

# INDIANA JONES

## And the Infernal Machine

Catalogue of known glitches, skips, and tricks for the PC version

Organised by level and chronologically within each level

Known credits for the tricks: Molotok, Rience, HeilanMo, goggen, q94471, House, the\_kovic, samlab

Compiled by samlab

LAST UPDATED: JANUARY-MARCH 2022

### Terminology and Introductory Comments

**Chalk glitch:** Roll jump forwards or sideways and use the chalk while touching a wall to make a mark on the wall.

**EFFECT:** Invalidates the kill zone (even lava and rapids) on which Indy lands. Touching another kill zone automatically kills Indy.

**Holster glitch:** Holstering a handgun while rolling backwards avoids fall damage.

**Rolling glitch:** Fire one of the firearms (except the bazooka) while roll jumping frontwards AND sideways (left or right).

**EFFECT:** Jumps longer than normally and reduces Indy's hitbox for the duration of the jump. Some windows and normally too tight places become available to jump in/through.

The reference videos linked in this document may not be the only or the first recorded instance of a trick. In fact, a lot of the video links have been changed in this edition to more recent runs. They are generally one of if not the cleanest current recording of the trick.

In this new edition of the catalogue, all listed glitches, skips, and tricks are evaluated based on whether they are or might be useful in the following types of runs: Individual level any% (IL%), Individual level all treasures (IL all), Full game any% (FG%), and Full game all treasures (FG all). Items not marked as useful for any of those run types are still included in this catalogue for the sake of completeness. They might be useful for strategies different to the ones currently used in the leaderboards, or they might have been useful in previous routes until faster/easier methods of getting to the same result were found.

A Google account was created to make the clips used in this catalogue. The access credentials for that account are:

Mail: [infernalmachinetricks@gmail.com](mailto:infernalmachinetricks@gmail.com)

Password: AEy\_P^DnC]4XGbF5JBt'

# 01. Canyonlands

## 01-Chalk glitch down the first small chasm

Effect: Skips most of the level. Implies jumping into the small pits from the end of the archaeological ribbon, and then from the end of the small pits into the water in order to avoid touching kill zones. Get out of the water to trigger the cutscene.

Reference video: <https://www.youtube.com/clip/UgkxsxipSLWruqb8IRltxEPYZ15KMgJjEApX>

Useful in

IL%   
IL all   
FG%   
FG all

## 02-Run up the first incline and jump to the ladder from there

Effect: Skips the first jump and pull up

Reference video: [https://youtube.com/clip/UgkxJrMFU-yBuX\\_pMaizQJ79rNhCoW4M40kx](https://youtube.com/clip/UgkxJrMFU-yBuX_pMaizQJ79rNhCoW4M40kx)

IL%   
IL all   
FG%   
FG all

## 03-Clip through the side of the ledge next to the ladder in the last canyon

Effect: Skips the ledge on which you have to move sideways while grabbing the ledge.

Reference video: <https://youtube.com/clip/UgkxWi24eRmEDpt2decpvwWJLsjTMR3ddjjV>

IL%   
IL all   
FG%   
FG all

## 02. Babylon

### 01-Do a running jump onto the ledge to the end section

Effect: Skips most of the level. Only the library part has to be done now. Requires the use of the chalk glitch down the elevator shaft (03) to actually progress.

Reference video: <https://youtube.com/clip/UgkxaFY9DPUd8pRF43HaGGxVLRP9G9jcXVLv>

IL%   
IL all   
FG%   
FG all

### 02-Rolling glitch up to the ledge leading to the end section

Effect: Skips most of the level. Only the library part has to be done now.

Reference video: <https://youtube.com/clip/Ugkxwakbi139VZWcVKdeSmVLy24xem8bMy6y>

Note: not used anymore, because the other setup to get the same result (01) is easier and more consistent.

IL%   
IL all   
FG%   
FG all

### 03-Chalk glitch down the elevator shaft twice during the fall

Effect: Lands Indy safely down to the elevator, helping in skipping most of the level. Necessary if either setup of the previous trick (01, 02) was used.

Reference video: <https://youtube.com/clip/UgkxaFY9DPUd8pRF43HaGGxVLRP9G9jcXVLv>

IL%   
IL all   
FG%   
FG all

### 04-Jump from the 'sidewalk ledge' rather than from the moveable crate

Effect: No need to climb on the crate and then jump.

Reference video: <https://youtube.com/clip/UgkxOZxaDcM7LeftlFPJs7jFurHgqNtcb-19>

IL%   
IL all   
FG%   
FG all

### 05-Run under the second arch rather than jumping on it

Effect: Skips the "This site is crawling with guards" cutscene.

Reference video: [https://youtube.com/clip/Ugkx0VNqCk6rMSkFIIH7FssmHtbiGq\\_rVky5](https://youtube.com/clip/Ugkx0VNqCk6rMSkFIIH7FssmHtbiGq_rVky5)

IL%   
IL all   
FG%   
FG all

### 06-Clip jump from the movable block in its original position up to the truck section

Effect: Avoids having to move the block to jump up.

Reference video: TO BE ADDED

Note: generally not used because it is often longer to align the jump than the time the trick saves, but if executed perfectly it would save some time in the run. Also not used because the discovery of trick 07 makes accessing the room with the movable block no longer necessary.

IL%   
IL all   
FG%   
FG all

### 07-Rolling glitch into the leftmost window overlooking the truck section, then long jump onto the left wall

Effect: Avoids the section where the gate-opening lever must be pulled as well as the following room with the movable block to climb up to the truck section. ATTENTION: For the following sections to load correctly, the 'Their trucks go right through the checkpoint' cutscene must be triggered by climbing up the hole in the floor and **not** by reaching the trigger point while walking on the wall. To achieve this, run along the narrow side walls until reaching the cliffside, turn around, and jump so Indy is hanging on the ledge, ready to climb up.

Reference video: <https://youtube.com/clip/UgkxZGOXFn7TtYcgt5TzUXhyY9PmrI8qk0Gw>

IL%   
IL all   
FG%   
FG all

- 08-Backroll in the whippable chasm IL%   
 Effect: Avoids the whipping cutscene. IL all   
 Reference video: <https://youtube.com/clip/UgkxbbhTfoeA7pR04QDQBUv0teO4oJ1RVgB0> FG%   
 Note: trick [10](#) is a faster way to get through the section but is reasonably only really usable in IL runs. FG all
- 09-Roll forwards in the whippable chasm and hit the left ledge on the way down IL%   
 Effect: Avoids the whipping cutscene. IL all   
 Reference video: <https://youtu.be/uAlge0MewHw?t=277> FG%   
 Note: not used anymore because the previous trick ([08](#)) is easier and gives the same result. FG all
- 10-Side-roll and climb up the ledge across the whippable chasm IL%   
 Effect: Saves a few seconds by doing both tasks (across and up) in a single motion. IL all   
 Involves side-rolling and pressing the 'jump' button at exactly the right time to FG%   
 trigger the climbing up animation. FG all   
 Reference video: [https://youtube.com/clip/UgkxKN3FST-3Owc\\_nss8bwA3JGWOUna9MvI](https://youtube.com/clip/UgkxKN3FST-3Owc_nss8bwA3JGWOUna9MvI)  
 Note: complicated to align correctly and soft locks the game if the 'jump' button is not pressed at the right time, so [08](#) is safer to use in FG runs although it is slower.
- 11-Jump to the highest floor of the library by clipping on the ledge atop the ladder IL%   
 Effect: Skips having to go to the lower floor and push the block out and having to whip IL all   
 up to the upper floor. FG%   
 Reference video: <https://youtube.com/clip/UgkxFaW4gvNPENPofBI5POwDcNpUieIEMVUZ> FG all
- 12-Jump from the second floor to the blue block to the (later) falling platforms IL%   
 Effect: Avoids having to slowly whip your way up + Avoids having to move across the IL all   
 ladders more than once. FG%   
 Reference video: <https://youtube.com/clip/UgkxbCBWDCAwQhO9JmK1W584lpv-SvoF7uHP> FG all   
 Note: not used in any% runs because it is much longer than clipping on the top ledge while having the same result. Useful in all-treasure runs because a treasure is picked up on the second floor.
- 13-Backroll on the button in Nebuchadnezzar's library from the second tablet IL%   
 Effect: Skips the cutscene of the final falling boulder. Requires the rolling glitch to get IL all   
 the third tablet piece (see trick [15](#)). FG%   
 Reference video: <https://youtube.com/clip/UgkxP0Jhvg84NAZmrjVZ7aISlupf1mph56Dm> FG all
- 14-Rolling glitch from the middle pillar with the button to the first floor IL%   
 Effect: Avoids having to fall down to the ground and climb back up. IL all   
 Reference video: <https://youtube.com/clip/UgkxFHRTNd9UnW50wnVIo7baJmSQ8QGzNUe> FG%   
 FG all
- 15-Rolling glitch from the middle pillar with the button to the third tablet chamber IL%   
 Effect: Skips going down to the floor of the library and then up again. Necessary if the IL all   
 backrolling on the button trick ([12](#)) was used. FG%   
 Reference video: <https://youtube.com/clip/UgkxP0Jhvg84NAZmrjVZ7aISlupf1mph56Dm> FG all   
 Note: can be useful in all-treasure runs but is not currently used in the world record route.

