Tony Danza, Patrick Swayze, Miguel Ferrer, James Cromwell, Anne Archer**

indymag: *The Final Mission* was *Rambo* before *Rambo II*! You've got quite an extensive list of guest starring appears on TV from *Kung Fu*, *Amazing Stories*, *Cheers*, prior to *Indy*, including the ace *Ice Pirates*. Is there any moment from that part of your career that stands out?

indymag: That's a classy start! Going back a bit tell us about how you developed the interest in photography. Where did that come from?

YOUNG: My father put a leica in my hand when I was around twelve and taught me lighting basics and later I became the main shooter for my high school's newspaper.

Above: *Night Call Nurses* (1972). Above left: *The Final Mission* (1984). Page 23: Top, - *Blue Heart* (1987). Middle - *Amazing Stories* - as Davey Crockett (1985)



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indyinterview





YOUNG: One of my best experiences was on a PBS FILM called "The West of the Imagination". I play the role of CHARLES M. RUSSELL, the famous western painter who was rival to FREDERICK REMINGTON. I play him as a young man and then as an old man at the end of his life. The episode is called THE WILD RIDERS! Ironically it is never mentioned in my filmographies. I was a replacement for Jeff Bridges, who became unavailable.

indymag: On to Indy! Can you remember the process of getting the role of Fedora?

YOUNG: I had been called in for the role of DAVEY CROCKETT at the Alamo of an episode of AMAZING STORIES. I met with Steven and he didn't read me, we just talked. I had just returned from the jungles of Guatemala. I had been looking for MAYAN artifacts and photographing the ruins at TIKAL. He cast me on the spot for AMAZING STORIES but also said to me "I have an idea!" but never said anything more about it until 3 years later!

indymag: How come you were at TIKAL?

YOUNG: I went there looking for Mayan bowls that I could sell to collectors in California. One little problem, it was illegal to take the stuff out of the country so I had to mix them in with tourist junk! One of the vendors snitched on me and I had to leave the country in a hurry! I couldn't even retrieve my gear from the Inn I was staying at! I still have that MAYAN bowl I never sold. I wanted a reminder of that crazy time in my life. Steven got a big kick out of my story. Maybe that's what got me the part, who knows?

indymag: You certainly had the credentials! In the original script it was planned that Fedora was Abner Ravenwood, Indy's Mentor. Was this something that was discussed with you or any back story?

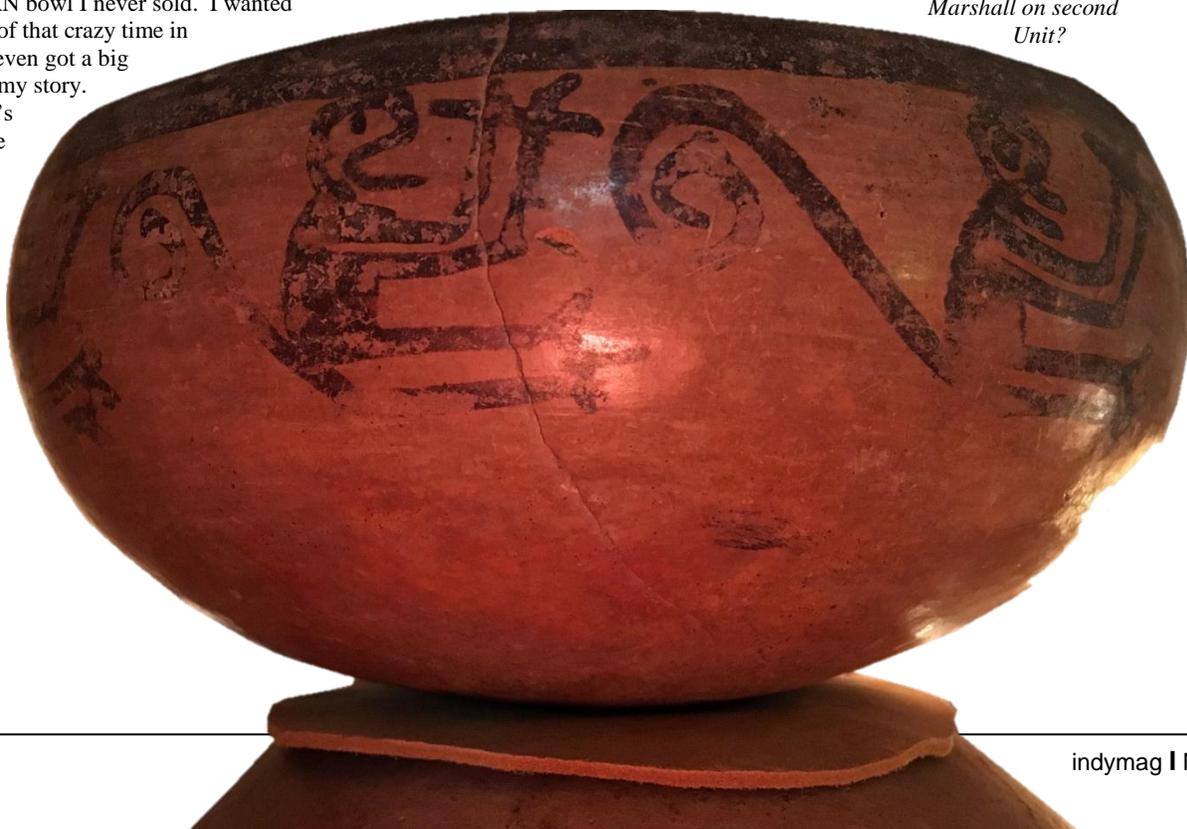
YOUNG: Nothing like that. My guess is he saw something in the "Crockett" role I did and the chemistry we had in the meeting.



indymag: What was your first impression of arriving on set in Colorado?

YOUNG: It was funny, my first day on the set at the train station and I'm all rigged out with leather jacket and fedora on and Harrison is standing next to me dressed in a t-shirt and shorts. A tourist train pulls up and they all start snapping pictures and someone yells at Harrison to move away from me for a clean shot of "INDANA JONES"! We both had a good laugh about "perception"!

indymag: Ha! Ha! How much was Harrison on set? How much interaction did he have with yourself and production? Were all your scenes directed by Spielberg or any with Frank Marshall on second Unit?



indyinterview

YOUNG: It was Steven all the way with my stuff. I heard some talk that I was getting a lot of good buzz from the "Dailies" but they were going to make a few changes in my costume. They wanted to change my leather jacket from brown to black and the Whip I had been working with was no longer a part of my character! I don't know who wanted the changes but I heard "the WHIP" was Harrison's deal! But we got along fine. We both had done a bit of carpentry so we had that in common.

indymag: Was there much feedback from the dailies?

YOUNG: What did happen is Anthony Powell, our costume designer came up to me and told me about the "Buzz" from my dailies and that in a joking way said Harrison better watch out!

indymag: How was it working with River Phoenix and your gang!

YOUNG: River felt like my kid brother! What a wonderful actor and friend. We had such good chemistry that there was talk of doing a whole prequel movie with our characters.

indymag: Yes, Lucas was planning to do *Young Indiana Jones with River Phoenix*, maybe that was to include *Fedora*. Were there serious conversations in regards to continuing his adventures?

YOUNG: Nothing concrete. River had another commitment right after *INDY 3* as I did. River and I had hoped that another movie could be developed for us but as you know his life was cut short, tragically!

indymag: Yes, it was a shock as we were similar ages and having someone die at such a young age, with so much talent was quite shocking. How much stunt work were you allowed to do?

YOUNG: In my meeting with Steven he asked how I felt about jumping from a horse at full gallop onto a moving train! I'm all for it as long as someone else does the jumping! The stuff on top of the train was a bit tricky, the train has a whiplash effect and if you're not careful you can go over the side! The hardest scene to pull off was inside the Magic car. Trying to move quickly from the Magic Box to the rear door of the Caboose without hitting the Camera Operator!

indymag: That's a great shot. The most iconic sequence was the crowning of *Indy* with *Fedora's Fedora*. Did you know at the time, along with the line, it would become such a loved moment.

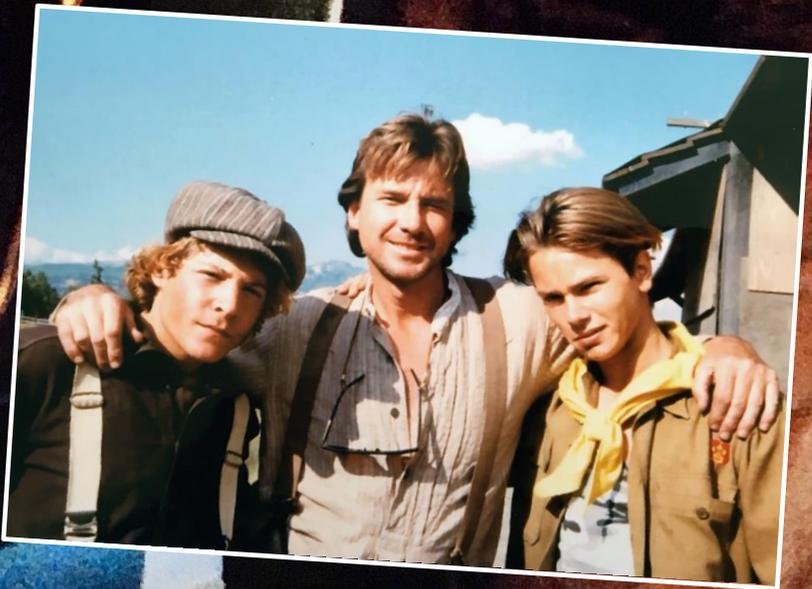
YOUNG: I didn't know at all! Ironically it was my first shot of the movie and Harrison was there to check me out as was Lucas and half the Brass from the studio looking at the monitor. NO PRESSURE! After the movie opened people would come up to me and say that line! That's when I started to realize that the character had reached a nerve in a lot of fans!

indymag: As far as I am concerned aside from *Raiders Indy*, *Fedora* captures that edginess that sometimes is missing from *Indy* in the other films.

YOUNG: I appreciate that.

indymag: Did you get to meet Alex Hyde-White or see him perform as 'Young' *Indy's* father? We assume some of those scenes were cut.







YOUNG: No, I was working on whip tricks with my stunt guy at the time and also I like to stay away until it is my time to work!

indymag: *Daft question but I don't remember any scene where you used a whip!*

YOUNG: When young Indy falls into the Lion car, I was going to lower the whip to him and yank him out! The change is that the whip is already and conveniently inside the Lion car. The whip was never written in the script as part of my character. As an actor, I try to bring extra ideas to the set and it seemed like a good idea that I could handle a whip just in case Steven wanted to use it! However it was rejected quickly. I had no idea they were cemented in to the whip being just discovered by Indy in the lion car!

indymag: *You learn something new everyday! Did you meet with Lucas, Marshall or Watts during the filming?*

YOUNG: Yes. All three. I interacted with Watts and Lucas the most. Frank was in and out.

indymag: *What was your impression of both of them? How involved were they in what you were doing or the filmmaking?*

YOUNG: Watts was very friendly and there to answer any question I had. George was a little more removed and a bit wary of my character. I think he was being protective of Harrison's turf!

indymag: *What do you remember about appearing at the 1989 National Boy Scout Jamboree with Spielberg?*

YOUNG: I don't know how that story got started. I was never there!

indymag: *Really! Someone is really telling porkies about your life! Did you do any of the junkets?*

YOUNG: I'd love to see it! I might have been invited but most of 1989 I was in Europe working on the "SAS" movie. Then straight to Utah for a film "The DMZ". As a result I was not available.

indymag: *Following Indy, did you have much involvement in any promotion?*

YOUNG: I don't recall Lucas trying to involve my character in the promotion of Indy 3. Maybe they thought it would ruin the surprise of my character starting the movie.