### 03. Tian Shan River

- 01-Clip jump up the ledge from which you jump on the bridge where the truck passed IL%   
Effect: Skips the climbing animation. IL all   
Reference video: <https://youtu.be/qp2ThPIB82s?t=38> FG%   
FG all
- 02-Jump from the end of the slope as close to the tree on the right as possible IL%   
Effect: Shortens the cutscene because Indy does not need to walk as much until he reaches the place where he talks. IL all   
Reference video: <https://youtu.be/qp2ThPIB82s?t=63> FG%   
FG all
- 03-Jump up onto the bridge leading into the hammer room IL%   
Effect: Skips having to go around up the few stairs. IL all   
Reference video: <https://youtu.be/qp2ThPIB82s?t=370> FG%   
Note: not useful in all-treasure runs because there is a treasure in the cave this trick avoids. FG all
- 04-Jump onto the fallen hammer's sideways pillar IL%   
Effect: Gives access to the second hammer from the left (the final step of the puzzle under normal gameplay) without having to jump and parkour around the room. IL all   
Requires using the rolling glitch to reach said hammer (see trick [05](#)) FG%   
Reference video: <https://www.youtube.com/watch?v=-iglOWVhPcg> FG all   
Note: no longer useful in any run type, because the section can now be cleared without the 'final' hammer (see [07](#))
- 05-Rolling glitch from the fallen hammer's pillar onto the 'final' hammer IL%   
Effect: Skips most of the hammer room section. Can only be used if the trick of jumping onto the fallen hammer's pillar (trick [04](#)) was also used. IL all   
Reference video: <https://youtu.be/-iglOWVhPcg?t=2> FG%   
Note: no longer useful in any run type, because the section can now be cleared without the 'final' hammer (see [07](#)) FG all
- 06-Long jump from the top floor directly onto the second hammer from the left IL%   
Effect: Skips having to jump onto the leftmost hammer to reach the 'final' one. IL all   
Reference video: <https://youtu.be/mVkyDOQUTNo?t=405> FG%   
Note: no longer useful in any run type, because the section can now be cleared without the 'final' hammer (see [07](#)) FG all
- 07-Rolling glitch from the fenced ledge onto the leftmost hammer IL%   
Effect: Skips the entire hammer room section while still allowing Indy to grab the top floor ledge using a long jump (see trick [08](#)). IL all   
Reference video: <https://youtu.be/qp2ThPIB82s?t=390> FG%   
FG all
- 08-Long jump onto the left clipped ledge IL%   
Effect: Avoids having to go onto the final hammer and jumping onto the intended ledge. IL all   
Reference video: <https://youtu.be/qp2ThPIB82s?t=395> FG%   
FG all

<u>09-Jump from the upper stair onto the ledge of the chamber to the silver bar</u>	IL% <input type="checkbox"/>
Effect: Avoids having to use the whip and climb slowly up to the chamber.	IL all <input checked="" type="checkbox"/>
Reference video: <a href="https://youtube.com/clip/UgkxP6KTVaSEny4hiw2kPoQnwx_LO8XYlpJa">https://youtube.com/clip/UgkxP6KTVaSEny4hiw2kPoQnwx_LO8XYlpJa</a>	FG% <input type="checkbox"/>
	FG all <input checked="" type="checkbox"/>
<u>10-Crawl to the left of the fence in the hammer room, move forwards, stand, and get in the raft from there</u>	IL% <input checked="" type="checkbox"/>
Effect: Avoids having to run back to the place where Indy landed, and the raft is now facing the intended destination.	IL all <input type="checkbox"/>
Reference video: <a href="https://youtu.be/qp2ThPIB82s?t=420">https://youtu.be/qp2ThPIB82s?t=420</a>	FG% <input checked="" type="checkbox"/>
Note: this trick cannot really be used in all-treasure runs as the momentum Indy gains in the water before the player can input any movement is too large that the raft cannot be turned back around into the chamber.	FG all <input type="checkbox"/>
<u>11-Chalk glitch down from the top floor of the hammer room to the rapids</u>	IL% <input type="checkbox"/>
Effect: Avoids having to run back to the place where Indy landed, and allows him to reach the gem chamber nearby more easily. Requires a rolling glitch jump from the edge of the kill zone to the gem chamber (see trick <a href="#">12</a> ).	IL all <input checked="" type="checkbox"/>
Reference video: <a href="https://youtube.com/clip/UgkxVOMlRXRAf_e_hvAC9h11ih3sy2iuCuEE">https://youtube.com/clip/UgkxVOMlRXRAf_e_hvAC9h11ih3sy2iuCuEE</a>	FG% <input type="checkbox"/>
	FG all <input checked="" type="checkbox"/>
<u>12-Rolling glitch from the edge of the kill zone in the rapids onto the floor of the gem chamber</u>	IL% <input type="checkbox"/>
Effect: Makes it actually possible to reach the gem chamber after having used the previous trick ( <a href="#">11</a> ). Overall, the 11-12 trick sequence avoids the tricky raft navigating otherwise required to access the gem chamber.	IL all <input checked="" type="checkbox"/>
Reference video: <a href="https://youtube.com/clip/UgkxVOMlRXRAf_e_hvAC9h11ih3sy2iuCuEE">https://youtube.com/clip/UgkxVOMlRXRAf_e_hvAC9h11ih3sy2iuCuEE</a>	FG% <input type="checkbox"/>
	FG all <input checked="" type="checkbox"/>
<u>13-Backroll from the elevator lever directly onto the elevator going back up</u>	IL% <input checked="" type="checkbox"/>
Effect: Shortens (and when done perfectly, eliminates) the time Indy spends walking onto the elevator in the cutscene.	IL all <input checked="" type="checkbox"/>
Reference video: <a href="https://youtu.be/v1ZP_4NTMHk?t=466">https://youtu.be/v1ZP_4NTMHk?t=466</a>	FG% <input checked="" type="checkbox"/>
	FG all <input checked="" type="checkbox"/>
<u>14-Clip through the door to the red candle by continuously running right at it</u>	IL% <input checked="" type="checkbox"/>
Effect: Avoids having to break the window and pulling the lever. Works both to get in and out of the candle room.	IL all <input checked="" type="checkbox"/>
Reference video: <a href="https://youtu.be/qp2ThPIB82s?t=555">https://youtu.be/qp2ThPIB82s?t=555</a>	FG% <input checked="" type="checkbox"/>
	FG all <input checked="" type="checkbox"/>

## 04. Shambala Sanctuary

01-Long jump from the open door through the sanctuary gate into the inner courtyard IL% ☒  
Effect: Shortens (and when done perfectly, eliminates) the time Indy spends walking IL all ☒  
into the courtyard in the cutscene. FG% ☒  
FG all ☒

Reference video: [https://youtu.be/\\_Djb4a9TfjU?t=42](https://youtu.be/_Djb4a9TfjU?t=42)

02-Rolling glitch through the leftmost window into the clock mechanism room IL% ☒  
Effect: Skips the short cutscene about how the mechanism “has more sprockets than the IL all ☒  
inside of dad’s old clock.” FG% ☒  
FG all ☒

Reference video: [https://youtu.be/\\_Djb4a9TfjU?t=147](https://youtu.be/_Djb4a9TfjU?t=147)

03-Backroll down to the ground in the cave where the clock mechanism is powered IL% ☒  
Effect: Avoids having to take the long way down the slopes on the right. IL all ☒  
FG% ☒

Reference video: [https://youtu.be/\\_Djb4a9TfjU?t=163](https://youtu.be/_Djb4a9TfjU?t=163)

FG all ☒

04-Clip jump up the ledges in the clock tower to reach both the statue mechanism and IL% ☒  
the top of the tower IL all ☒  
FG% ☒

Effect: Avoids having to climb up the ladder to the mechanism and using the whip up to  
the top of the tower. FG all ☒

Reference videos: [https://youtu.be/\\_Djb4a9TfjU?t=250](https://youtu.be/_Djb4a9TfjU?t=250) (ledge 1)

[https://youtu.be/\\_Djb4a9TfjU?t=255](https://youtu.be/_Djb4a9TfjU?t=255) (ledge 2)

[https://youtu.be/\\_Djb4a9TfjU?t=295](https://youtu.be/_Djb4a9TfjU?t=295) (ledge 3)

Note: can naturally be used when going up the tower the second time as well.

05-Jump on the left of the ladder at the top of the clock tower IL% ☒  
Effect: Avoids the longer ladder-climbing animation. IL all ☒  
FG% ☒

Reference video: [https://youtu.be/\\_Djb4a9TfjU?t=315](https://youtu.be/_Djb4a9TfjU?t=315)

FG all ☒

06-Backroll down the bell tower IL% ☒

Effect: Skips having to go down the long way by breaking the window, etc. IL all ☒

Reference video: [https://youtu.be/\\_Djb4a9TfjU?t=325](https://youtu.be/_Djb4a9TfjU?t=325) FG% ☒

FG all ☒

07-Run in the swinging hammer corridor by waiting until it swings away from Indy to IL% ☒  
start running IL all ☒  
FG% ☒

Effect: Avoids having to crawl and go under the hammer. FG all ☒

Reference video: [https://youtu.be/\\_Djb4a9TfjU?t=618](https://youtu.be/_Djb4a9TfjU?t=618)

08-In the treasury, rolling glitch or long jump directly onto the second beam IL% ☒

Effect: Avoids having to side-shift on the ledge and to drop on the first beam. IL all ☒

Reference videos: [https://youtu.be/\\_Djb4a9TfjU?t=661](https://youtu.be/_Djb4a9TfjU?t=661) (rolling glitch) FG% ☒

<https://youtu.be/mBO2aaeN9tA?t=665> (long jump) FG all ☒

Note: while both methods work and yield the same result, the current routes use the rolling glitch because it provides  
a bit more movement leeway than the long jump, which needs to be very precisely executed.