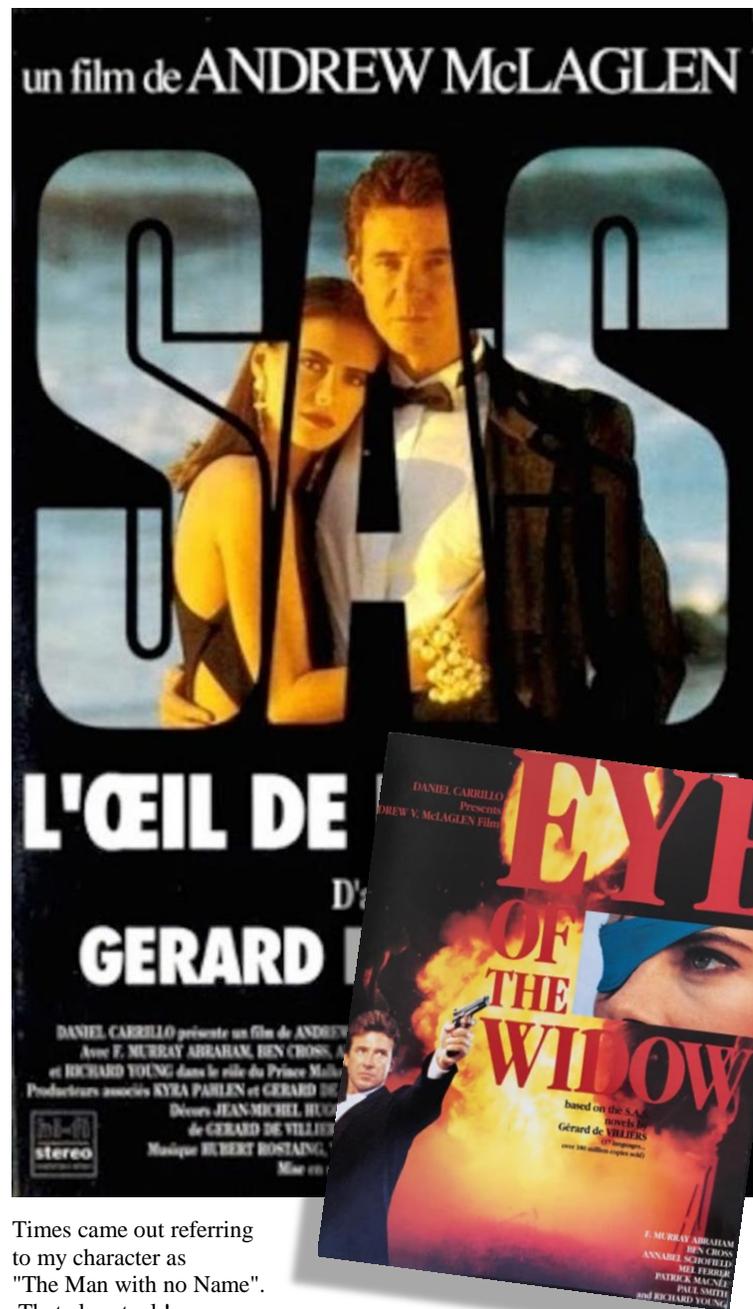
indymag: *Indy 3 was such a high profile movie and with such a prominent role did it make a difference in the roles that came next?*

YOUNG: When Indy 3 came out I was the hottest actor in town ...for about 15 minutes! I had committed to a 3 pix deal based upon the "SAS" series of books so I had to turn down the offers that came in. By the time I finished with SAS my heat had cooled. Had SAS been good I would have been off and running but the film tanked and I was left with offers I didn't want so I decided to keep my film Legacy as Fedora intact and walked away from Hollywood!

indymag: *Just one last Indy question before we turn to a different stage of your life. Were you aware that Fedora's name is noted as being Gareth?*

(Spoken by Roscoe in Last Crusade and the young reader's novelization)

YOUNG Yes, but everyone on the set kept calling me Fedora so I guess it stuck! An article about me in the LA



Times came out referring to my character as "The Man with no Name". That also stuck!

Indymag: *How do you feel about fedora today?*

YOUNG: He touched a nerve with the fans and I still approached nearly 30 years later I have been in some remote places in the Southwest i.e. Indian ruins and someone will approach me and ask if I'm that guy from the LAST CRUSADE! This happened fairly recently. I am always surprised and flattered to hear from these people that they had admired and looked up to my character. That FEDORA had affected them in their formative years.

indyinterview

It definitely had an effect on me! Like I said before, I never wanted to take on future roles that would ruin the image I had created for these young fans.

Indymag: *Didn't you star with almost Indiana Jones - Tom Selleck in an Innocent Man?*

YOUNG: Yes, I was offered the role with Tom before Indy3 came out.

Indymag: *How about films after Indy?*

YOUNG: I was disappointed with the editing in my next two films and looking back I'm glad they never were seen on a wide scale. I feel like I dodged a bullet! (Two bullets actually!)

indymag: *You had a change of direction in mid 90s? Tell us how you went from Hollywood to ending up being a cameraman in the Bosnian War?*

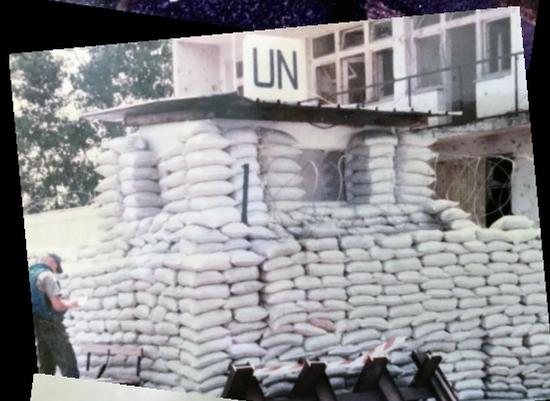
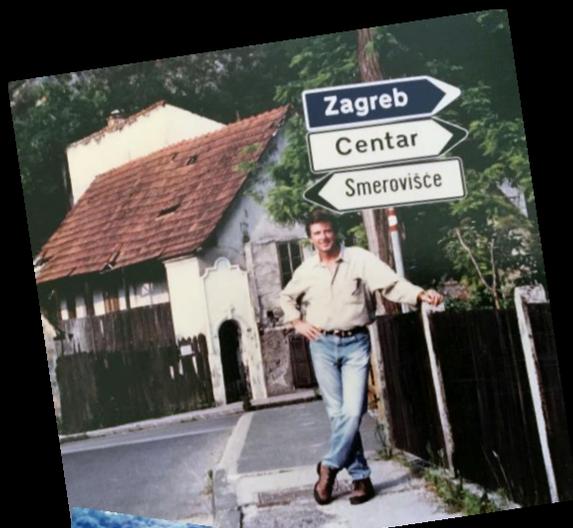
YOUNG: I was asked to shoot the "A" camera on a documentary telling the story of a young girl who came to the U.S. from Croatia as an exchange student but reluctantly had to leave her family behind in the "war zone". During the filming here she got word her family had gone missing in Croatia and needed to go back and search for them. So off we went to the war zone. We did find surviving members of her family in the partially bombed out remains of her home. Her mother had not survived! Upon finishing the shooting the crew went home but I stayed as I wanted to learn more about what was really going on there; something more than the sound bites on the 6:00 news!

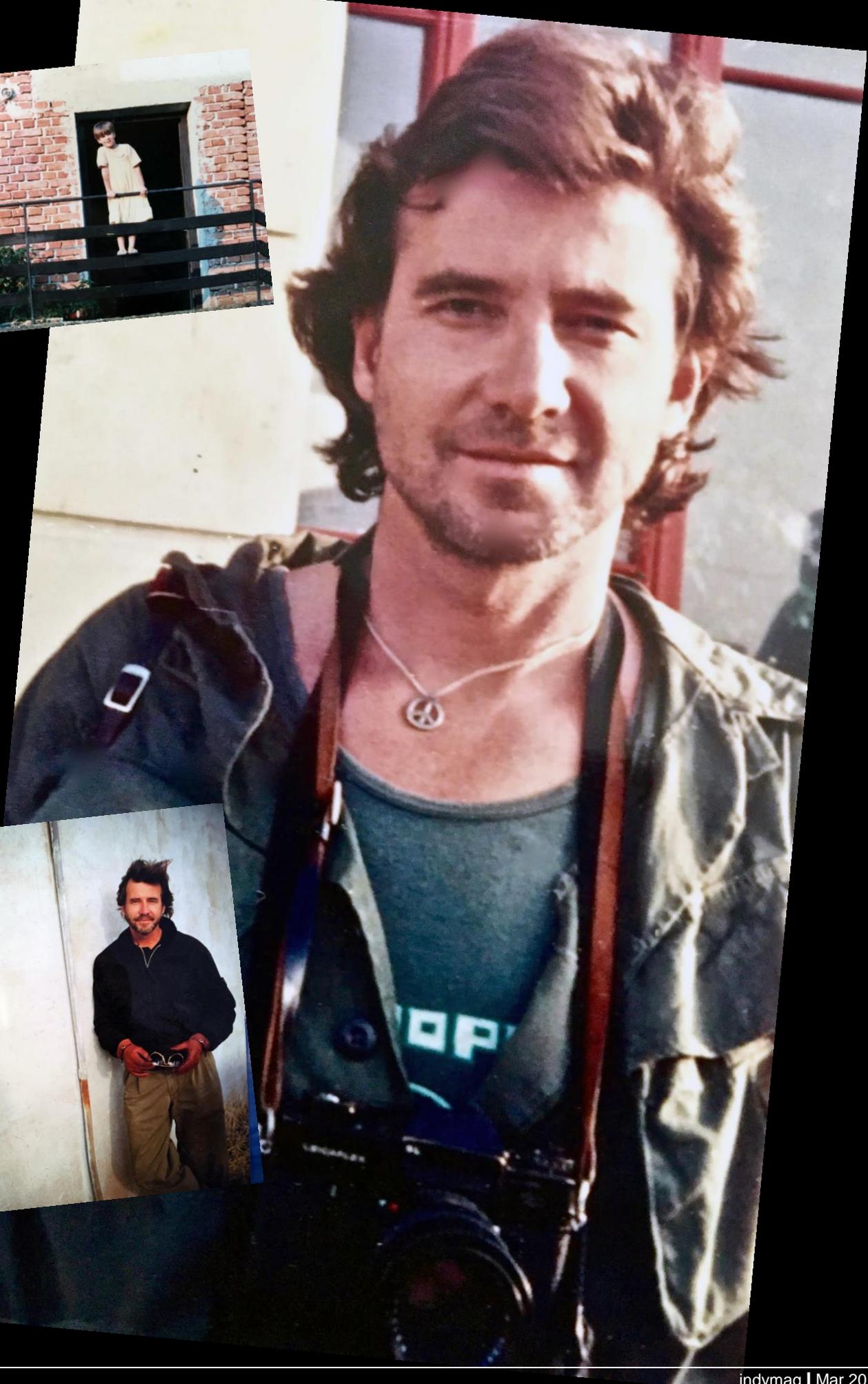
indymag: *In which areas did you travel? Were you given any guidance or support?*

YOUNG: No support. I was a "Stringer" and was totally on my own! I did hire a local man "Tomi" to drive me and keep me in tune with places to avoid at certain times and when it was safe. He saved my bacon more than once!

indymag: *How long did you manage to stay? Also, from being on the inside, was your assessment of the conflict itself as it was quite fractious with also a lot of outside interventions. Was there a moment you thought this isn't such a good idea and how close did you get to any of the major players?*

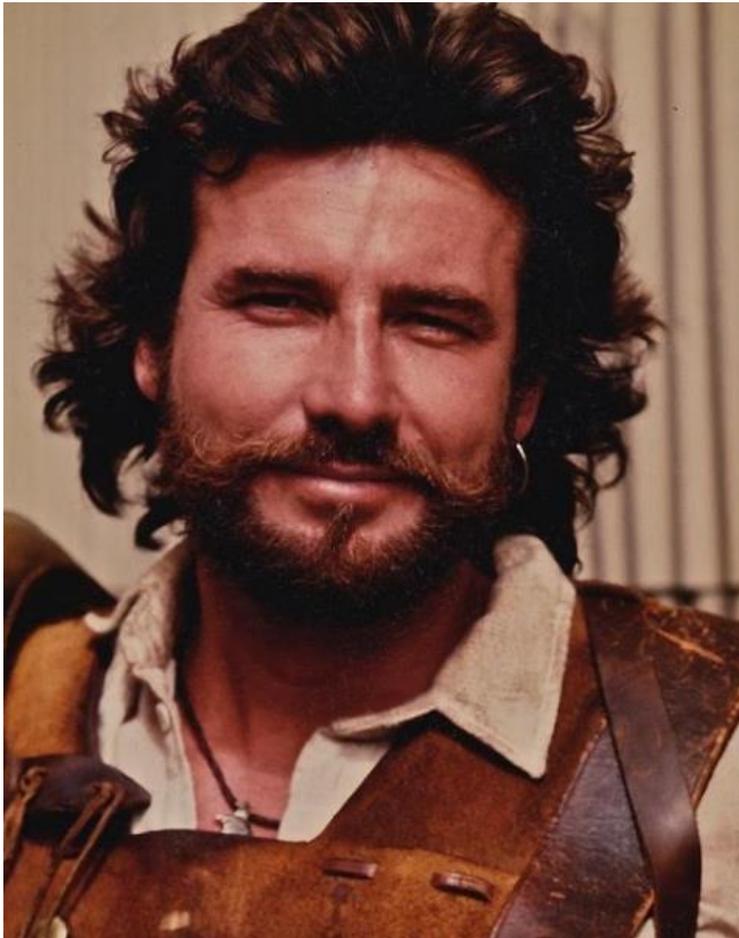
YOUNG: I staged out of Karlavach that points east into an area they called No man's Land! I went as far as Vucovar and witnessed a mass grave site that was very fresh! I never got next to any major players, too busy dealing with the militias on both sides! The Serbs had crazy kill squads comprised by Chetniks! I had a close call with a truck load of those crazy ones. They were firing on a group of us when a Nato bombing run scared them off and Tomi and I were able to get back toward Karlavach when a mine exploded and killed a bunch of kids in an abandoned village. We were first on the scene and tried to help but it was too late. The Croatian police arrived and took Tomi and I into custody as possible suspects! It was pretty obvious that we had stumbled into the scene of carnage but they were angry, frustrated and wanted to take it out on someone! I don't mean to get long winded but here is where Indy comes in! We were chained to a long bench in a concrete room the police were using to detain people. The militia men were getting drunk and planning on beating the hell out of us if not worse! Then one of the cop's girlfriends comes in and (what are the odds?) recognizes me from INDY 3! She tells the drunken militia men that they have an American movie star chained up! Suddenly I went from Zero to Hero in minutes and they all wanted to have their picture taken with me. I think between the booze and confusion they thought I was Indiana Jones and I went with it and started signing Harrison's name on their hats and books!





indyinterview

indymag: That's funny as it is shocking! Somewhere in Karlavach there's an Indy fan wondering why his Harrison Ford signature is a bit wonky!