<u>09-Long jump as late as possible from the third to last beam to reach the last beam</u>	IL% ☒
Effect: Skips the falling beam cutscene because Indy does not have to touch it.	IL all ☒
Reference video: <a href="https://youtu.be/_Djb4a9TfjU?t=668">https://youtu.be/_Djb4a9TfjU?t=668</a>	FG% ☒
	FG all ☒
<u>10-Rolling glitch from the top part of the third to last beam onto the last beam</u>	IL% ☒
Effect: Skips the falling beam cutscene because Indy does not have to touch it.	IL all ☒
Reference video: <a href="https://youtube.com/clip/UgkxTD9ILqLagcfmiU2jQUE9k48jaVhUUHbZ">https://youtube.com/clip/UgkxTD9ILqLagcfmiU2jQUE9k48jaVhUUHbZ</a>	FG% ☒
Note: this trick works only if the player has long jumped onto the top of the second beam upon entering the treasury and has NOT used trick <a href="#">08</a> to reach the lower part of said beam. From the top of the second beam, the player needs to jump onto the top part of the third to last beam, from which the rolling glitch needs to be performed.	FG all ☒
<u>11-Long jump directly from the beam out of the niche onto the ledge of the bud altar</u>	IL% ☒
Effect: Avoids having to take the long way around the room.	IL all ☒
Reference video: <a href="https://youtu.be/_Djb4a9TfjU?t=683">https://youtu.be/_Djb4a9TfjU?t=683</a>	FG% ☒
	FG all ☒
<u>12-Break the window to the 'bud holder' room using the rifle on the last frame of the second to last floor tile</u>	IL% ☒
Effect: Skips the cutscene about the window altogether.	IL all ☒
Reference video: <a href="https://youtu.be/_Djb4a9TfjU?t=775">https://youtu.be/_Djb4a9TfjU?t=775</a>	FG% ☒
	FG all ☒
<u>13-Long jump over the handrail on the way back down to the water room</u>	IL% ☒
Effect: Avoids having to walk around.	IL all ☒
Reference video: <a href="https://youtu.be/_Djb4a9TfjU?t=848">https://youtu.be/_Djb4a9TfjU?t=848</a>	FG% ☒
	FG all ☒
<u>14-Long jump forwards at the end of the slope down into the Ice Monster's lair</u>	IL% ☒
Effect: Shortens (and when done perfectly, eliminates) the time Indy spends walking into the area in the cutscene.	IL all ☒
Reference video: <a href="https://youtu.be/_Djb4a9TfjU?t=970">https://youtu.be/_Djb4a9TfjU?t=970</a>	FG% ☒
	FG all ☒
<u>15-In the Monster's lair, in the first tower, stand as much to the right of the movable block as possible and push it in rather than pull it out</u>	IL% ☒
Effect: Avoids having to run around the boss area to reach the tunnel behind the block.	IL all ☒
Reference video: <a href="https://youtu.be/_Djb4a9TfjU?t=1000">https://youtu.be/_Djb4a9TfjU?t=1000</a> (best case)	FG% ☒
<a href="https://www.youtube.com/watch?v=HQ8nF7QAQRs">https://www.youtube.com/watch?v=HQ8nF7QAQRs</a> (second best case)	FG all ☒
<a href="https://www.youtube.com/watch?v=eAOXILTjFgY">https://www.youtube.com/watch?v=eAOXILTjFgY</a> (worst case)	
Note: as tested by BlueScreen18, there appears to be three possible outcomes to pushing the block in, and which one the player gets appears to be random. In the best case, the block will push in a bit and then rise by about the height of half a block, allowing Indy to crawl under it. In both other cases, the block will push in either slightly (second best case) or completely (worst case), and will then need to be pulled back out until it clears out the space and Indy can climb over it and continue.	

## 05. Palawan Lagoon

### 01-Jump up the slope on the right rather than climb the first ledge to the shovel

Effect: Skips the climbing animation.

Reference video: <https://youtu.be/9jTsYIH51Sc?t=75>

IL%   
IL all   
FG%   
FG all

### 02-Roll jump forwards to the diggable patch of dirt, access the menu and select the entrenching tool (shovel) before the rolling animation is finished

Effect: Skips the cutscene where Indy says that “there’s something here.”

ATTENTION: For it to really be a time save, the player should roll or jump forwards onto the pressure switch right when gaining control of Indy, so he says “there’s something here” at the same time the cutscene plays.

Reference video: <https://youtu.be/n-UpZ4oGhPg?t=110> (first instance, no roll jump)

<https://youtu.be/9jTsYIH51Sc?t=425> (second instance, roll jump)

Note: it is alternatively also possible to open the menu and select the shovel without rolling forwards, by doing so right upon entering the differently coloured section of dirt. The trick is naturally also usable at the second instance where Indy digs something out (as per reference video).

IL%   
IL all   
FG%   
FG all

### 03-Jump over the railing of the ship into the water after picking up the arming device

Effect: Avoids having to run back down to the back of the ship.

Reference video: <https://youtu.be/9jTsYIH51Sc?t=220>

IL%   
IL all   
FG%   
FG all

### 04-Use med kits during the ship sequence while suffocating to avoid drowning

Effect: Avoids having to go back up for air. Allows Indy to stay underwater for the entire sequence. (Naturally, enough med kits should have been gathered/bought before this level.)

Reference video: <https://youtu.be/9jTsYIH51Sc?t=327>

Note: this technique is usually also used in the sequence where Indy gets the propeller blade until he exits the water in the cave just before the end of the level. With the current strategy and route used, this method is not really usable in full game runs due to the sheer number of med kits it requires.

IL%   
IL all   
FG%   
FG all

### 05-Rolling glitch through the window of the crank room onto the ship’s deck

Effect: Skips having to go around on the ship to reach the same place.

Reference video: <https://youtu.be/9jTsYIH51Sc?t=395>

IL%   
IL all   
FG%   
FG all

### 06-Jump backwards through the window of the crank room onto the ship’s deck

Effect: Skips having to go around on the ship to reach the same place.

Reference video: <https://youtu.be/fuHSxlG2vBA?t=27>

Note: not used anymore because the rolling glitch (trick 05) has the same result but requires less precise positioning.

IL%   
IL all   
FG%   
FG all

### 07-Swim around the island towards the plane rather than through it

Effect: Faster because the current makes Indy’s swimming speed faster than his running speed here.

Reference video: <https://youtu.be/9jTsYIH51Sc?t=447>

IL%   
IL all   
FG%   
FG all

08-After pressing the button on the statue, jump back down in such a way as to land at the end of the slope

Effect: Eliminates fall damage and reduces the gliding animation to a minimum.

Reference video: <https://youtu.be/HIdAehBb6KE?t=682>

Note: alternatively, the player can also backroll down to the ground of the cave for the same result.

IL% ☒  
IL all ☒  
FG% ☒  
FG all ☒

## 06. Palawan Volcano

### 01-Clip jump onto the first ledge after having pulled the movable block once

Effect: Avoids having to move the block another time to better align the jump.

Reference video: [https://youtu.be/L\\_r9UN47KD4?t=12](https://youtu.be/L_r9UN47KD4?t=12)

IL%   
IL all   
FG%   
FG all

### 02-Roll forwards onto the narrow ledge, run, then jump and grab the second ledge

Effect: Avoids the cutscene of Indy using the whip to reach the other side of the room.

Reference video: [https://youtu.be/L\\_r9UN47KD4?t=26](https://youtu.be/L_r9UN47KD4?t=26)

Note: while technically usable in full game runs as well, it is safer to whip across the room than to attempt and succeed with the roll on the first try.

IL%   
IL all   
FG%   
FG all

### 03-Rolling glitch from the room with the scorpions 'into' the window, then long jump (or rolling glitch) onto the barge

Effect: Allows access to Taklit's barge and key without having to go the intended way.

Reference video: [https://youtu.be/L\\_r9UN47KD4?t=58](https://youtu.be/L_r9UN47KD4?t=58)

Note: using this trick also allows the sharks to never spawn, as the button lowering the barge into the water and opening the shark cage does not need to be pressed.

IL%   
IL all   
FG%   
FG all

### 04-Continue moving while picking up the Shell Key

Effect: No time wasted keeping still during the pick-up cutscene.

Reference video: [https://youtu.be/L\\_r9UN47KD4?t=62](https://youtu.be/L_r9UN47KD4?t=62)

IL%   
IL all   
FG%   
FG all

### 05-Long jump from the downwards slope in the chasm section directly onto the ledge on the other side

Effect: Avoids the slower "slide down then long jump" route.

Reference video: [https://youtu.be/L\\_r9UN47KD4?t=95](https://youtu.be/L_r9UN47KD4?t=95)

IL%   
IL all   
FG%   
FG all

### 06-Long jump from the lower ledge on the opposite wall of the button room in the lava pool room onto the stone bridge in the centre

Effect: Avoids having to go slowly around the first half of the room and to move one of the two blocks.

Reference video: <https://youtu.be/iuPBNXbMSPI?t=131>

Note: not used anymore because the discover of trick [07](#) allows us to walk on lava, which makes for a quicker route.

IL%   
IL all   
FG%   
FG all

### 07-Right side-roll from the lower ledge next to the button room in the lava pool room, then chalk glitch into the lava pool

Effect: Skips the entirety of the room's puzzle and most of the room itself. It is then possible to go up the ladder directly from the lava to progress.

Reference video: [https://youtu.be/L\\_r9UN47KD4?t=309](https://youtu.be/L_r9UN47KD4?t=309)

IL%   
IL all   
FG%   
FG all

### 08-Jump onto the ledge directly after climbing the short ladder

Effect: Skips the ladder climbing section to reach the same spot.

Reference video: [https://youtu.be/L\\_r9UN47KD4?t=327](https://youtu.be/L_r9UN47KD4?t=327)

IL%   
IL all   
FG%   
FG all

09-Use the pistol machine gun to kill the guards that came down with the lift quickly enough as you run towards the lift to catch it as it moves back up

Effect: Avoids having to press the button and wait for the lift to come back down.

Reference video: [https://youtu.be/L\\_r9UN47KD4?t=467](https://youtu.be/L_r9UN47KD4?t=467)

Note: the player needs to either jump or 'ledge climb' when the lift reaches the top. Otherwise, Indy is teleported down again.

IL%   
IL all   
FG%   
FG all

10-Long jump from the top of the first tall pillar onto the ending ledge in the room with the falling floor

Effect: Avoids having to drop down to the lower ledge, press the button, and then proceed the long way around the room.

Reference video: <https://youtube.com/clip/UgkxtaKhsP7xCheffRb9HNB5h9Nyav1Ghvf9>

IL%   
IL all   
FG%   
FG all

11-Long jump into the cable car room as far forwards as possible

Effect: Shortens (and when done perfectly, eliminates) the time Indy spends walking into the area in the cutscene.

Reference video: [https://youtu.be/L\\_r9UN47KD4?t=719](https://youtu.be/L_r9UN47KD4?t=719)

IL%   
IL all   
FG%   
FG all

12-Push the block closer to the fence, jump onto the rope of the cable car and run (or roll jump repeatedly) to the end of the level

Effect: Skips the pulley-seeking section of the level.

Reference video: [https://youtu.be/L\\_r9UN47KD4?t=732](https://youtu.be/L_r9UN47KD4?t=732)

Note: the amount of space on the rope on which Indy can run is very small. His alignment needs to be constantly adjusted to make sure he does not fall. In full-game runs, the player should quick save after each successful amount of progress along the rope.

IL%   
IL all   
FG%   
FG all

## 07. Palawan Temple

### 01-Chalk glitch or backroll down the cave to the Shark Key section

Effect: Avoids having to go down the long way or to get fall damage.

Reference video: <https://youtube.com/clip/Ugkxaw4n2AOdEiecmxanM3LOlis149FhwX-r> (chalk glitch)  
<https://youtu.be/Vc84i7WPJQU?t=2> (backroll)

IL%   
IL all   
FG%   
FG all

### 02-Backroll down from the top of the cave leading to the Shark Key section to the ground of the main room

Effect: Skips having to climb down the long ladder.

Reference video: <https://youtu.be/8psPR9LCCwk?t=142>

IL%   
IL all   
FG%   
FG all

### 03-Run to the left of the moving boulder after getting the red Tiki statue

Effect: Avoids having to climb the longer way up with the whip and wait for the boulder to come.

Reference video: <https://youtu.be/8psPR9LCCwk?t=194>

IL%   
IL all   
FG%   
FG all

### 04-Rolling glitch from the ledge next to where the moving boulder was to the entrance of the section, back into the lava pool room

Effect: Skips having to jump to the bottom of the ladder and then back up.

Reference video: [https://youtube.com/clip/UgkxStUP8d55PEOFFAG7nsF9JIDMAsW1et\\_G](https://youtube.com/clip/UgkxStUP8d55PEOFFAG7nsF9JIDMAsW1et_G)

Note: a well-aligned long jump from the same ledge will have the same effect. To this effect, see e.g., the reference video for trick [03](#) in the seconds following the trick in question.

IL%   
IL all   
FG%   
FG all

### 05-Jump from the place where one climbs to the Shark Key section directly to the small platform to the left of the end area, then directly climb onto the end area of the room

Effect: Skips some of the moving platforms and is a more direct route to the end.

Reference video: <https://youtu.be/8psPR9LCCwk?t=226>

IL%   
IL all   
FG%   
FG all

### 06-Jump onto the side rope of the first visible rope bridge

Effect: Skips having to go around and up to reach the same stage.

Reference video: <https://youtu.be/8psPR9LCCwk?t=272>

Note: an alternate setup is to jump onto the stone to the right of the rope bridge and then perform a rolling glitch onto the rope, as shown here: <https://youtube.com/clip/UgkxdPKzjZqLNRjxbUbV5noXOSBwEoSdA2ua>

IL%   
IL all   
FG%   
FG all

### 07-Jump and grab the ledge while standing on the small rock incline

Effect: Avoids the slower ladder climbing animations.

Reference video: <https://youtu.be/8psPR9LCCwk?t=307>

IL%   
IL all   
FG%   
FG all

### 08-Stand on the small rock close to the ladder, then jump and grab the ledge

Effect: Avoids the slower ladder climbing animations.

Reference video: <https://youtu.be/8psPR9LCCwk?t=364>

IL%   
IL all   
FG%   
FG all

- 09-Jump over the short rock wall in the first spike room IL%   
 Effect: Skips having to go around and navigate the spikes. IL all   
 Reference video: <https://youtu.be/iSV9lcsUuFc?t=60> FG%   
 Note: not used anymore because this section no longer needs to be accessed at all. FG all
- 10-Jump onto the right-side rope of the half-broken rope bridge, then chalk glitch down into the Monkey Key cave IL%   
 Effect: Skips the entire cave section going around the map. IL all   
 Reference video: <https://youtu.be/8psPR9LCCwk?t=374> FG%   
 FG all
- 11-In the last spike room, jump onto the small stone, then jump and grab onto the ledge where the silver bar is IL%   
 Effect: Skips the entire cave section going around the map and avoids having to jump from the downwards slope. IL all   
 Reference video: [https://youtube.com/clip/UgkxznOaowPDDZhSSujuoEkHUHv2Le4cY\\_Vf](https://youtube.com/clip/UgkxznOaowPDDZhSSujuoEkHUHv2Le4cY_Vf) FG%   
 Note: to avoid having to navigate the spikes to reach the stone, the player can perform a rolling glitch (also shown in the reference video above). FG all
- 12-Long jump before touching the second-to-last floor stone of the doorway into the room with the two falling boulders and grab onto the first pathway ledge IL%   
 Effect: Skips the “Something’s wrong here” cutscene where the boulder blocks the doorway. IL all   
 Reference video: <https://youtu.be/8psPR9LCCwk?t=503> FG%   
 FG all
- 13-Stand on the left corner of the second pathway IL%   
 Effect: Avoids damage from the second boulder. IL all   
 Reference video: <https://youtu.be/iSV9lcsUuFc?t=250> FG%   
 Note: not used anymore because it is possible to progress fast enough that the player does not need to wait for the second boulder to pass before continuing (see e.g., the reference video of trick [12](#) in the seconds following the trick in question). FG all
- 14-Jump onto the side rope of the rope bridge leading to the Lava Guardian’s lair, run along the rope, then jump to the end of the bridge IL%   
 Effect: Faster than the intended long jumps and than going around on the left platform. IL all   
 Reference video: <https://youtu.be/8psPR9LCCwk?t=543> FG%   
 FG all
- 15-In the Lava Guardian section, jump from the platform with the bridge onto the platform to its right, then back onto the platform with the bridge IL%   
 Effect: Glitches out the Lava Guardian, which leaves its post as ‘bridge guardian’ long enough for Indy to cross. Doing so enables the player to complete the level without having to pick up Taklit’s Part at all. IL all   
 Reference video: <https://youtu.be/8psPR9LCCwk?t=609> FG%   
 FG all

16-Rolling glitch from the platform two positions from that on which rests the final treasure onto the end 'hardened lava' area

Effect: Reduces the number of platforms on which to jump to reach the end area by one.

Reference video: [https://youtube.com/clip/UgkxAu408XYmNvSm13gzYFVFo26arcf\\_mpih](https://youtube.com/clip/UgkxAu408XYmNvSm13gzYFVFo26arcf_mpih)

IL%   
IL all   
FG%   
FG all

## 08. Jeep Trek

01-Boost with the jeep up the first incline at a slight left angle so it will 'jump' and land at the end of the bridge

Effect: Skips going up, turning, and crossing the bridge.

Reference video: <https://youtube.com/clip/UgkxOe2dgwZbUsvGweMIOIkej6WuyYUvdX-g>

IL%   
IL all   
FG%   
FG all

02-Go at full speed over the second broken bridge by driving on its right side

Effect: Skips having to go up and over on the left.

Reference video: <https://youtube.com/clip/UgkxDPR6dWFn9Gskq5hWlmeZiTWeXG7PgVCe>

IL%   
IL all   
FG%   
FG all

03-Clip the left side of the bridge with a missing plank, then ride over the bridge normally

Effect: Avoids having to get out of the jeep, pick up the plank, and putting it in place.

Reference video: [https://youtube.com/clip/UgkxcKCU\\_PuAPTTpaXC\\_ltdRBPo\\_f-duTteI](https://youtube.com/clip/UgkxcKCU_PuAPTTpaXC_ltdRBPo_f-duTteI)

Notes: (1) this trick could be done in all treasures runs as well, in theory, but since the player already needs to stop to pick up the money chest, picking up and placing the plank is not much longer and it is safer than trying to align the setup perfectly on the first try. Therefore, it is not marked as 'useful in' for that run type.