Above: Ice Pirates (1984).
left: DMZ (Far Left: The Reluctant Heroes (TV Movie 1971)

YOUNG: The whole experience gave me a whole new appreciation of how fortunate and lucky I have been in my life! I would say it made me a better person and not to take things in life too seriously!

indymag: *We're you able to document the period and if so, get it published? Or is it something you've kept for yourself?*

YOUNG: I'm writing about it now. It took me a while to come to terms with what I had witnessed; the death and destruction had taken a toll on me and I wanted to be invisible for a long time! After some psychological help I began shooting healing images i.e. deserts, oceans, mountains, etc. to quieten the noise in my head. I started donating some of my work to charity auctions and was pleased to learn that some of the work was being used in healing centers for vets and doctors and lawyers were hanging them in their places of work! That felt good!

indymag: *It's great that you are finding solace in art and share that. What kind of images do you create?*

YOUNG: I seem to be attracted to wide open spaces with unusual lighting conditions like an approaching storm on an Indian pueblo or the beautiful lighting on the ocean at sunset with the wind working the water into sharp little blade shapes!

Indymag: *I understand you made a film with the iconic writer Henry Miller?*

YOUNG: Yes, from time to time I'd go see him by invite only! He had a sign on his front door telling people to piss off and not bother him. I was trying to be a painter at the time and we discussed art most of the time. This was my first effort as a videographer. In those days not many video cams around and hard to get the right film to show people so I did my own audition tapes and then for other actors! It became a business.

Indymag: *How did it ultimately come about?*

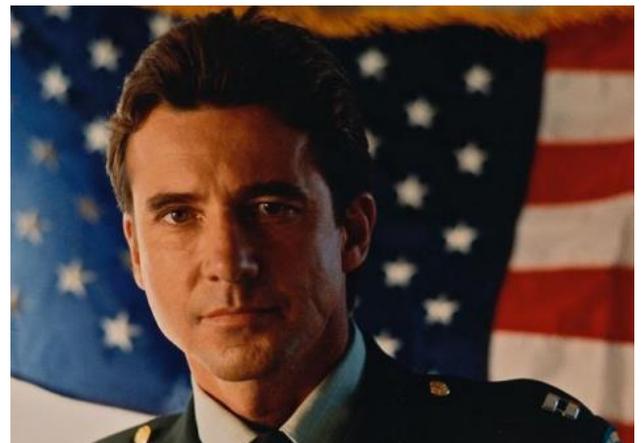
YOUNG: A friend of mine saw that I had invested in Camera and lighting equipment and got the idea of shooting a California wine commercial on spec using Henry as the spokesman like Orson Welles had done! John Chesko (my friend) was a little bit of a hustler and knew that I knew Brenda Venus and used her as the bait to interest Henry!

Indymag: *Was Chesko something to do with Lucasfilm?*

YOUNG: No. John disappeared for a while after the Henry shoot. I later found out he was doing a little time at the Watsonville prison. I think it was over marijuana!

Indymag: *I read somewhere he was promoting himself as Miller's agent and involved in the sale of Miller's Manuscripts for the family.*

YOUNG: Yes, he was. He was pedaling some of Henry's letters and a few Water Colors. Ironically, Henry had written John a letter of introduction that said something like "This is John Chesko, and it's OK to do business with him because HE'S NOT A CROOK!"



Indymag: *So, did you get Brenda on board?*

YOUNG: Yes. Brenda and I were in the same acting track at The Beverly Hills Playhouse. She and Henry had been writing letters to each other and when I told her I knew Henry I think we both thought it would be interesting to get the two of them on Camera together!

Indymag: *Was Brenda his 'muse' by that point?*

YOUNG: We set up a dinner scene and had it catered by a French restaurant and as you see in the clip the food was a flop. But it made for a humorous situation so I just shot what happened at the table! And yes she was his 'muse'! I think he was in love with her. Without Brenda he would never have agreed to go on camera!

Indymag: Who cooked?

YOUNG: The food was catered in! John brought in a lot of Calif. wine in hopes of Henry saying nice things about it but Henry rejected the Cal. wine and started praising the French wines! John's hope for a wine commercial spinoff went out the window!

Indymag: How much footage did you film?

YOUNG: I shot almost 2 hours of film. In my final cut I cover much more. I also color corrected. I hate that Brenda put an unfinished version out there!



Indymag: Are you looking to release your version or is it already out there?

YOUNG: I have never released my finished version. I wanted some time to pass before I put it out there and never got back to it. Yes, I have the rights to broadcast. This may be the right time to revisit the project!

indymag: Most definitely. Henry Miller is an icon and I can imagine it will be devoured by his followers. The photography seems to be an intrinsic part of your life but do you have any plans to either go back into acting or film making or do something completely different?

YOUNG: I would like to play one more good character on film that I feel can connect with people in a positive way! Doesn't have to be big but it should have an impact on the audience! I'm writing my story now and if it finds its way to the screen all the better, but for now I'll just write it. I don't need an army of people playing green light, red light with me determining my future! That's what I love about painting and photography, you can grab your camera or brush box and go to work! No committee approval needed!

indymag: Thank you for your time and good luck in the future as I am sure Indiefans will look forward to see what happens next with the 'Man with No Name!'

Next Issue – More stuff about Richard and more stuff about Fedora next issue. In the meantime you can follow Richard at <https://www.facebook.com/silverwing.young>

Richard Young SIGNING

Whilst we were doing our career straddling interview with Richard Young we found out that the ace team at Official Pix, led by Chris Wyman, have bagged him for his first signing this Spring.

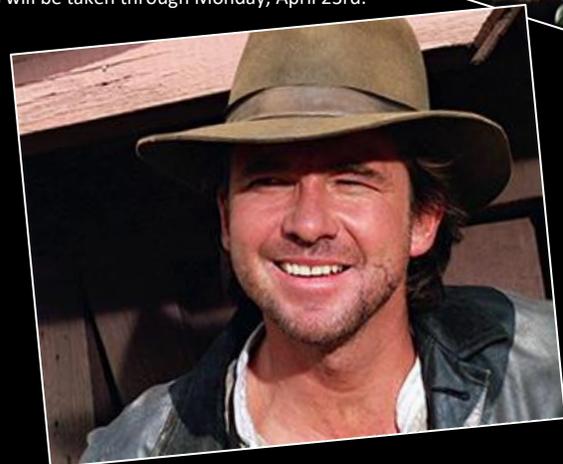
Kudos to Chris as not even Dr Fantasy could have conjured this up!

In 'obtaining' his signature you're guaranteed to get a true Indiana Jones icon that has led an adventurer's life so don't miss this opportunity to get the signature of one of the most rare and sought after Indy legends.

Order your piece of history from the best...

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Orders will be taken through Monday, April 23rd.



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Don't just call it an Adventurer's Summit... make the adventure actually happen!



SUMMIT *Special*

That was the task I saw myself faced with, when I volunteered to organize this year's Adventurer's Summit. After having attended many great Summits in the past I knew I had some big shoes to fill.

I guess my enthusiasm for last year's Summit was the reason that made me decide to take on this year's event. A task that no one should underestimate, I might add.

But let's move back in time for a moment.

It's September 2016 and I am attending the Medieval Fantasy Convention in Solingen together with my wife. John Rhys-Davies was a guest at this event that was being held at Castle Burg, in Solingen...and quite frankly, they could not have picked a better location for such an event. I was stunned by that picturesque castle that offered not only a beautiful exterior but also some magnificent halls and chambers within its walls. That was the moment, that made me realize for the first time that we could do something really extraordinary here... a location so unique, that it was fitting for some special occasion, namely the Adventurer's Summit.

With that thought in mind I contacted a few days later the administration of Castle Burg and after a short and pleasant chat we were in business. Castle Burg would be my location of choice for the Adventurer's Summit Gala Dinner! My wife and I checked out all the hotels in the surrounding area and as luck would have it, the closest hotel to the Castle, only a mere 200 meters away, was not only available... it was perfect in each and every possible way.

The size of the historical Guest House "Haus in der Strassen" was just right for a group of our size and in addition to the bedrooms the Guest House also impressed its visitors with some beautiful public areas and breakout rooms that were equipped with vintage fireplaces and all sorts of historical objects and furnishings. The owner Andreas was as friendly as they come and a perfect match for our group. After meeting him and telling him all about us, we both came to the conclusion, that the "Haus in der Strassen" and the Adventurer's Summit were a match made in heaven.

The Adventurers would take over the whole place for three days in September 2017.

So now the location for the Summit as well as for its Gala Dinner was sorted. But what about the program? I really wanted to make sure that this Summit would be different. In many ways... Don't get me wrong, the previous Summits were all excellent in their way, but to me personally it always mattered most to be able to spend some quality time with others, to chat with each and everyone and to enjoy the togetherness. Therefore there would be no viewing of the Indiana Jones movies during this Summit. It would simply take too much time away that could be spend on interacting with others. Also, I wanted to bring some adventure to the Summit, some activity that would be different and that would bring us all closer together. Castle Burg is located near the river Wupper, so what better way to bond us all together than by canoeing down the river? A few phone calls later it was settled. I found the right outdoor activity company that would provide us with the goods required.

What else? Well, being on the trail of Indiana Jones, we obviously are also interested in history, architecture and artefacts. Castle Burg has all to offer! So not only would we enjoy one of the historic knight halls during our Gala Dinner, no, we would also get to know the Castle in more detail during a private exclusive tour, that would be held on the third day of the Summit.

And as for the rest of the program... well, there was still plenty of time until next year, so now it was time to make the event public.

The German Indiana Jones Forum was obviously the first place where this event would be published, but this time we would also like to reach out to some fans, that may not be member but that would still be interested in attending such an event. After all, there must be more Indiana Jones fans out there. So Facebook was the obvious choice. The first announcement for this 3-day Summit blew my mind, as we received 26 confirmations within the first week.

I actually limited the whole event to a maximum of 50 attendees in order to keep the group manageable. Two weeks after initially announcing the event, I posted a first draft for the proposed program, which was well received by everyone. Especially the Canoe trip seemed to be at the top of everyone's list. I also had another activity on my mind, which was certainly the obvious choice for a bunch of Indiana Jones fans.

We needed some sort of whip activity! And for that I did contact my friend Mirko, one of the best whip crackers that we have within our group. My wife and I were already fully engaged in organizing this Summit and I was wondering if Mirko would be interested in becoming a part of the organization team for this Summit.

During the following phone conversation it became clear that Mirko was more than happy to be "part of the team" and to support us in making this Summit very special. In the coming weeks it would be the two of us that made all the necessary decisions and that put the whole thing together. And it would also be the two of us who made the decision to invite a very special guest to the Gala Dinner of our Adventurer's Summit... Mr Paul Freeman (aka Rene Bellosch... oops Belloq)

Keep in mind, that our Summit was limited to 50 attendees, so you can imagine what a surprise this was for everyone when we announced him just a few days after we came to an agreement with Mr Freeman's agent. Paul, who is Chairman and Founder Member of the UKHF (UK Friends of Healing Focus) informed us that his fee for attending our Gala Dinner would go straight into his charity. For all of you who do not know this, UKHF is a registered charity that is devoted to support orphaned and vulnerable children in Busiuro village, Uganda. Mirko and I instantly decided that we should support this good cause even further by organizing a prize raffle that would be held during our Gala Dinner, of course in the presence of our guest of honor. All proceeds from the raffle should be presented to Paul in order to show him that the attendees of this year's Summit do also care about a cause as important as this one. All we needed now were the prizes for the raffle... and some charitable sponsors.

So here we were: we had the date, the locations, the guest of honor, the activities, the good cause and the attendees! It looked like we were set to go... so let's fast forward to September 2017!

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Thursday, 7th September 2017

My wife and I as well as Mirko arrived already at the “Haus in der Strassen” guest house one day ahead of the others in order to prepare everything for the Summit. Andreas, the guest house owner, did leave us in charge when it came to redecorating the whole place. What you all do not know yet... we added an art exhibition to our program and therefore we tried to set up everything already on that thursday as the arrival day would surely keep us all busy with other things.

We set up our art gallery in one secluded section of the public areas as we did not want the attendees to see the exhibition before a certain time during the event. I have collected Indiana Jones artwork and prints over the last few decades and I was sure that this gallery would be of interest at least to some of the attendees. But the gallery would also present one of the highlights of this year's Summit, the original artwork of the official Adventurer's Summit poster!



Every year our very own artist extraordinaire Martin Schlierkamp creates a stunning piece of artwork that resembles the very essence of what each particular Summit was all about! And this year was certainly no exception as Martin outdid himself big time! Once everything was set up, the three of us enjoyed some dinner before calling it a day.

Friday 8th September 2017

After breakfast we were ready for the crowd. But the first arrival was actually our technician who would set up some audiovisual equipment in our main function room of the “Haus in der Strassen”. Eventhough we decided not to show any movies, there were still some bits and pieces that were worth sharing with all the attendees on a larger screen. After all, we had some sponsors for our raffle and they were so kind to also record Welcome messages for everyone to see.

From midday onwards the first Adventurers were arriving and they were greeted by my wife who handed lanyards with their names to each and everyone of them. After all, there were some new faces amongst the Adventurers and a name tag sometimes helps to identify your opposite.



The official welcome was scheduled for 18.00h and apart from a few participants that were stuck in traffic we were ready to go.

Mirko and I greeted all the Adventurers in the main function room and our first task would be to run quickly through the program for the upcoming days.

What no one knew was the fact that we actually produced a souvenir brochure for this event. Not only did this brochure include a detailed rundown of what was to come, but also helpful information that was in one way or another connected to our event.