(2) in the scope of a full-game run, the time save is too small that the finicky setup does not make much sense to attempt. The player is bound to lose more time trying to align the clip more than once than they would otherwise gain. As such, this trick is also not marked as 'useful in' for FG% runs.

IL%   
IL all   
FG%   
FG all

04-In the cave with the twisting way down, fall with the jeep into the corner of the half-circle turn

Effect: Avoids having to go the full way. When performed perfectly, no momentum is lost, and the jeep bumps the corner in such a way that it flips in the right direction.

Reference video: [https://youtube.com/clip/UgkxctCmkGcgRz1mONCP1XI\\_St6\\_Xmyq9zqr](https://youtube.com/clip/UgkxctCmkGcgRz1mONCP1XI_St6_Xmyq9zqr)

IL%   
IL all   
FG%   
FG all

05-In the final maze section, drive up and bump onto the ledges at full speed to jump over them

Effect: Shortens the route through the maze by opening up otherwise impossible paths.

Reference video: [https://youtube.com/clip/UgkxhNFnG-WUt\\_61M\\_GZlcpATSxsq1gFXKu](https://youtube.com/clip/UgkxhNFnG-WUt_61M_GZlcpATSxsq1gFXKu)

IL%   
IL all   
FG%   
FG all

## 09. Teotihuacan

01-Jump from the initial path down the pyramid into the gear room before reaching the end of the doorway

Effect: Skips the “Amazing... Stones carved like gears” cutscene.

Reference video: <https://youtube.com/clip/Ugkx-VGpAQdPiBrd6lkJWr9XlGx-6wPf8LH7>

IL% ☒  
IL all ☒  
FG% ☒  
FG all ☒

02-After pulling one of the pillars in the end room, move to one of the columns and use the chalk before the cutscene triggers

Effect: Allows Indy to move (to the next pillar) during the cutscene, wasting no time standing still.

Reference video: <https://youtube.com/clip/Ugkx-OmiXyv7Iz-7bRPqw05hehSePxpHsuAl>

Note: this is easiest to pull off at the first pillar pulled. It is possible but more difficult to do on the second pillar. To the compiler's current knowledge, it is not quite possible to do on the third pillar.

IL% ☒  
IL all ☒  
FG% ☒  
FG all ☒

03-Fall on the head of the statue after picking up the Jaguar Idol

Effect: Allows Indy to jump directly on the second floor of the gear room without having to call and then ride the elevator up.

Reference video: <https://youtu.be/tB8zPHQsOYQ?t=310>

IL% ☒  
IL all ☒  
FG% ☒  
FG all ☒

04-Hold the forwards (and running) button(s) while using Urgan's Part in the bird path

Effects: Allows Indy to move forwards during the cutscene after the wall has crumbled.

Reference video: <https://youtu.be/tB8zPHQsOYQ?t=366>

IL% ☒  
IL all ☒  
FG% ☒  
FG all ☒

05-Clip grab the second ladder block up the bird path

Effect: Skips having to move sideways from the first ladder block before being able to move upwards.

Reference video: <https://youtu.be/bU3Rasjl924?t=292>

IL% ☒  
IL all ☒  
FG% ☒  
FG all ☒

06-Backroll from the Bird Idol room into the Jaguar Idol room

Effect: Avoids having to retrace the way down the bird path. Backrolling eliminates fall damage.

Reference video: <https://youtu.be/tB8zPHQsOYQ?t=434>

Note: it is then recommended to use trick [03](#) to get back to the gear room without (much) fall damage.

IL% ☒  
IL all ☒  
FG% ☒  
FG all ☒

07-Long jump or roll jump towards the Fish Idol pedestal and place the Idol before Indy touches the ground and triggers the cutscene

Effect: Plays the animation of the Fish Idol's pedestal lowering to the floor at the same time the “These pedestals look like a three-part shrine” cutscene plays.

Reference video: <https://youtu.be/tB8zPHQsOYQ?t=675>

IL% ☒  
IL all ☒  
FG% ☒  
FG all ☒

08-Chalk glitch down to the end room

Effect: Eliminates the fall damage Indy would otherwise incur.

Reference video: <https://youtu.be/bU3Rasjl924?t=686>

Note: not used because trick 10 allows Indy to both fall down without taking damage and place the mirror at the same time.

IL%   
IL all   
FG%   
FG all

09-Place the mirror while standing on the statue's head

Effect: Avoids having to climb down from the statue and positioning Indy facing the statue. Involves correctly executing trick 08 in the right position to land on the statue's head in the first place.

Reference video: <https://youtu.be/vyjFROG4RH0?t=6>

Note: not used because trick 10 requires slightly less precise inputs and achieves the same purpose.

IL%   
IL all   
FG%   
FG all

10-Free fall down to the end room and place the mirror in the statue's hands while falling in front of it

Effect: Avoids having to 'safely' go down to the end room and positioning Indy correctly.

Reference video: <https://youtu.be/tB8zPHQsOYQ?t=715>

IL%   
IL all   
FG%   
FG all

## 10. Olmec Valley

- 01-Backroll down into the valley at the beginning of the level IL%   
Effect: Skips having to go down to the bottom the long way and eliminates fall damage. IL all   
Reference video: <https://youtube.com/clip/Ugkx5e60UY5qpvM7D9fNz0mBO9qeYd2cckVh> FG%   
FG all
- 02-Climb onto the broken block in the room with the jaguar from the second-to-last step IL%   
Effect: Avoids having to go up one more step to climb onto the broken block. IL all   
Reference video: [https://youtube.com/clip/UgkxUwdT0QW5OvIgrOymgC2D\\_ayf78j7wzeK](https://youtube.com/clip/UgkxUwdT0QW5OvIgrOymgC2D_ayf78j7wzeK) FG%   
FG all
- 03-Rolling glitch from the pressure switch in the first Olmec Head tunnel then run out IL%   
Effect: Avoids having to hide in the niche and skips the cutscene of the block rolling. IL all   
Reference video: <https://youtube.com/clip/Ugkxla8km0wew98XR3gTBtJ510kzALy0WpsT> FG%   
FG all
- 04-Stand at the very edge of the 'hiding' niche in the first Olmec Head tunnel IL%   
Effect: Skips the cutscene where the block rolls down and falls. Involves standing just enough inside the niche so as not to be crushed by the head, but far enough outside so the cutscene trigger is not reached. IL all   
Reference video: <https://youtube.com/clip/UgkxZpYsKuLjzxOKKsKyu3gZwNSJcWb0d0qW> FG%   
FG all
- 05-After crossing the second bridge, chalk glitch down the chasm across which Indy can whip himself IL%   
Effect: Allows Indy to reach the area with the Gold Coins without having to slowly and safely climb down. IL all   
Reference video: [https://youtube.com/clip/Ugkx6xC8Ri5uwwmA5ni\\_Vw3WQjylejo3E-SL](https://youtube.com/clip/Ugkx6xC8Ri5uwwmA5ni_Vw3WQjylejo3E-SL) FG%   
FG all
- 06-In the area preceding the water room, clip jump onto the right of the first blue column IL%   
Effect: Allows Indy to reach that height level without having to jump lower and then pull himself up. IL all   
Reference video: [https://youtube.com/clip/Ugkx10zIb500\\_taMlx\\_hAtcCdFGfYpWXurs1](https://youtube.com/clip/Ugkx10zIb500_taMlx_hAtcCdFGfYpWXurs1) FG%   
FG all
- 07-From the top of the water room, backroll down to the bottom floor IL%   
Effect: Eliminates fall damage and avoids having to go down the slower 'safer' way. IL all   
Reference video: [https://youtube.com/clip/UgkxVSKvyY1ehVjG1t\\_Fw6zoGW6njQQqhhT3](https://youtube.com/clip/UgkxVSKvyY1ehVjG1t_Fw6zoGW6njQQqhhT3) FG%   
FG all
- 08-In the drained water room, clip-grab the first ladder block without having to move the block underneath IL%   
Effect: Avoids having to move the block. IL all   
Reference video: <https://youtube.com/clip/UgkxCDQ5tUeqz2Zmz-G4UkaQG5rea-5I3tRU> FG%   
FG all

<u>09-At the end of the water room, chalk glitch down from the top section to the exit</u>	IL% <input checked="" type="checkbox"/>
Effect: Avoids incurring fall damage or falling down in two steps.	IL all <input checked="" type="checkbox"/>
Reference video: <a href="https://youtube.com/clip/Ugkx5kWZSVI5_zhhe_9iT54SI2q2mpQp_Woq">https://youtube.com/clip/Ugkx5kWZSVI5_zhhe_9iT54SI2q2mpQp_Woq</a>	FG% <input checked="" type="checkbox"/>
	FG all <input checked="" type="checkbox"/>
<u>10-In the section before slicing the vine, backroll down the chasm on the left</u>	IL% <input type="checkbox"/>
Effect: Avoids fall damage.	IL all <input checked="" type="checkbox"/>
Reference video: <a href="https://youtube.com/clip/UgkxYkbu6TlmoW--k42clukHoGZ5yPs0jdVc">https://youtube.com/clip/UgkxYkbu6TlmoW--k42clukHoGZ5yPs0jdVc</a>	FG% <input type="checkbox"/>
	FG all <input checked="" type="checkbox"/>
<u>11-Backroll down the section leading to the room with the timed door mechanism</u>	IL% <input checked="" type="checkbox"/>
Effect: Avoids fall damage.	IL all <input checked="" type="checkbox"/>
Reference video: <a href="https://youtube.com/clip/UgkxIKddVtnggcExzacEE8Fx-i7cYHnCGz6B">https://youtube.com/clip/UgkxIKddVtnggcExzacEE8Fx-i7cYHnCGz6B</a>	FG% <input checked="" type="checkbox"/>
Note: the same result can be reached by rolling twice forwards in the right spots. To this effect, see <a href="https://youtube.com/clip/UgkxBYGD0M0nmkO_UnLAT4H_YUnwVXm5RoME">https://youtube.com/clip/UgkxBYGD0M0nmkO_UnLAT4H_YUnwVXm5RoME</a>	FG all <input checked="" type="checkbox"/>
<u>12-In the room with the timed door mechanism, after picking up the Gold Coins above the door, backroll down to the floor</u>	IL% <input type="checkbox"/>
Effect: Avoids fall damage. Useless if the coins are picked <i>during</i> the timed challenge.	IL all <input checked="" type="checkbox"/>
Reference video: <a href="https://youtube.com/clip/Ugkxe_f8fE89s19uX-e0cEhj2GKSPFJV9vX1">https://youtube.com/clip/Ugkxe_f8fE89s19uX-e0cEhj2GKSPFJV9vX1</a>	FG% <input type="checkbox"/>
	FG all <input checked="" type="checkbox"/>
<u>13-Jump onto the head of the ‘Snake Bridge’, then rolling glitch to the other side</u>	IL% <input checked="" type="checkbox"/>
Effect: Avoids having to push the bridge and the cutscene where it falls down into place.	IL all <input checked="" type="checkbox"/>
Reference video: <a href="https://youtube.com/clip/UgkxE_yCAAttgtWfUTHTn8QTI3xCmQajFllgN">https://youtube.com/clip/UgkxE_yCAAttgtWfUTHTn8QTI3xCmQajFllgN</a>	FG% <input checked="" type="checkbox"/>
	FG all <input checked="" type="checkbox"/>
<u>14-In the section before the pyramid, rolling glitch to the block with the Gold Coins</u>	IL% <input type="checkbox"/>
Effect: Skips having to navigate the longer way around to it.	IL all <input checked="" type="checkbox"/>
Reference video: <a href="https://youtube.com/clip/Ugkxbk_zVIIPjDc3F0Hbn5crk3DX7etCSrZ">https://youtube.com/clip/Ugkxbk_zVIIPjDc3F0Hbn5crk3DX7etCSrZ</a>	FG% <input type="checkbox"/>
	FG all <input checked="" type="checkbox"/>
<u>15-From the top of the snake pillar in the boss’s lair, backroll down to the ground floor</u>	IL% <input checked="" type="checkbox"/>
Effect: Avoids fall damage and going down the slower way.	IL all <input checked="" type="checkbox"/>
Reference video: <a href="https://youtube.com/clip/UgkxGWv5zqoWYTsRiUiS17rs0XP5nck7sFO2">https://youtube.com/clip/UgkxGWv5zqoWYTsRiUiS17rs0XP5nck7sFO2</a>	FG% <input checked="" type="checkbox"/>
	FG all <input checked="" type="checkbox"/>
<u>16-In the boss fight, crawl onto one of the lifts, then, as it starts going down, stand up</u>	IL% <input checked="" type="checkbox"/>
Effect: Allows Indy to remain on the top floor during the fight, making it quicker to reactivate the lifts.	IL all <input checked="" type="checkbox"/>
Reference video: <a href="https://youtube.com/clip/Ugkxb5AWaAPMhnURzhNJgwBKUsyfP2yY1cq6">https://youtube.com/clip/Ugkxb5AWaAPMhnURzhNJgwBKUsyfP2yY1cq6</a>	FG% <input checked="" type="checkbox"/>
Note: depending on the positioning of Quetzalcoatl (the snake boss), the player might be able to deliver two hits with the same lift in quick succession using this trick (such an example is in the reference video. At best, those would be one head shot and one body shot; in “very easy” (Freshman) difficulty, this is sufficient to kill the boss as a head shot counts as three ‘normal’ body shots.	FG all <input checked="" type="checkbox"/>

## 11. V.I. Pudovkin

### 01-Knock on the cabin door from the top bunk the second time

Effect: Avoids having to climb up and down the bed twice (once for removing the lock, once for hiding).

Reference video: <https://youtube.com/clip/UgkxTCa5bWd7sgkTMGoolNu-ccxctuFZYErG>

IL%   
IL all   
FG%   
FG all

### 02-After pulling the lever in the engine room, enter the next room and get Taklit's Part before the guard even leaves to check on the engine

Effect: Avoids having to wait for the guard to leave.

Reference video: <https://youtu.be/xsm1j1VftvY?t=70>

IL%   
IL all   
FG%   
FG all

### 03-Long jump from the last frames of the red contained onto the ledge of the 'end' blue container

Effect: Skips the block-moving puzzle.

Reference video: <https://youtube.com/clip/Ugkx5GpRVrP64y4JhjwXdPs6uO78mqdjGL76>

Note: not used anymore because trick [04](#) makes it possible to avoid having to climb on the red container at all.

IL%   
IL all   
FG%   
FG all

### 04-Jump onto the barrels (while invisible) in front of the guard in the cargo hold before the cutscene where he sees you triggers. From the barrels, proceed as normal

Effect: Avoids having to get back Indy's gear and triggering the cutscene. Also skips the block-moving puzzle. In IL% runs, it also allows the player to skip getting Taklit's Part because if Indy jumps from behind the container directly onto the barrels without touching any other in between ground, the guard will not see him.

Reference video: [https://youtube.com/clip/UgkxuDLKQGk05A-cVK\\_p8feq2eJWDgDFI7\\_0](https://youtube.com/clip/UgkxuDLKQGk05A-cVK_p8feq2eJWDgDFI7_0)

Note: the jump is quite precise. It only makes sense to jump onto the barrels while 'technically' visible (i.e., while not using Taklit's Part) in IL% runs, in which the part is not picked up in the first place. In IL all runs, since the part is usually picked up (as it makes the part on the top deck to get the treasure easier), it is suggested that the player jump on the barrels while invisible, as it allows for retries if necessary. When doing this trick in FG runs (after picking up the gear in the back room), it is possible to jump onto the barrels while coming from the other direction.

IL%   
IL all   
FG%   
FG all

### 05-Instead of climbing onto the box at the end of the container area, jump to the right, grab the ledge of the floor, and climb there

Effect: Initially cancels the spawn of guard in the area.

Reference video: <https://youtube.com/clip/UgkxBD70AuYqRRDoPcK7nH5YwAAZ5oLERdox>

IL%   
IL all   
FG%   
FG all

### 06-In the cabin opposite of the one with the breakable wall, clip into the door to the corridor in such a way that Indy can press the button as if he were on the other side, turn to the left, and press the door-opening button to open the door

Effect: Skips having to get Urgon's Part.

Reference video: <https://youtube.com/clip/UgkxRqHBIpQ9MG9Vo9TZmTLQ9Y3t4cGEseS2>

Note: another setup for this trick is to crawl in front of the door and clip into it while crawling, then stand up and press the button. See for example: [https://youtube.com/clip/UgkxiXhOGPC1k0nxQCGJUJh23NBebj5\\_reimB](https://youtube.com/clip/UgkxiXhOGPC1k0nxQCGJUJh23NBebj5_reimB)  
The crawling setup is easier to get right but slower.

IL%   
IL all   
FG%   
FG all

07-After climbing to the second corridor of cabins, side-roll over the handrail

Effect: Skips having to go around.

Reference video: <https://youtube.com/clip/UgkxYJfuYSb9frvpJr3TiTUNWeSfhGo4a71y>

IL%   
IL all   
FG%   
FG all

08-In the crane room, move the crane either backwards once, sideways three times, bring it down, jump on it, then climb onto the truck and onto the ledge

Effect: Skips having to get Azerim's Part as well as the puzzle in the second cargo hold.

Reference video: <https://youtu.be/xsm1jlVftvY?t=147>

Notes: (1) an alternate setup is to move the crane backwards three times and sideways twice, as shown in the\_kovic's June 2021 IL all run: [https://youtube.com/clip/UgkxTEEO\\_LhMi814gxmsuXy2eALS1kqu6r8R](https://youtube.com/clip/UgkxTEEO_LhMi814gxmsuXy2eALS1kqu6r8R)  
(2) while the reference video comes from an IL% run, the trick is not useful in such runs anymore since the discovery of trick [09](#).

IL%   
IL all   
FG%   
FG all

09-On the top deck, crawl next to the door to the crank wheel room, clip slightly into the wall, stand up, and press the door-opening button to open the door 'from the inside'

Effect: Skips having to get Azerim's Part (in IL% runs) and skips the entire second cargo hold section.

Reference video: <https://youtube.com/clip/UgkxZZYYY1xJHiwWEukwSNj1YAcB75WKyyNU>

IL%   
IL all   
FG%   
FG all

Working notes: It is known that it is technically possible for the door of the crank wheel room to 'block' in the open position, though exactly how that happens is not currently known. As it stands, it appears to be random, or perhaps it has to do with the exact positioning of a guard around the door on the top deck. Having the door block in the open position enables Indy, after using trick [09](#), to get the crank wheel and exit the room without having to press the button to open the door again. There is currently no known video of this glitch occurring. Overall, this trick would only be useful in the run types where trick [08](#) is used, that is, IL% and FG%.