For the cover artwork of this souvenir program we did commission non other than the great Mark Raats who once again supplied us with some stunning artwork which centered around Rene Bellog rather than Indiana Jones. Having Paul Freeman as a guest made the decision for that art composition very easy.

This evening would also see the start of our raffle ticket sale. First we introduced one by one all the prizes that were on offer. And there were some real goodies amongst them. Our sponsors were very generous and for that we cannot thank them enough. Some of the sponsored prizes included an adVintage Fedora, a voucher by Wested Leather, two signed Indiana Jones posters by artist Mark McHaley, an original Indiana Jones artwork by Jeff Herndon, a signed artprint from this year's Adventurer's Summit poster by Martin Schlierkamp and a voucher by hatmaker Herbert Johnson worth no less than £350.00. And there were still a whole bunch of other prizes to be won, posters, a handmade chain with a headpiece pendant, original autographs, books, pins... you name it, we had it.

What a welcome! Once the lights came up again, my wife Belle and Mirko's wife Marzia started the raffle ticket sale. Both of them went from table to table and you could tell, that our prizes left some big impressions, as the ticket sale found no end.

By now all the Adventurers had found their way to our Guest House and it was time for our Welcome Buffet. Andreas, the owner of the “Haus in der Strassen” is also an excellent cook and with the help of one very pretty lady assistant he set up a very extensive buffet that left no wish unfulfilled.



After dinner it was time to officially open the art gallery. I was not really sure, how this gallery would be received as I had no idea how many of the attendees were really interested in art, but surprisingly all of the attendees made their way into the “gallery studio” and studied all the artwork that was on display. The selection included some official posters and artwork but also quite a bit of alternate movie posters as well as fan art. One of the highlights was the original artwork for this year's Summit, that artist Martin Schlierkamp was kind enough to put on display. All in all there were some 42 exhibits to be seen.

Once everyone found their way back into the Main function room, Mirko and I were surprised by members of the Adventurer's Club who came forward and held a short speech about us having done a great job in organizing this year's Summit. To our astonishment, we were also presented with some gifts. Mirko and I were lost for words, as the Summit had just started. The rest of the evening was spend with chatting along and with getting to know each other better. It was a wonderful evening and a perfect start for an event like this. Around two o'clock in the morning the last ones went to bed in order to get some rest before Saturday's activities would kick in.

Saturday, 09th September 2017

After a short night we all woke up to weather conditions that were far from perfect for the activities that were scheduled for today. It looked grim, cold and rainy outside. After enjoying an extensive breakfast buffet it was time to gear up for our canoeing trip. Every participant was made aware that they had to bring a backpack with an extra set of clothes, in case their gear would get drenched during the canoeing trip. Judging by the weather conditions outside, it was pretty obvious, that this extra set of clothes was becoming necessary, no matter what.

Some of the attendees were reluctant to join the canoeing trip, due to the weather and decided to pay the city of Solingen a visit and enjoy its sights.

At 9.15am we left by motorcoach to our point of embarkment near the river Wupper, where we would meet our Outdoor activity team. Once we got there, Ingo and his team from Wupper Kanu greeted us. Ingo informed me, that due to the heavy rain of last night and the high water level of the river it was too dangerous to use canoes and surprised us instead with some large inflatable rafts. So it was wild water rafting time!!! Luckily the rain had stopped... at least for now and we were able to listen to the important instructions of our team leaders before embarking on an adventurous trip.



Unfortunately I could not participate in the trip myself, as I had to check on the remaining members that did not join this trip and that stayed in the Guest House. I am sure the Adventurers were in good hands so I made my way back to the "Haus in der Strassen". When I returned to the Guest House it had started to rain again quite heavily. I was thinking about the guys and gals on the river Wupper and it became quite clear that they were getting wet one way or another.

The remaining Adventurers could be found in the breakfast area, chatting and enjoying a late breakfast. I joined them and we spend some time talking Indy and many other subjects. Around 12.00h our motorcoach arrived at the hotel and took us to the landing area. Once we arrived there it had stopped raining again and we were able to greet the rafting teams as they arrived. Judging from their faces, that trip must have been so much fun as each and everyone of them seemed very happy. I thanked Ingo and his outdoor activity team for making this trip such a big success and bid them farewell. Now the motorcoach took us to "Haus Müngsten", a restaurant which was located not far away, right on the banks of river Wupper. The rafting teams would be able to change clothes here and we also had organized a BBQ for the whole group. As the weather still looked unpredictable we decided to enjoy our BBQ indoors. Steaks, Hot Dogs, Salads and Potato Wegdes were enjoyed by all and by the time we left "Haus Müngsten", even the weather seemed to change its mind, as the raining had stopped and the clouds made way for the blue sky.



These were perfect conditions for the afternoon activity. We returned back to the Guest House around 2.30pm and once again I had to leave to group as I had an appointment with our guest of honor, Mr Paul Freeman, who had arrived at Dusseldorf airport approx. two hours ago and had been taken to his hotel by a chauffeur driven car, what we had organized for him. I had talked to him before over the phone and we had scheduled to meet at this hotel around 3.00pm for a quick rundown of this evening's schedule.

So while I was on my way to a different part of Solingen, the Adventurers were left in the capable hands of my buddy Mirko who had organized an afternoon whip activity on the grounds of Castle Burg. Sunny blue skies greeted all the Adventurers who were willing to give the whip cracking a go. Together they marched to Castle Burg, most of them equipped with whip and gear and the large space of the so-called "Fountain-Courtyard" of Castle Burg, which we rented exclusively for this afternoon and which was the perfect background for a whip cracking event like this. You have to keep in mind that the Castle is visited by numerous tourists each day and you can imagine the surprise on their face, when witnessing some fierce whip cracking competition on the castle grounds. Every participant had a great time and even my wife gave the whip cracking a go.



While all this happened I had arrived at Paul's temporary accommodation, Hotel Gräfrather Hof in the picturesque old town of Solingen.

When I entered the hotel, Paul was enjoying a lunch in the hotel restaurant. So, here I was, approaching our guest of honor and feeling quite a bit nervous. Paul greeted me and invited me to sit with him. He apologized for still eating and asked me if I want to join him for late lunch. As I just had plenty of BBQ I politely declined and ordered only something to drink. I introduced myself and thanked him for making this all possible to which he replied that he would be the one to thank us for having him. He was very interested in what the Adventurer's Summit was all about and what the agenda for the whole weekend was like. I showed him the souvenir brochure, which he really liked and went through the whole schedule with him. Paul particularly liked the style of the brochure's layout as well as the stunning cover artwork by Mark Raats. Of course I handed over one of the souvenir programs as a gift together with a wooden box filled with a variety of Aachener Printen, a kind of traditional gingerbread delicacy from the city that is close to where my wife and I live. My wife had the idea of getting him those Printen, as they are delicious and after all, what man can resist chocolate covered gingerbread? Paul certainly could not as he accepted the gifts by pointing out that those Printen probably wouldn't last long.

We talked about his Charity, the UK Friends of Healing Focus and I explained to him, that we were trying to raise some money for this cause with our charity raffle that would take place this evening. He was delighted and asked me if it was OK for him to show some slides that he had prepared in order to give everyone a better idea of what the UK Friends of Healing Focus was all about. Of course this was not a problem and we went on discussing the schedule for the evening. Shortly before I left Paul asked me if there was any special attire for this evening's Gala Dinner as he was worried to dress inappropriately for the event to which I replied that pretty much "Anything goes". I had to return to the Guest House in order to continue with our preparations for this evening's Gala Dinner. Paul would be picked up by our driver shortly before 6.00pm and be taken to Castle Burg where all of us would be waiting for him in excitement.

At 6.00pm sharp all the Adventurers and their spouses meet outside our Guest House, all nicely dressed up. You could tell, that the ladies made some special effort for the Gala Dinner as some of them wore beautiful evening dresses. As for men, there was a wide variety of outfits to be seen: Indiana Jones gear, Club Obi Wan formal wear, Henry Jones sr. wear, suits, tuxedos... you name it. All in all a very sharp looking band of Adventurers.



When the group arrived at Castle Burg it was greeted by our team of photographers, that was here to take a group photo in front of this unique historic setting as well as photos of the guests together with Paul Freeman.

For the group photo we had prepared a large banner that should make the group photo look even more special. Once the photographers gave us the Thumbs Up it was time to move inside the Castle. The Knights Hall was set up beautifully for the occasion. Tables were decorated with white table linens, beautiful silver- and glassware as well as floral arrangements and large silver candelabras. The walls of the Knights Hall were lit with red colored effect spots that gave the already impressive Hall an additional warm touch.

Once all the participants found their seat it was time to invite our guest of honor. Upon entering the Knights Hall Paul was greeted enthusiastically by everyone and it took some time before the applause came to an end and Paul was able to speak. He not only seemed very impressed by the warm welcome he received but also by the venue itself. He greeted everyone and thanked us for having him as a guest at this very special event. He continued to talk about his experiences when attending such events and that getting to know fans of a character that he portrayed so many years ago still gave him the goosebumps. He continued to talk about his very important work for the UKHF charity and presented us with his slide show that showed the work and development of the Healing Focus Orphanage Centre, that supports the orphaned children of Busiuro Village in the Luuka District of Uganda. The slide show made clear to each and everyone of us, how important this work was for Paul and rightly so as you could tell by the images how much help was - and still is - needed in that Orphanage Centre. Paul had been a chairman for the UKHF Charity for quite some time now and he and his wife Maggie had helped improving the situation in that Orphanage Centre immensely. But there was still a lot of work to do and all of us felt happy that we were able to do our part.



Once Paul had finished his slide show I made the announcement that later this evening we would have our prize draw from our charity raffle and that the members of this year's Adventurer's Summit were able to raise a decent amount for this good cause. How much, we would find out later that night, as the ticket sale still went on.

But now it was time for our Gala Dinner! The catering department of Castle Burg had set up a beautiful and extensive buffet and all the guests enjoyed a very delicious dinner and some good wine... or beer. During dinner time we had to chance to chat a bit more with Paul and he told us some interesting stories about his work on Raiders as well as his co-actors. But we also did chat about normal things, like travel and holidays and it was interesting to hear, what Paul had to say. At present he had to prepare his home in London for a good friend (the founder of the UKHF charity) who would come to London for a visit. And as Paul and his wife spend most of their time in their home in the south of France, he was happy to let his friend live in their London home for a while.



Also, let it be said, that Paul does like a decent aged scotch whiskey, which was one thing we had in common. After dinner it was time for a little Q & A. For this we had set up a small stage with two chairs right in the middle of the Knights Hall, so Paul could be seen from each angle of the room. I helped translating some of the questions eventhough almost all of the Adventurer's spoke perfect English and did not need my help. What followed was an hour of interesting exchange between the attendees and our guest of honor. Questions of all kind arose and even that matter with the fly came up. And No, he did not swallow it. Paul took his time replying to each and every question in detail and was very entertaining while doing so.



Once the Q & A was over it was time for the autograph session. For this, we had prepared a table on the opposite side of the stage and a wide selection of photos was available for everyone who was interested in purchasing an autograph from Paul. One by one all of the attendees came by the desk and once again, Paul took his time to shake hands and to fulfill all autograph wishes that came up. One of our attendees, José, who is also an excellent artist, brought an original piece of artwork with him that he made just for this event. Paul was very impressed by the artwork and the two chatted for a while and one could tell, that for both this has been a special kind of encounter.

Once the autograph session finished it was time for the photo shoot. For this our photographers had set-up a photo studio in a smaller hall that was located next to ours. Once again, Paul made sure that all attendees were given enough time to pose with him for this special moment, that would certainly stay in their minds for many years to come. At the very end of the photos session it was my wife's and my turn to have a picture taken with Paul. But as if that was not enough, he even fulfilled a request that my wife came up with... she always liked the scene where Belloq and Marion have some kind of drinking battle going on and she wanted to reenact the scene with him. Paul was really into this idea and even suggested to set up the scene properly, with both of them sitting at a table and pretending to down one shot after another. In the end however they changed plans and ended up posing with Paul pretending to pour a drink for my wife, which still looked the part.