IL%   
IL all   
FG%   
FG all

## 12. Meroë

01-Stand to the right of the movable block on the outside of the ground floor of the green pyramid, and clip-pull the block out

Effect: Early access into the green pyramid and skips the 'Oh no. Snakes' cutscene.

Reference video: <https://youtube.com/clip/UgkxCJfG7rSZ3jZd3mVv2HxteqaPsmmAbiFl>

Note: in essence, only the cutscene skip could be useful in terms of speedruns. There is no time otherwise gained by accessing the green pyramid early, as the other pyramids cannot be accessed at that point (since Indy has not yet opened the door into the snake room). Since aligning the clip to pull the block is usually much longer than the runtime of the cutscene, this trick is not really useful in any run type and has only been used once.

IL%   
IL all   
FG%   
FG all

02-After pressing the button to open the entrance door of the purple pyramid, backroll down to the entrance platform

Effect: Avoids having to climb down the long way on the ladders.

Reference video: <https://youtu.be/3yGixZJ5Kbk?t=328>

IL%   
IL all   
FG%   
FG all

Working notes: When falling down into the room with the bucket contraption, it is known to be possible to land directly on the correct platform where the bucket is placed. This is done by taking advantage of an 'animation cancelling' glitch whereby the forwards rolling animation is cancelled if Indy holsters his pistol while rolling. However, the exact lineup is precise and has, as of March 2022, not yet been recorded in any submitted footage to the knowledge of the compiler. This trick would be usable in all run types covered in this catalogue.

IL%   
IL all   
FG%   
FG all

03-Place the bucket on the contraption while standing on the second-highest step

Effect: Slightly shortens the time to the contraption because Indy does not have to stand on the highest step.

Reference video: <https://youtu.be/3yGixZJ5Kbk?t=345>

IL%   
IL all   
FG%   
FG all

04-In the last bit up the purple pyramid, at the place where a ladder goes up two blocks and right two blocks, clip jump from the starting floor onto the end floor block

Effect: Avoids having to use the ladders to reach the same place.

Reference video: <https://youtu.be/3yGixZJ5Kbk?t=421>

IL%   
IL all   
FG%   
FG all

05-In both the purple and green pyramids, crawl into the shafts where the coloured beam escapes onto the desert floor

Effect: Allows Indy to 'escape' the pyramids from there.

Reference video: TO BE ADDED

Note: exactly as it sounds, this trick has no use in actual runs of any type, but it is a funny bit of "what's possible."

IL%   
IL all   
FG%   
FG all

06-In the passage leading to the green and yellow pyramids, in the niche with the button raising the block, clip jump up onto the upper floor

Effect: Skips the slow sideways shimmying section.

Reference video: <https://youtu.be/3yGixZJ5Kbk?t=499>

IL%   
IL all   
FG%   
FG all

07-In the passage above the snake room in the green pyramid, rolling glitch over the lower ledge (where the breakable wall-part is)

Effect: Avoids having to get lower than climb onto the ledge.

Reference video: <https://youtu.be/3yGixZJ5Kbk?t=544>

IL%   
IL all   
FG%   
FG all

08-Rolling glitch while being visible into the passage to the right of the wall that 'sees' Indy

Effect: Avoids having to have Taklit's Part in inventory for the level.

Reference video: <https://www.dropbox.com/s/aimeqq0056h1b5r/Indy3Dtricks.avi?dl=0> (@0:55)

Note: not used because IL runs start out with Taklit's Part in the inventory, and during FG runs the machine part is already picked up during the previous level, so it is also in the inventory. Doing the rolling glitch here is overkill when running by while being invisible is just as fast but much easier.

IL%   
IL all   
FG%   
FG all

09-On the floor below the area with the button that opens the shaft up the yellow pyramid, clip jump up instead of pushing the button that closes the 'pit of death'

Effect: Skips the short cutscene that brings out the platform.

Reference video: <https://youtu.be/3yGixZJ5Kbk?t=633>

Note: the time save here is so minimal that unless the setup for the trick is smooth and perfect on the first try, it is actually faster to push the button and let the cutscene play.

IL%   
IL all   
FG%   
FG all

10-After lighting the fire in the yellow pyramid, rolling glitch back down the shaft

Effect: Avoids having to use Azerim's Part to get back down, which is slower.

Reference video: <https://youtu.be/3yGixZJ5Kbk?t=685>

IL%   
IL all   
FG%   
FG all

11-In the red pyramid, from the platform up a short ladder, rolling glitch into the niche with the bundle of firewood

Effect: Avoids having to long jump across, drop down one ledge, shimmy across, and climb up.

Reference video: <https://youtu.be/3yGixZJ5Kbk?t=797>

Note: after picking up the firewood, while a well-positioned long jump does the job of getting back to the previous platform just fine, a rolling glitch can also be used with the same result. See e.g., the\_kovic's July 2021 run: <https://youtube.com/clip/UgkxbRYaPVuIFbUmWxGaymaFGvqiGfJ3F4GT>

IL%   
IL all   
FG%   
FG all

12-In the red pyramid, from the platform up a short ladder, after having picked up the bundle of firewood, backroll onto the lower ledge on the opposite wall, then long jump onto the 'end ledge'

Effect: Avoids having to slowly shimmy across the ledge.

Reference video: <https://youtu.be/3yGixZJ5Kbk?t=806>

IL%   
IL all   
FG%   
FG all

13-In the red pyramid, from the wider upper floor area, rolling glitch into the niche with the ladder

Effect: Avoids having to jump, shimmy, and climb into the niche.

Reference video: [https://youtube.com/clip/Ugkxd-v0Q62\\_Pn66zEnXp9ai43JxD5nDk58a](https://youtube.com/clip/Ugkxd-v0Q62_Pn66zEnXp9ai43JxD5nDk58a)

Note: while this trick in and of itself is not useful in any run type, it can be useful in runs where the player misses their execution of trick [12](#) and forgot to quicksave beforehand (in FG runs) or cannot use quicksaves (i.e., in IL runs).

IL%   
IL all   
FG%   
FG all

14-Backroll down the mine pit between the machine and the deeper part with the watch

Effect: Avoids having to reach the bottom of the pit the safe way.

Reference video: <https://youtu.be/3yGixZJ5Kbk?t=923>

IL% ☒  
IL all ☒  
FG% ☒  
FG all ☒

15-After climbing back out of the pit, jump from between the two slightly slanted sticks as close to the middle of the last crosstie as possible

Effect: Shortens (and when done perfectly, eliminates) the time Indy spends walking to the end of the tracks in the cutscene.

Reference video: <https://youtu.be/3yGixZJ5Kbk?t=972>

IL% ☒  
IL all ☒  
FG% ☒  
FG all ☒

16-In the area with the movable blocks, move the block closest to the “King Solomon’s Mines” sign, and place the Gem Eye on the statue from the side

Effect: Avoids having to move the block facing the front of the statue.

Reference video: <https://youtu.be/3yGixZJ5Kbk?t=1193>

IL% ☒  
IL all ☒  
FG% ☒  
FG all ☒

## 13. King Sol's Mines

01-In the section where the cart passes under the broken bridge, forwards roll into the slope to the left of the upper tracks, then rolling glitch onto the higher ground. From there, jump onto the broken bridge

IL%   
IL all   
FG%   
FG all

Effect: Allows early access to the Blue Gem and skips the entire oilcan/blocked direction fork quest, including the falling Russian cart cutscene.

Reference video: [https://youtu.be/\\_ZIBtL5PtSA?t=152](https://youtu.be/_ZIBtL5PtSA?t=152)

Notes: (1) because Indy is not accessing the section on the other side of the broken bridge the intended way, for some reason the chasm is considered as 'shallow water' and Indy can walk right across it (also when coming back from getting the Blue Gem) instead of whipping himself across.

(2) another setup that achieves the same result is to jump on the small wooden beam on the other side of the track overpass, then long jump onto the higher ground on the right of the upper tracks, then on the upper tracks themselves, as seen for instance in HeilanMo's June 2017 IL% run: <https://youtu.be/vuo6C1pJyB4?t=158> However, the other setup is generally easier to achieve.

02-After getting the Eye of Horus, back in the section where Indy goes backwards with the cart, climb onto the ledges on the immediate left, jump onto the pillar, then long jump across to the section leading to the Green Gem

IL%   
IL all   
FG%   
FG all

Effect: Skips having to navigate underwater and climb slowly to the Green Gem.

Reference video: [https://youtu.be/\\_ZIBtL5PtSA?t=380](https://youtu.be/_ZIBtL5PtSA?t=380)

Note: it is a known issue that when performing this glitch, the trapezoidal pathway to the Green Gem glitches out and looks weird. This, like Indy walking on 'shallow water' while crossing the chasm after executing trick [01](#), is also an issue due to the fact that the relevant section is not initially accessed the "correct" way. Regardless of how weird the passage to the Green Gem looks, it can still be crossed as normal.

03-After placing the Eye of Horus, jump directly from the elevated platform onto the altar ledge where the Green Gem is placed

IL%   
IL all   
FG%   
FG all

Effect: Skips having to jump on the scaffolding and then on the altar ledge.