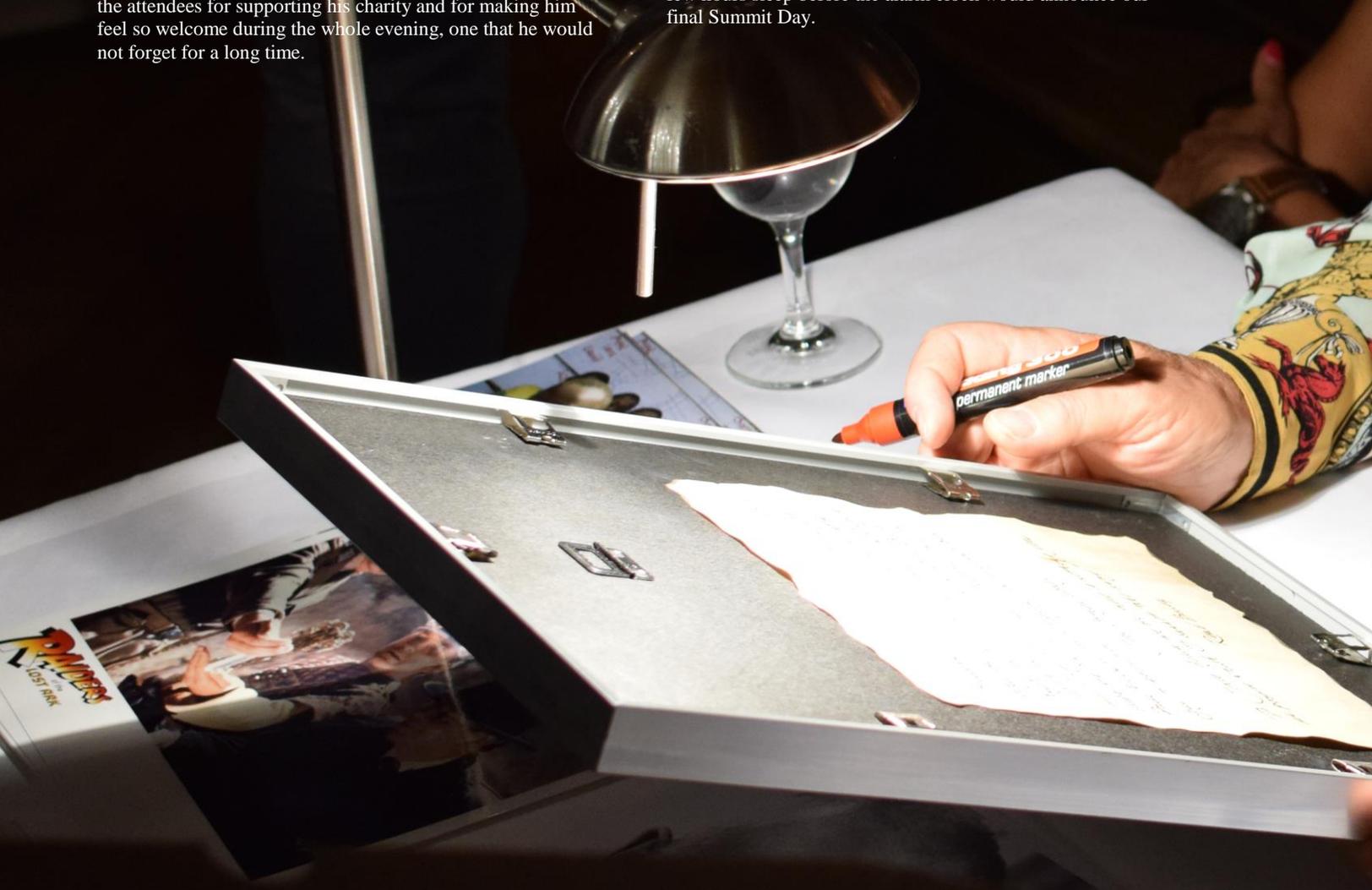
By now it was close to midnight and we still had to do the charity raffle prize draw. Paul volunteered to pick the winners. All tickets were placed inside a fedora and Paul picked one by one and announced the winners to a cheering audience. It was really great to have Paul being so engaged in our prize draw and it must have been something really special to receive the prizes after him announcing your name.

Once all the prizes were handed out it was time to present Paul with a charity cheque that showed the amount that the attendees of this year's Adventurer's Summit were able to raise through the ticket sale. Keep in mind, we were just 50 people but nevertheless we were able to raise € 1500,00 for such a good cause. Mirko and I handed over the charity cheque to Paul, who was visibly delighted and who thanked everyone of the attendees for supporting his charity and for making him feel so welcome during the whole evening, one that he would not forget for a long time.

We could not have hoped for a better way to let our Gala Dinner come to an end and all participants seemed to feel the same way. I accompanied Paul to his driver, who had been waiting outside the castle for a while and thanked him once again for being such a great guest of honor. He replied that the honor was all his and that he really enjoyed this very special evening. We said good-bye for this evening, knowing that we would meet again the next day for breakfast.



Once Paul was on his way back to his hotel I joined the other Adventurers who – by now – were back in our Guest House and were all gathering at the bar to review this evening's Gala Dinner. Mirko and I were happy to realize, that so far this year's Summit proved to be a big success. At 2.00am my wife and I called it a day and we tried to get a few hours sleep before the alarm clock would announce our final Summit Day.





Sunday, 10th September 2017

As we anticipated that Saturday night would not allow for a lot of sleep we had announced right at the beginning of the Summit, that Sunday would start around 10.00am with a brunch, rather than an early breakfast.

This however did not apply to Mikro and myself as we had a final meeting scheduled with Paul at 9.00am. We arrived on time at his hotel and were greeted shortly afterwards by Paul who had just finished his breakfast. Paul was scheduled to fly out to London at 2.00pm and his driver would pick him up around 11.30am. Mikro and I wanted to meet him one more time in order to thank him once again for making our Gala Dinner so very special. As before, Paul was insisting that he was the one to thank us for our hospitality and for making him feel so welcome.

We talked about the charity for a short while and also took some final photos before having to say Good-Bye to Paul. You could tell by the way he bid farewell that the last evening had been something special for him too and he pointed out that he would love to see all of us again, hopefully sometime in the not too distant future.

With that thought on our mind Mirko and I drove back to our Guest House with some big smiles on our faces, knowing that having invited Paul for our Summit was the best decision we could have made.

Once we returned to the "Haus in der Strassen" all Adventurers had already finished their late breakfast and were geared up for our final item on the agenda. The weather was as beautiful as we could have hoped for and now it was time to get to know Castle Burg in detail. All of us marched towards the castle that looked magnificent in sunny daylight. Our outfits did raise some eyebrows from the normal tourist folks that were also visiting the castle, but also some appreciatory looks. Once we arrived, we did split the group and our two tour guides were taking over. For the next hour or so we were confronted with historic facts and some great anecdotes all surrounding Castle Burg. There were plenty of artefacts to be studied and the beautiful castle grounds were very impressive, to say the least.

All of us gathered for some final photos in one of the castle's courtyards before heading back to our Guest House. For a very final time we would gather in the main function room and I would be the one to start the last speech of this Summit. I asked my friend and fellow organizer Mirko to join me on stage and we thanked all the participants for making this Summit such a special event. After all, without their enthusiasm this Summit would have not been the same. And the same did apply for their overwhelming generosity, through which the Adventurer's Summit was able to support a good cause. The Adventurers did applaud us, but it was all of us who should take credit for having enjoyed a wonderful weekend with a bunch of great and like-minded people.

An hour later I found myself driving home in my car together with my wife. I would take home so many good memories and some of them I would certainly never forget. Somewhere along the way my wife asked me: "So, how did you like the Summit?" to which I replied "For me it was a great experience and I really enjoyed myself even though I did not have the time to relax or to chat with some of the Adventurers as much as I would have wanted.

Having Paul there was fantastic and I hope that everyone was able to have a moment with him. As for the rest... we did as good as we could, and I hope that counts for something!"





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 installments accompanied by artwork from various Indy artists. So get comfortable and indulge in a quest for a legendary civilisation as Indy continues into his deepest adventure...

TIKAL

Strands of misty light filtered through the dark jungle canopy, tinting everything below in a perpetually greenish hue. The air was sticky and humid, the ground spongy with dead vegetation. A machete flashed in the gloomy dusk as Indy chopped a prickly escoba limb from his path. Sophia trudged wearily a few paces behind him. She mopped the sweat from her face with a damp cloth. Her long red hair, tied in a ponytail to prevent snagging on the dense underbrush, stuck to her neck in a thick clump. The straps of her heavy pack dug into her shoulders with each step, chafing her skin through her wet blouse.

"Are there head-hunters in this part of the jungle?" she fretted, voicing her latest concern in a growing list of worries that began the moment they entered the wilderness.

"Not in a few centuries," Indy replied. "It's the cannibals you have to watch out for."

"What?!" she panicked, looking around quickly.

Indy chuckled, and then she realized he was joking. She gave him a vindictive shove. "That's not funny."

"I thought it was."

She waved her hands in a burst of irritation, scattering the cloud of gnats drawn by the taste of her sweat. "Argh! Damn insects! Leave me alone!"

He hacked down another thorny branch. "Why are you rich girls always so fussy?"

"Because we can afford to be."

"Then it's true. Money really can't buy happiness."

Sophia made a nasty face. "Get bent, Jones."

Indy smiled again. She'd been in a foul mood all day, and her attitude wasn't improving. Not that he could blame her.

After an exhausting 18-hour flight, they endured the last leg of the journey in the cramped cabin of a tiny charter plane from Belize, riding the crest of a violent storm that was battering the Guatemalan coast. The nerve-racking flight ended when they touched down on a muddy airstrip in Santa Elena sometime after midnight in a torrential downpour. The bone-weary travelers slugged to the nearest hotel and fell into bed after a long overdue—albeit separate, much to Indy's dismay—shower.

Emerging refreshed after ten solid hours of sleep, they gathered provisions from a tent market near the outskirts of town and ferried north across Lake Petén Itzá by boat. Sophia was appalled to discover that man-made roads did not extend into the vast wilderness beyond

the capital city of Flores. Indy had to convince her that they couldn't simply rent a truck and drive to Tikal. They would have to carve their way to the site by machete, a task she readily relinquished to him once they reached the jungle.

In spite of her eagerness to visit the Mayan ruins that she had foreseen in her vision, Sophia's enthusiasm quickly waned after traversing a mile of wet rainforest in an envelope of tropical steam that plastered their clothing to their bodies like a second skin. She complained every step of the way, bemoaning the dangers of tropical diseases, wild animals, and the shrill, omnipresent chatter of locusts which grated on her ears until she wanted to scream. And now she was worried about head-hunters, of all things. But she was taking the hardships of the journey about as well as could be expected, Indy supposed.

Central America presented some of the most challenging terrain on earth. The Petén Basin alone covered more than 12,000 square miles of dense lowland rainforest—one-third of the total area of Guatemala. The ancient Mayan empire, which extended from the Atlantic coast of the Yucatan to the Pacific, was home to a wide range of animal species including jaguars, panthers and an incredible variety of birds, monkeys, bats, and spiders. In essence, they were exploring the largest natural zoo on the planet, which was no picnic for a cosmopolitan girl like Sophia Hapgood, raised in a world of carefree luxury and privilege.

"Why would anyone build a city in this malaria-infested hole?"

"Because Tikal was the center of a major trading route across the region," Indy explained, stepping over a large tree trunk. "Think of it as the London of Central America."

"In that case, point me towards Oxford Street, because I need a new outfit," she grunted, and awkwardly mimicked his move.

"Sorry, but the fashion district went out of business a few thousand years ago."

"Damn, and I wanted to paint the town," she said sarcastically.

"Not today, Madame Sophia."

"By the way, how did you know I was in New York when you decided to drop in?"

"I read an article in the Times that said you postulate on stage. I had to see that for myself."

Sophia wrinkled her nose. "Ugh. They made it sound so dirty, like those lurid tabloids."

A large, furry creature suddenly scampered across the path, nearly running over her feet. Sophia let out a squeal of surprise and latched onto him in fright. "Ooh! What was that?"

Indy disentangled himself from her grip. "I didn't see anything."

She pointed insistently to the spot where the animal had disappeared. "It looked like a giant hamster!"

He peered into the dark underbrush, and shrugged. "Probably just a capybara."

"What's that?"

"A big hamster," he grinned.

The redhead pursed her mouth in scorn. "I hate you."

"Hate me later, sweetheart. We still have a lot of walking to do."

"How much further is it?" she whined. They had been hiking more than five hours, and she was ready to collapse from exhaustion.

"You don't want to know," he told her. "Just keep moving."

Her shoulders slumped in despair. Sophia took a deep sigh, adjusted her pack with a grimace, and fell into step once more. Indy's blade slashed left and right, methodically flaying a path through the tangled foliage.

Marching behind him, Sophia lost all track of time. She put herself in a trance, timing her footsteps to the pace of Indy's boots. Staring fixedly at the ground, she wasn't prepared when he abruptly stopped. She bumped into him and looked up with a rude scowl. "Do you mind?"

Indy stepped aside to let her see the rain-swollen creek that flowed through the wilderness on a meandering course, blocking their way. Leaves, branches, and other debris churned in the swift current.

"Care to go for a swim?" He gestured her to proceed.

She forced a tight smile. "No thanks."

Indy sized up the situation. The creek was too wide to jump across, and no telling how deep. "Then I guess we'll have to find another way."

She watched incredulously as he used his machete to chop a thick vine that ascended into the canopy overhead. Indy hauled it over to the shore and gave it a few experimental pulls, testing his weight.

"You're out of your mind! I'm not crossing that thing. Let's walk around it," she suggested, pointing upstream.

"It's a creek. It goes on forever in both directions."

"I don't believe this. You really want to play Tarzan right now?"

By **DALE DASSEL**

INDIANA JONES

and the
FATE OF ATLANTIS

Chapter VII

"Do you have a better idea?"

"Fine, then." She snatched the vine away from him. "I'll go first, if you don't mind."

Her uncharacteristic bravado took him by surprise. "Are you sure?"

"Of course. I'm lighter and you might break it before I swing across."

"Take your pack off," Indy suggested, shedding his own bag. "Less weight. I'll toss it over when you reach the other side."

"I can handle it, thank you very much." She stood at the edge of the sloping bank and peered into the turbulent green tide below. Uncertainty etched her face, even though she'd already committed to the endeavour.

"Me Indy, you Jane," he joked with an encouraging smile.

She gave him a withering look. "Me tired. Let's go."

Taking a firm grip on the vine, Sophia leapt into space and sailed over the creek. The crack of breaking wood echoed like a gunshot in the trees above. She cried out in surprise as the vine abruptly dropped several feet. Gravity deposited her unceremoniously in the mud on the opposite shore. The rotten branch slapped the water a moment later, splashing her all wet.

"God damn it!"

Indy laughed at the sight of Sophia Hapgood, the princess of Park Avenue, floundering in the jungle stream and swearing like a sailor. He lobbed his rucksack over the water, cut another vine free, and swung across to help his companion, who was still raving when he pulled her up the slippery bank.

"Do they teach you that kind of language in charm school?"

"Shut up." Flushed with humiliation, she tore off a large, waxy leaf and began to wipe the mud off her pants. "I hate this damned place, and I'm tired of walking around. This is ridiculous."

"Don't blame me. Nur-Ab-Sal sent us here. Remember?"

She gave him a murderous glare, unable to argue for once.

He squinted at the leafy canopy, trying to judge the angle of the sun. "It's going to be dark in a few hours. I'd feel better camping in the ruins instead of out in the open tonight."

"And I'd like to stay at the Biltmore. What do you expect me to do about it?"

"Ask your spirit guide for directions. We should be somewhere in the vicinity by now."

"You are really pushing it, buster." Swallowing her anger, the psychic closed her eyes and took several deep breaths to clear her mind. She swished her hands in the air, summoning an invisible essence from her surroundings. Then, with arms outstretched, she turned in a slow circle like a human divining rod. Her hands trembled spasmodically.

"Yes... I sense Nur-Ab-Sal. His spirit is close," she declared.

Closer than Atlantis, that's for sure, Indy thought, but kept it to himself.

After a few moments, her arms dropped. Sophia's eyes flicked open. "This way," she told him, striding off purposefully.

Indy grabbed his saber and followed her. He hoped Nur-Ab-Sal had a good sense of direction, because the ruins of Tikal spanned more than 50 square miles of jungle. They could be searching for a very long time.

His concern was put to rest a few minutes later when they came to an abrupt clearing, where a ribbon of white stone cut through the lush wilderness like a deserted rail bed, vanishing from sight in both directions.

Sophia gave him a vindicated nod. "Nur-Ab-Sal never leads astray those who seek his path."

"Okay, I'm impressed," Indy admitted. "Which way now, enlightened one?"

"Just follow me." She turned left and continued along the path, which was covered in sparse vegetation.

Indy's compass pointed to a westerly heading. He was positive they were traveling on the sacbe, a network of paved roadways that spread across the country like a great limestone web, joining all the ceremonial centers of the Mayan empire. The true extent of the ruins was unknown since the jungle had reclaimed the ancient civilization after it was abandoned around 900 A.D. But Indy knew that if they followed one strand of the web, it would inevitably lead to a major site.

Sophia paused on a rise, where a break in the trees offered them a good view of the surrounding terrain. She shielded her eyes against the sun. "Lots of hills around here," she observed, scanning the horizon.

"Those aren't hills," Indy said, moving up beside her. "They're unexcavated buildings. Temples, pyramids... probably hundreds of 'em. It'll take more than a century to uncover everything," he estimated. "But don't hold your breath."

A pale flash amid the green suddenly caught Sophia's eye. She trained her binoculars on the bright spot. The distinctive shape of a Mayan roof comb peeked over the treetops in the distance, capping an unseen temple below the horizon. "I see the pyramid!" She passed him the binoculars eagerly. "Take a look!"

Indy saw the telltale signs of ancient weathered structures in the glare of the afternoon sun. "Good eyes. Looks like you found it."

The sight of the monument renewed her strength. Sophia stalked off toward the ruins at a determined pace. Within minutes they could see patches of stark limestone through intermittent gaps in the foliage. Unable to contain her excitement, she broke into a run.

"Hey!" Indy exclaimed as she plunged into a grove of kapok trees and disappeared. He caught up to her a few moments later and found her kneeling in the shadow of a massive pyramid overgrown with vegetation—exactly like she had described.

The ancient Mayan edifice towered over them like a stoic guardian of the jungle. Trees grew rampant up the slopes of the terraced mound, which narrowed to a truncated platform 200 feet above. From the peak, a large temple knifed the blue sky with its blade-like roof comb, while a broad staircase descended to the plaza below. Only a quarter of the hulking structure was exposed under the gnarled vines that wrapped the stone in a thick green web. Despite the work of the excavators, it appeared as if the jungle was trying to swallow the pyramid back into the earth to keep its secrets hidden forever.

Sophia knelt in the grass, clutching the pendant around her neck. Her eyes were glazed in rapture. Indy remained silent, unwilling to disrupt her moment of glory.

Gazing up at the majestic limestone pyramid, he was struck by the same awe that Ambrosio Tut must have felt when he first came upon the ruins in 1848. Tikal was one of the largest and most spectacular pre-Columbian cities in the Yucatan. Less than half of the known buildings had been reclaimed from the clutches of nature in the decades since its discovery. The rest lay hidden beneath shapeless mountains of dense vegetation that dotted the Guatemalan wilderness. Each hill represented a structure yet to be unearthed, a time capsule of ancient knowledge just waiting to be opened.

"Thanks for letting me have my moment," Sophia said. They gazed at the pyramid in silence. "Is this what it always feels like?"

"Well, it's one of the perks," he replied modestly.

In truth, being in the presence of ancient ruins evoked a sense of euphoria unmatched by anything else. It was a feeling of humility that electrified every fiber of his being with the promise of long-forgotten secrets waiting to be revealed. Time was irrelevant when one became attuned to the past. Indy could reach across history and connect with the people who left these monuments as a legacy to their existence. The wonder never failed to amaze him.



"The stepped tiers symbolize the levels of the Mayan underworld," he informed her.

She stared across the clearing in a daze. The sight of trees growing atop the pyramid was absurd, whimsical, like something out of a dream.

"What are those?" she asked, pointing at some long-tailed animals darting through the tangled overgrowth.

"Coatis. They're sort of like big squirrels."

"Are they dangerous?"

"Not really."

"Then let's go. We have to find that key." She took a step towards the pyramid when Indy snared her by the arm.

"Watch your step." He pointed at a large circular hole in the ground, inches from her feet. The opening was nearly camouflaged by foliage. "These things are all over the place."

The dark void appeared bottomless. Sophia shivered at how close she'd come to falling into the pit. Her ashen face was etched with confusion.

"It's a chultun." He explained that the Mayans used the reservoirs to collect drinking water during the rainy seasons, and alternately as food storage or crypts for human burials.

They sidestepped the hole and crossed the open plaza. Piles of dead foliage was heaped along the base of the temple from the excavation efforts. Sophia approached the pyramid and placed her hands reverently on the stone while Indy examined the temple with academic detachment. He lifted a web of vines to discover a large square hole cut into the rock behind the leafy screen. A quick survey of the foundation revealed that the cavities punctuated the lower course of the pyramid at regular intervals. Indy was mystified. He'd never seen such a feature on any Mesoamerican structure before. Unfortunately the holes were clogged with vines, making it impossible to see inside.

"Let's take a break." Indy shed his knapsack beside the staircase and stretched his sore arms after their arduous trek.

Taking his cue, Sophia dropped her own bedroll on the grass and sat down on the lower steps. She fished out her canteen and took a long drink. Indy quenched his thirst with a swig of tepid water.

They both looked up at a sudden rustling overhead. A bright green parrot lit on the branch of a tree growing on the lower course of the pyramid. Sophia glanced at the bird with disinterest, but Indy decided to have a little fun.

"Polly want a cracker?"

"Polly want a cracker?" echoed the parrot in a shrill voice.

"You just had to do that, didn't you?"

"Smart bird," Indy remarked.

The parrot fluffed its wings, and whistled, "Smart birdy! Smart birdy!" Sophia gritted her teeth. Keeping her eyes riveted on the parrot, she slowly extended her hand. "Give me your gun. Right now."

Indy clapped her on the shoulder. "C'mon, it's just being a parrot."

"Being a parrot! Bwaak!"

"Someone needs to shoot that damn thing before it drives me crazy."

Her wish materialized a moment later when a loud gunshot shattered the solitude. The bird flapped off wildly into the air, shedding a trail of green feathers in its panicked flight. Bushes thrashed and footsteps pounded nearby. Indy drew his revolver and pulled Sophia down behind the staircase just as another shot blasted the air. He didn't know what was happening out there, but one thing was certain. They were under attack.

TO BE CONTINUED!



"REMEMBER THE ADVENTURE!"

THE
DEVIL'S
TRIANGLE

INDIANA JONES
and the
BRIDGE TO YESTERDAY

indymagulars

eyecandy

NUCLEAR WESSELS! You'd expect something a little bit better from Australia's premier actress than a Russian accent that makes Walter Koenig role his eyes. That aside, Kate Blanchett has had a formidable career with very few mis-steps.

Born on 14 May 1969 in the Melbourne suburb of Ivanhoe, during childhood Blanchett has described herself as being "part extrovert, part wallflower." Blanchett hit the big time following her role as Elizabeth I of England in the critically acclaimed film *Elizabeth* (1998) and followed this up with a constant string of critically lauded films such as *Pushing Tin* (1999), *The Talented Mr. Ripley* (1999)... we would name them all but there are sooo many so we'll just give special mention to *Aviator* and *Blue Jasmine* for which she won Oscars.

We expect Blanchett to keep racking up the silverware and indymag always looks forward to her latest performance provided that she avoids sinking her teeth into those Ws.



Indyreviews

CRYSTAL DEATH!

Jimmy Hayes looks at the second part of 'Africa Screams' where Indy and Marion travel through Cameroon and the Congo in search of the "Piute" Summoning Stone.

Welcome back! And before you even ask, yes, I've missed you as much as you've missed me. While we all wait for the recently announced Indiana Jones 5 and the inevitable new comic series a great way to pass the time is reading some of Indy's adventures that were told through the greatest medium ever. I am, of course, talking about comic books.

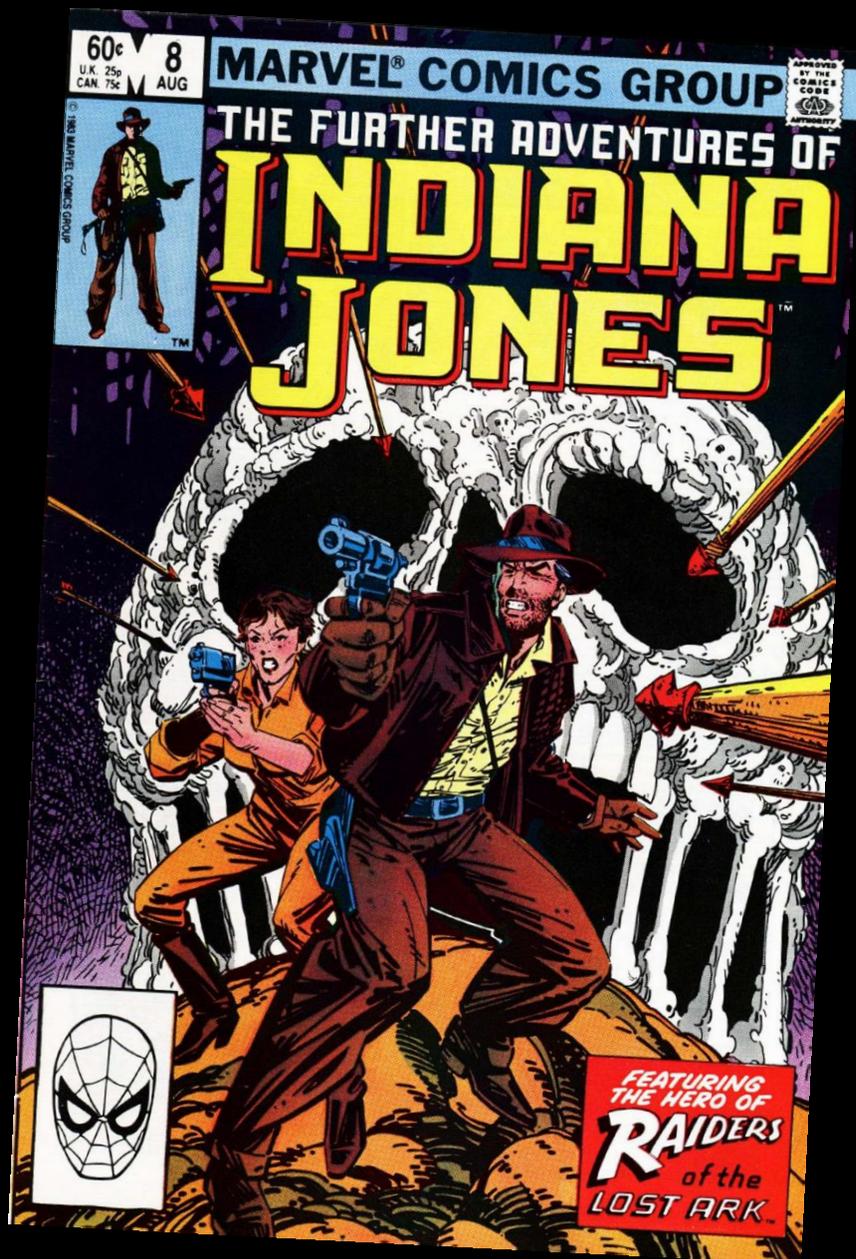
When we last left Indy and Marion they were pretty nervous as they were crouching in the jungle, watching a bunch of Nazis when they heard an ominous growl coming from behind them.

As the issue starts, they quickly discover that the growling they heard was coming from a panther! As the panther pounces toward them, Indy strikes two rocks together, creating a spark which lights the dry grass between Indy & Marion and the panther on fire. Noticing the commotion, a Nazi guard comes running to investigate, only to be on the losing end of an encounter with the panther. As Indy and Marion run from the panther, Indy is stopped quick when an arrow hits the tree right in front of his face. Indy & Marion turn and see the person who shot the arrow, an eight feet tall, fair skinned man wearing a medallion that matches the seal on the Shintay map they discovered last issue. As they stand there for a split second in wonder of what they're seeing, a group of Nazis run in and bust up the party. Man, those guys are EVERYWHERE and they are total buzzkills. The Nazis and their own archeologist, Irish bad guy McIver, start studying the accessories of the Shintay warrior. McIver seems to think that the Shintay warrior will be worth quite a bit of money back in the states. When they hear some shouts, they turn around and find themselves face to face with more Shintay warriors than they can count! The Shintay lead Indy, Marion, McIver and the Nazis, as their prisoners, to their fortress hidden deep, deep within the jungle. They finally come to the fortress, which is made of dirt and bones and looks amazingly like Castle Grayskull.

They go inside and meet the Shintay king, Vyperion, who fills them in on the history of the Shintay people and their relation to the Atlantean race. Planted around the room are very powerful red crystal balls that are made from Atlantean soil. The crystals can harness

the elemental power of the Earth and turn it into some very destructive powers, as a Nazi tied to a pole soon finds out, as he's burned from the inside by the crystals. The rest of the prisoners are taken to a prison made of skulls that's high in a tower overlooking the Shintay

castle. There, they all do their best to try and escape the prison, but discover that the walls are made of skulls and bone fused together by the power of the crystals and the door to the room is locked tight.



In the morning, the sun starts to rise and that activates the crystals located all over the prison. Shooting red beams everywhere that fry people. Amid the chaos of Nazis being burned alive, Indy & Marion manage to escape death when Indy uses Marion's compact mirror to reflect the beams away from them so they can get to the door. Indy then uses the mirror again to burn the lock right off the door, making way for them to escape...and run right into Shintay guards standing right in front of the prison door.

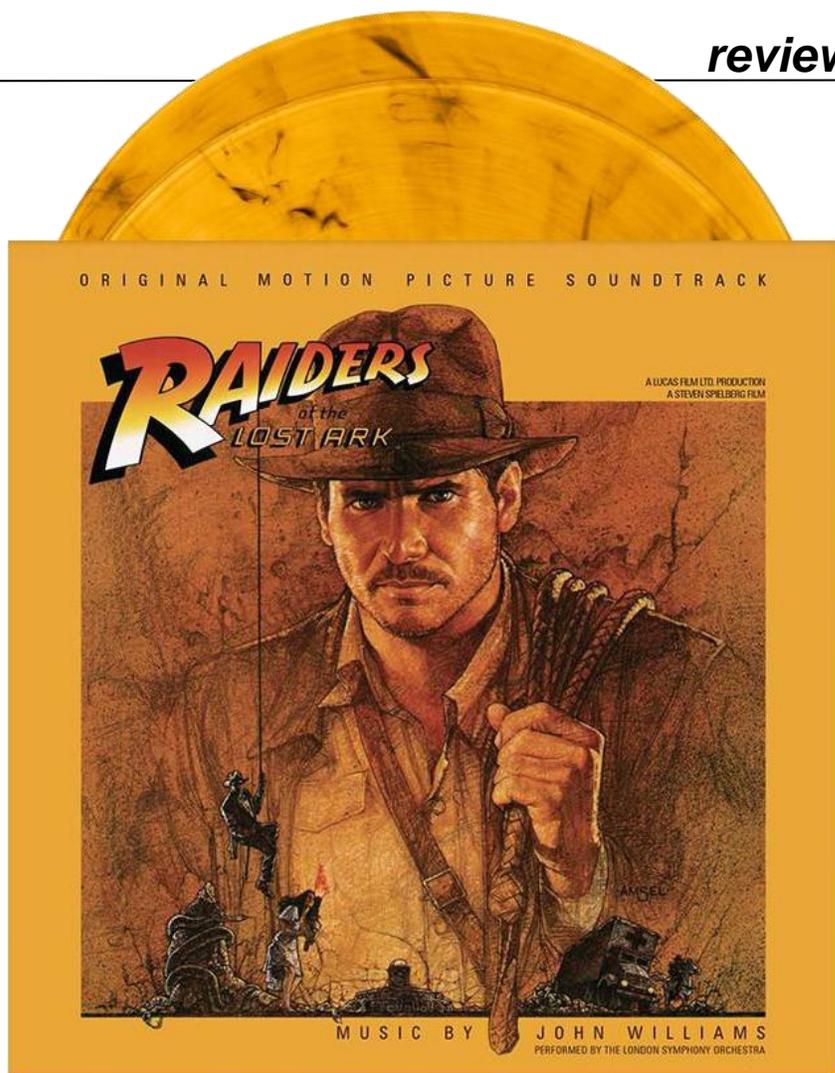
As the guard and Indy begin to fight, the guard suddenly gets knocked out from behind, saving Indy's life. Classic Marion. Meanwhile, the Nazis that managed to somehow escape the prison make their way back to the king's throne room and try to harness the power of the crystals by removing the crystals from their place in the throne room. We've all seen what happens when any bad guy tries to remove artifacts from their assigned place. Ark of the Covenant? Sankara stones? Holy Grail? Crystal Skull? I think I'm sensing a pattern here. Despite McIvers' objections Vogel manages to remove the most important crystal from its place and that's when the fun starts. And that's where I'm going to stop with this issue's story, you know I never give away the ending.

Now, let's take a quick look at this issue from a technical point of view. The plot & script by David Michelinie are so far beyond anything that a licensed comic in the early 80's was (except for Rom: Spaceknight), it's incredible. This story could honestly be turned into an Indiana Jones movie and the audience would never know it came from a comic book. The story is SO exclusive to Indiana Jones and that's what I love about it.

You could NOT plug in Batman, The Phantom, Doc Savage, or any other hero to this story. You'd have to change it from top to bottom. And the scripting is spot on. You can actually hear Harrison Ford's and Karen Allen's voices as you read the comic. He has their voice patterns down to a T and the characters' dialogue never seems out of place or awkward.

I think all of you readers know that Kerry Gammil is in my top 2 favorite comic artists of all time. I "discovered" him on Indy and then followed him where ever he went. His Superman issues are some of my favorite and if you haven't read them, you should track them down. This issue is Gammil's typical insanely gorgeous issue. He captures the spirit of the characters so well. For complex jungle and castle scenes, he's insanely detailed and he never skimps once on backgrounds at all.

Is this issue worth mounting your own Indy-like expedition to your local comic shop and dig through the back issue boxes to find this issue? That's a big Yes!! You're not going to regret searching for this one, the payoff is great. All said and done, this is one of my favorite issues.



HOT WAX!

Who said that vinyl was dead? Well, we all did and like a bad penny it's back with a Raiders release.

Relased last year by Concord Music we feel that this expanded double vinyl edition of John Williams' classic score for Raiders Of The Lost Ark deserves our scrutiny.

Regardless of what we are going to say about this record we can't help applaud the fact that they have resisted the need to rebrand the album and mercifully not called it "Indiana Jones and the Raiders of the Lost Ark". We could go on and on about the criminality of the re-branding but life is short and someone at some point will see sense and stop the defacing of a movie classic. (Stop it, grow up and get on with the review, Ed!)

For those who have no idea what vinyl is, it's what your grandparents used to download from the local music shop by giving physically money to the shop owner and they would give them a record the size of an x-box

If you wanted to illegally download it you would have to put the LP in your bag without the shop owner noticing. Good times!

Anyway, the two 2LP vinyl edition of the Academy Award nominated soundtrack echoes the 2008 expanded CD and offers around 30 minutes of extended cues not on the original LP and new to the vinyl format. Presented as a gatefold vinyl package with original stills and artwork from the film. It has been Lacquer Cut (us, neither, Ed!) by engineer Bernie Grundman (who mastered the score for its original release) and pressed at RTI in California. Available in boulder color vinyl as well as the golden variant in the photo, as compared to the normal black vinyl you can't help but feel this improves on the 9-track single-LP from 1981.

Patricia Sullivan's remaster is apparently the same as the digital one that can be found on the CD, but this new vinyl release can transport you back to the sepia toned childhood of the 1980s where you would flip open the cover of your record player, slap on the vinyl, put the needle to the wax and turn the volume to eleven. Retro Bliss.



INDY ON THE BLOCK II

Thomas Osygus from adVintage shows us his craft in the second part of how to make a lid that will stand the test of time.

Interview by Haiko Albrecht

ADVINTAGE *Fedora*

“ **Step 3: I will use a classic heavy iron for the next step. The felt (crown and brim) gets ironed again and again. I also work on the crown with some more water.**

These steps (water and ironing) are repeated a few times as the felt has to be completely even and tight in order to look right at the end.

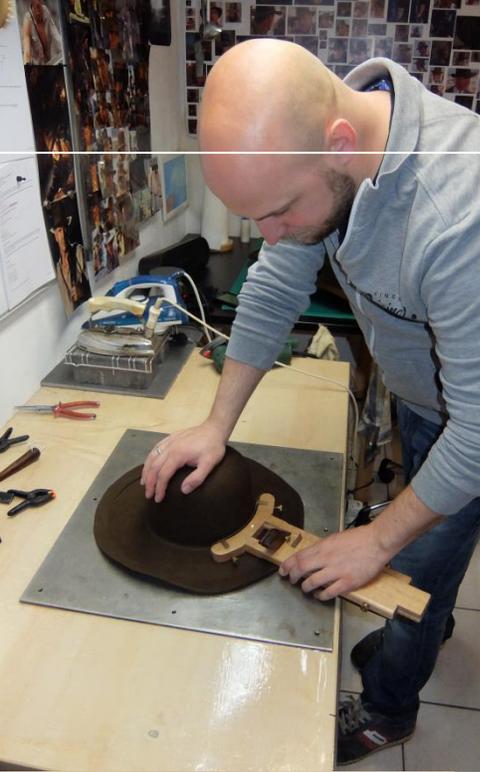
This will also put the brim break into the felt. When I am done with this I will allow the hat to dry naturally which will take a few days.

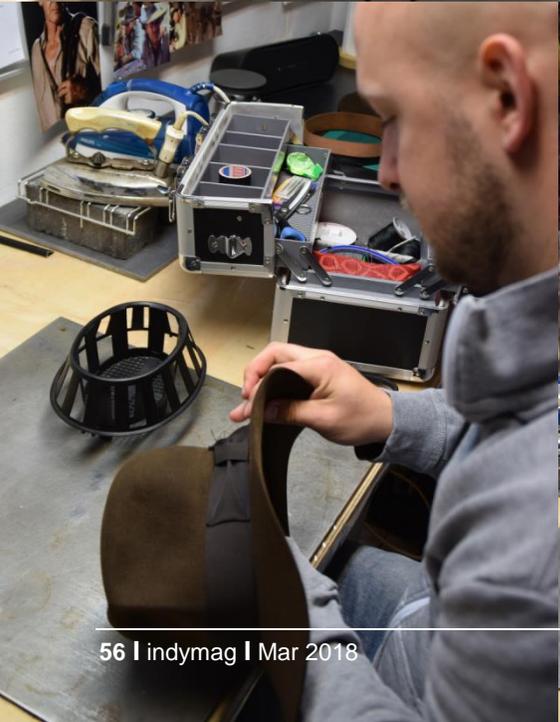
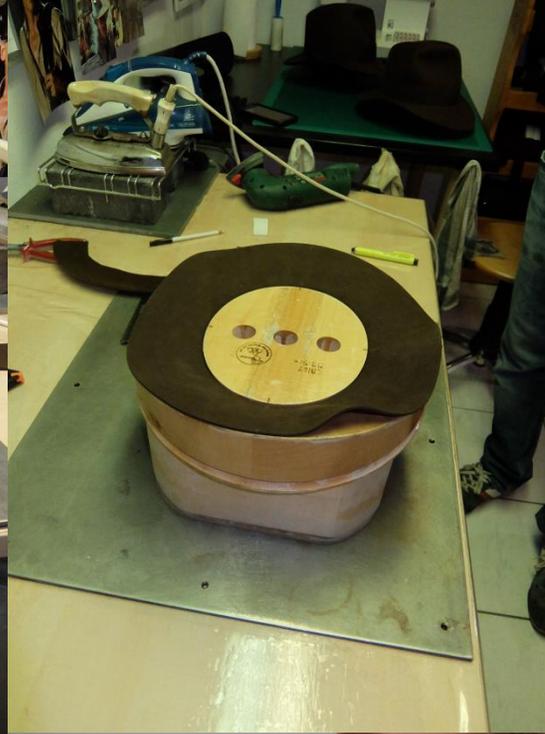
Step 4: Once the felt is dry we will use a rounding Jack brim cutter to get the brim to the desired size (depending on the model that has been ordered). Once that is done, I will need to cut the oval shape of the brim. This is actually quite a time consuming process as this is measured and cut by hand.

Depending on how the surface of the felt should look, the felt is finely or roughly reground and/or superficially flamed so that no hair is visible anymore.

Step 5: For the shape of the brim I have a whole selection of especially manufactured brim blocks that were all made to my specifications. For this the brim will get soaked in water and some ironing work is required yet again. Once that is done, we will need to let the felt dry again, which takes another couple of days.





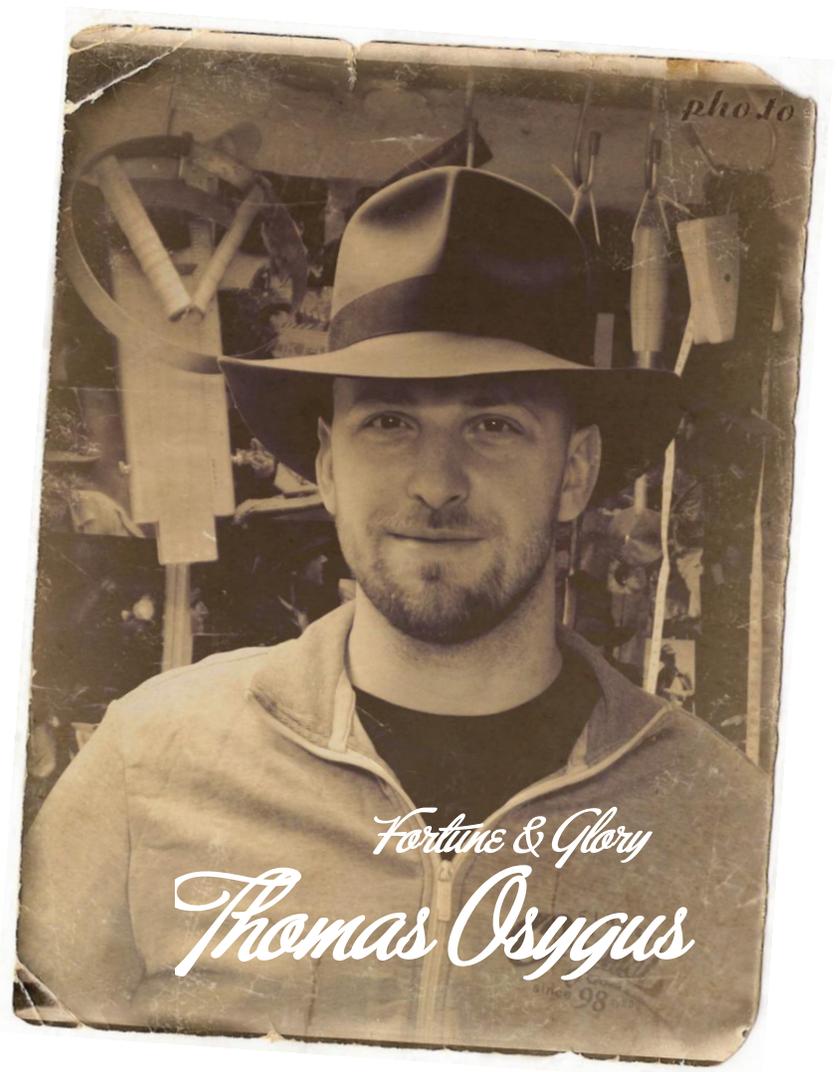




Step 6: The hardness of the felt desired by the customer is embedded in the felt and the hat is pre-bashed once before the workpiece is ready for sewing. A matching leather sweatband is picked out, cut and sewn into the hat. The hat ribbon will be cut to size and prepared. The ribbon is shaped and sewn, then both are sewn on. For the hat lining the right fabric is cut to size, ironed and sewn together. Then the hat lining is glued in and not sewn in. This does not hurt the felt, because hat lining and glue can be removed without leaving any residue if it has to be changed.

Finally, the hat is thoroughly cleaned and will be bashed for one final time before its surface receives a final finish (brushed, laid or burned).

There are a few minor details that I have left out. After all, I do not want to give away all my trade secrets (said with a smile and a twinkle in the eye)...”



SCENE IT!

We delight in the moment where Henry Jones Jr was crowned Indiana Jones by Fedora from an excerpt from the novelization by our mate *Rob MacGregor*.

Behind a heavy, dark mahogany desk, his father, Professor Henry Jones, was absorbed in his work.

Papers and books were strewn around him. Indy stared at the curve of his father's back, willing him to speak, to nod, to acknowledge him in some way. He knew his father had heard him, but the fact that he didn't greet Indy, didn't even turn around, meant he didn't want to be disturbed. He never wanted to be disturbed. Still, this was important. He neared the desk, glimpsed the ancient parchment his father was working on, and said,

"Dad, I've got to talk to you."

"Out!" Henry snapped at his son without even turning to look at him.

"But this is really important!"

Henry continued with his work.

"Then wait. Count to twenty."

"No, listen . . ."

"Junior," Henry warned, his voice low and threatening and stern. Indy gulped, nodded, and took a deferential step back. He knew his father was annoyed with him. There was little he could do. He started counting in a faint voice and, as he did, looked over his father's shoulder.

He saw that the top page of the parchment revealed an illustration of what looked like a stained glass window containing several Roman numerals. His father was busy copying the drawing in his notebook.

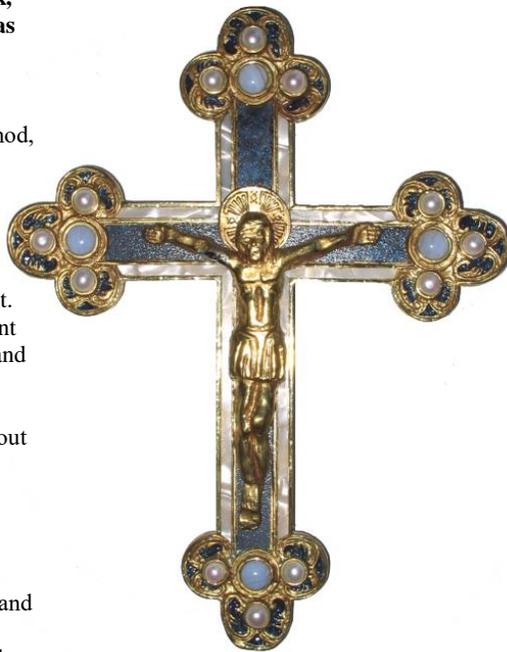
"This is also important . . . and it can't be hurried . . . it's taken nine hundred years to find its way from a forgotten box of parchment in the Sepulchre of Saint Sophia in Constantinople to the desk of the one man left in the world who might make sense of it."

". . . nineteen . . . twenty." *This is really important. Pay attention to me.* Indy pulled the Cross of Coronado out of his shirt and started talking fast and loud again. "I was in the cave with the scout troop and . . ."

"Now do it in Greek," Henry commanded, still not turning from his work or listening to his son.

He never listens to me. Indy hated him for that. In a louder, angry voice, Indy began counting in Greek. He imagined each number was a curse word that he hurled at his obstinate father.

He heard a car stop in front of the house. He backed out of the study, still counting, and spotted a police car.



The Cross of Coronado is a fictional artifact invented for the Last Crusade and was originally the Cross of Cortés, given from Montezuma to Cortés.

Now what should I do? He realized that if his father saw the police there, he'd think Indy had gotten into trouble again. He wouldn't even give him a chance to explain.

He knew that from experience. He glanced back into the study at his father, who was still working on his sketch. He listened as his father spoke softly to himself.

"May he who illuminated this, illuminate me."

Indy held his breath as he carefully closed the study door and stepped into the hall.

He jammed the cross back under his shirt as the front door swung open, and Herman stumbled, out of breath, into the living room.

"I brought him, Indy! I brought him!"

The door opened again, and the sheriff entered the house and looked around.

"Sheriff, sir! There were five or six of them! They almost got me, but..."

"All right, son."

The sheriff held up a hand.

"Do you still have it?"

"Yes, sir. Right here."

Indy pulled out the cross again and handed it to the sheriff, who casually took it without even bothering to look closely at it. As the cross left his hand, Indy sensed

something was wrong about the way the sheriff was acting. If he only knew what he had gone through.

"That's good, boy. That's good... because the rightful owner of this cross said he wouldn't press charges against you if you cooperated."

Indy did a double take. His jaw dropped. His fingers curled into fists.

"Press charges...What are you talking about?"

Fedora walked into the house and removed his hat. He nodded to Indy in a friendly manner and patted Herman on the head.

"Theft," the sheriff said. "He's got witnesses, five or six of them."

The sheriff and Fedora were in cahoots. What else could it be? The lawman wasn't even going to listen to him. He didn't care about what really had happened.

"And we wouldn't want your mama turning in her grave, would we now?"

The sheriff handed the cross to Fedora, who put it into the leather pouch that hung from his hip. As the sheriff walked away, Indy glanced through the screen door and saw a cream-colored sedan, the one that had chased him through the desert. It was parked behind the sheriff's vehicle and was coated with a thin layer of desert dust. Behind the wheel, waiting patiently, was the man in the Panama hat. Fedora lingered behind after the sheriff was gone. When he spoke, it was in a man-to-man tone that was laced with irony.

"Well, you lost today, kid, but that doesn't mean you have to like it."

He took off his fedora, held it a moment by the crown. Then he took a step forward and extended it as if he were about to place it on Indy's head as a show of respect and admiration. But he checked himself as Indy spoke up.

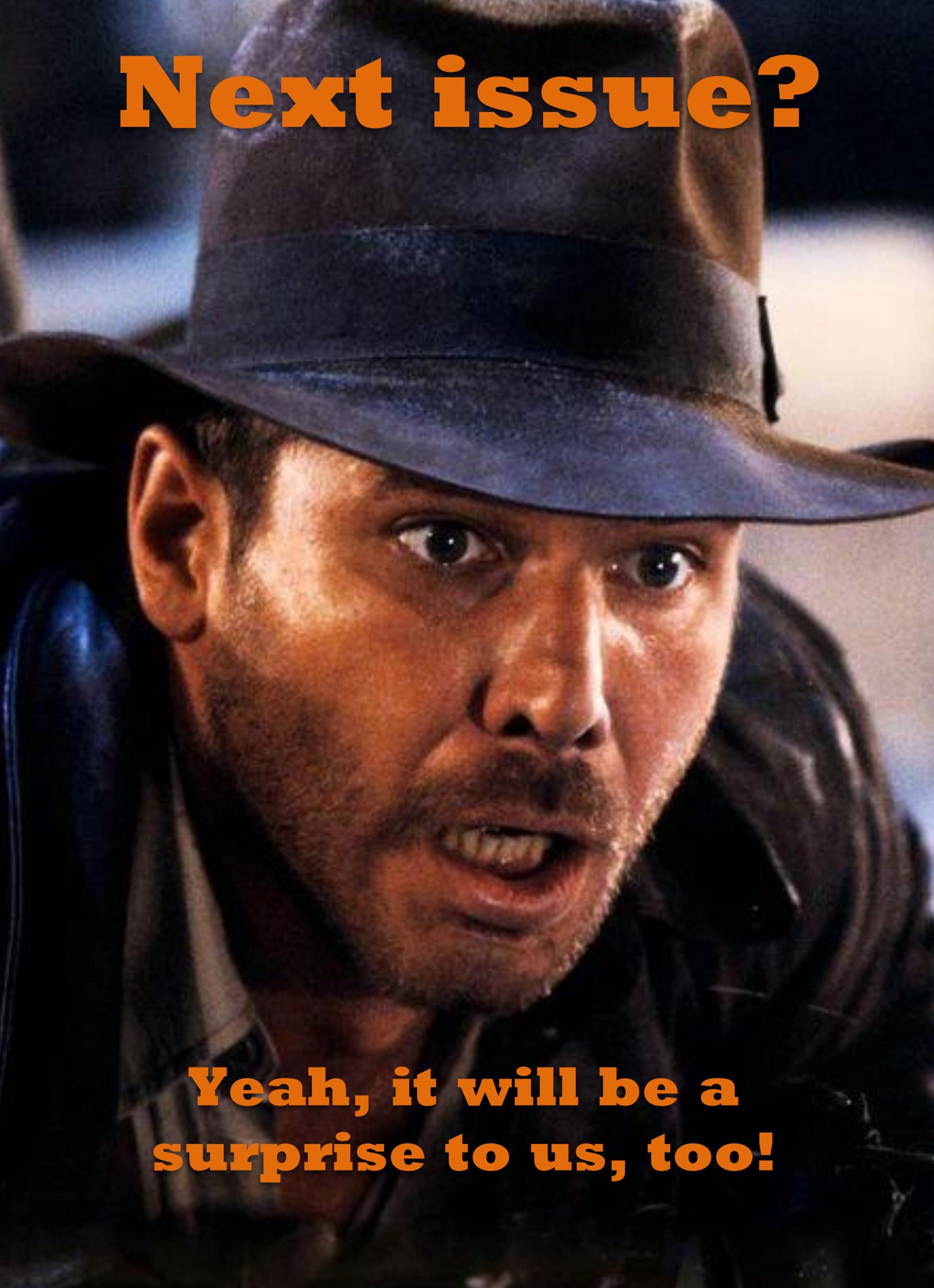
"The Cross of Coronado is four hundred years old, and it still has a long way to go. I aim to be around. You can count on it."

Fedora grinned, dropped the hat on Indy's head, and turned away.

"I'll tell the boss," he said, and laughed. He stopped a moment at the door and looked back at Indy.

"You were good with that whip today, kid. I like your spunk."

Indy kicked the door, slamming it behind Fedora. He heard Fedora chuckling as he walked down the sidewalk. He ran to the window and saw Fedora slide into the cream-colored sedan, the cross in his hand. He saw him pass the precious artifact to the man behind the wheel and watched them drive away. He would get that cross back, he swore to himself as he touched the brim of the felt hat. He would do it no matter how long it took.



Next issue?

**Yeah, it will be a
surprise to us, too!**

NEED A LID?

RotLA

ToD



SoC



LC



CS



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