Reference video: [https://youtu.be/\\_ZIBtL5PtSA?t=493](https://youtu.be/_ZIBtL5PtSA?t=493)

04-From the Green Gem altar ledge, bring out Azerim's Part, roll jump towards the Angel Block, and activate the Part before Indy touches the ground

IL%   
IL all   
FG%   
FG all

Effect: Avoids having to land then activate the part and slightly reduces the amount of vertical space needed to be travelled upwards.

Reference video: [https://youtu.be/\\_ZIBtL5PtSA?t=517](https://youtu.be/_ZIBtL5PtSA?t=517)

05-After placing the Blue Gem, backroll down to the ground floor

IL%   
IL all   
FG%   
FG all

Effect: Eliminates fall damage and avoids having to levitate down using Azerim's Part.

Reference video: [https://youtu.be/\\_ZIBtL5PtSA?t=540](https://youtu.be/_ZIBtL5PtSA?t=540)

## 14. Nub's Tomb

01-At the very beginning, instead of jumping on the block across the snake pit, jump on the left side, then climb on the ledge on the far left, and work your way back

Effect: Skips the “Whose dreams were shattered here” cutscene.

Reference video: <https://youtu.be/oZoTUDF3zDw?t=3>

IL%   
IL all   
FG%   
FG all

02-From the small platform before the shimmying section, forwards roll jump into the corridor to the next section

Effect: Skips the long shimmying section.

Reference video: [https://youtu.be/hO3-e\\_jMVIE?t=1](https://youtu.be/hO3-e_jMVIE?t=1)

Note: the setup for this jump is extremely precise. It may be useful in IL all runs because it is right at the beginning of the level, but the risk of time loss over multiple attempts is too high for it to be useful in FG all.

IL%   
IL all   
FG%   
FG all

03-After the shimmying section, while standing on the short, raised platform, rolling glitch to the “back section” (towards where the Anubis Arm is found) of the room

Effect: Skips the entire first section of the level by making the Anubis Arm room available without having to work Indy's way around the tomb.

Reference video: <https://youtu.be/oZoTUDF3zDw?t=34>

IL%   
IL all   
FG%   
FG all

04-From the top floor of the structure where the Anubis statue is, forwards roll to the little square platform where Indy whips the Arm away

Effect: Avoids having to reach the platform by navigating the top fixtures.

Reference video: <https://youtu.be/oZoTUDF3zDw?t=87>

IL%   
IL all   
FG%   
FG all

05-At the back of the room with the first robot, chalk glitch twice down the deep pit

Effect: Skips the section with the brass key and the whole Volodnikov race section.

Reference video: <https://youtu.be/oZoTUDF3zDw?t=191>

IL%   
IL all   
FG%   
FG all

06-From the higher corridor in the room with the two large robots, rolling glitch to the little platform with the Silver Idol niche

Effect: Avoids having to reach the treasure niche using the series of tricky jumps.

Reference video: [https://youtube.com/clip/UgkxYmBqK-AYBccM\\_5X8oPK2a\\_YJxDJE-tYD](https://youtube.com/clip/UgkxYmBqK-AYBccM_5X8oPK2a_YJxDJE-tYD)

Notes: (1) sadly, doing a rolling glitch in the other direction after getting the treasure does not work, and Indy needs to first get on the ground to then climb again on one of the middle pillars.

(2) in a similar fashion as the trick [Shambala-04](#), it is actually possible to reach the ledge from the ground floor with a normal ‘clipped’ jump upwards as shown in the\_kovic's October 2021 FG all run: <https://youtube.com/clip/UgkxOkBGQUf9QMnGaORt-cTyOhYClie7XTMW>

IL%   
IL all   
FG%   
FG all

07-After raising the large statue in the pool room, rolling glitch from the initial platform onto the statue

Effect: Allows Indy to reach the statue with less of a precise long jump.

Reference video: <https://youtube.com/clip/UgkxEjECFacnkXylyNEXu6GXyz6ukkbGRVcu>

Note: this location is in fact easily accessible with a normal long jump. Thus, it is not particularly useful to reach it using a rolling glitch, but it is technically usable in all run types.

IL%   
IL all   
FG%   
FG all

08-In the side corridor of the electrical ball room, clip jump from the downwards stairs onto the ledge leading into the corridor with the Angel Block

Effect: Skips having to navigate the long way around the side corridors.

Reference video: <https://youtu.be/oZoTUDF3zDw?t=288>

IL% ☒  
IL all ☒  
FG% ☒  
FG all ☒

09-From the room above the electrical ball, side-roll down the hole of the ball while using the whip

Effect: Allows Indy to fall onto the middle island structure to pick up Nub's Part relatively unharmed without having to turn off or even raise the electrical ball.

Reference video: <https://youtu.be/oZoTUDF3zDw?t=311>

Notes: (1) the setup to get this trick right is extremely precise (and somewhat random) and much harder than the reference video makes it seem. It is in fact so precise that in FG runs it is usually faster to play this section the intended way than to attempt this trick repeatedly.

(2) another setup, just as tricky and random to execute if not even more so, to get a similar result involves falling extremely precisely through the hole all the way down the ladder shaft on the middle island structure, as shown here: <https://www.twitch.tv/videos/106517121>

IL% ☒  
IL all ☒  
FG% ☐  
FG all ☐

10-After picking up Nub's Part, rolling glitch back down to the path next to the entrance of the section

Effect: Avoids having to climb down to the bottom of the ladder shaft and use the Part there to open the bridge, then climb back up and across.

Reference video: <https://youtu.be/oZoTUDF3zDw?t=342>

IL% ☒  
IL all ☒  
FG% ☒  
FG all ☒

11-After going up the elevator to the level of the boss room, use the chalk to allow Indy to move again

Effect: Cancels out the glitch caused by the elevator moving despite not having the gear that makes Indy unable to move after the elevator ride, which happens as a result of executing trick [05](#) previously. As such, this trick must be used if trick [05](#) was used before.

Reference video: <https://youtu.be/oZoTUDF3zDw?t=391>

Note: Indy is so unable to move after the elevator ride that hitting the [K] key to use the chalk as would normally be done does not work. The only way to use the chalk here is by accessing the inventory and selecting it there.

IL% ☒  
IL all ☒  
FG% ☒  
FG all ☒

12-During the boss fight, immediately reactivate on which the giant robot has just walked to hit it another time before it starts moving again

Effect: Shortens the boss fight sequence because the robot has to move less overall.

Reference video: <https://youtu.be/oZoTUDF3zDw?t=440>

Notes: (1) the important thing to keep in mind here is that once Indy activates a pad using Nub's Part, its little activation panel moves into the wall and stays in this unavailable position until another pad is activated. Once another pad is turned on, the activation panel of that pad moves into the wall and that of the previous one comes out again. As such, the pad on which the player decides to perform this trick cannot be the last one that was activated.

(2) it is also possible to bring the activation panel of the last used pad back out by 'activating' another, already active pad. As an example of this, see the reference video at 8:15, just after the execution of trick [12](#).

IL% ☒  
IL all ☒  
FG% ☒  
FG all ☒

## 15. Infernal Machine

### 01-Chalk glitch or backroll down the deep shaft at the beginning

Effect: Avoids having to climb down the ladder.

Reference videos: <https://youtu.be/DWbtFJkJ8wM?t=19> (Chalk glitch)

<https://youtube.com/clip/UgkxJSKPvrUziPISJHTgJmp7mqLoeoPQwB9c> (Backroll)

IL%   
IL all   
FG%   
FG all

### 02-Chalk glitch down the main shaft of the infernal machine

Effect: Eliminates fall damage and avoids falling down the safe and longer way.

Reference video: <https://youtu.be/DWbtFJkJ8wM?t=203>

IL%   
IL all   
FG%   
FG all

### 03-Holster glitch down the main shaft of the infernal machine

Effect: Eliminates fall damage and avoids falling down the safe and longer way.

Reference video: <https://www.youtube.com/watch?v=AIVvivIFdvc>

Note: not used because the chalk glitch setup (trick [02](#)) is more intuitive, easier, and yields the same result.

IL%   
IL all   
FG%   
FG all

### 04-Chalk glitch down the shaft to the Gold Idol

Effect: Avoids having to climb down the ladder.

Reference video: [https://youtube.com/clip/UgkxNh3Y\\_X0fSr-4HUHfbh6OEpf0\\_1GqWByt](https://youtube.com/clip/UgkxNh3Y_X0fSr-4HUHfbh6OEpf0_1GqWByt)

IL%   
IL all   
FG%   
FG all

### 05-After picking up Azerim's Part on the robot's head, use the chalk before the cutscene triggers

Effect: Allows Indy to climb up the ladder while the cutscene plays, and places him correctly on the small ledge facing the door once it ends.

Reference video: <https://youtu.be/DWbtFJkJ8wM?t=281>

IL%   
IL all   
FG%   
FG all

### 06-Use Azerim's Part in the electrical ball section by timing it right and jumping directly on one of the Angel Blocks instead of turning it off

Effect: Skips the short animation where the electrical ball turns off.

Reference video: <https://youtu.be/DWbtFJkJ8wM?t=494>

IL%   
IL all   
FG%   
FG all

### 07-After placing Azerim's Part, while the platform is moving downwards, forwards roll jump towards the robot and place the Marduk Head on it while Indy is still falling

Effect: Avoids having to move and climb back up and around manually.

Reference video: <https://youtu.be/DWbtFJkJ8wM?t=557>

IL%   
IL all   
FG%   
FG all

### 08- After placing Azerim's Part, while the platform is moving downwards, jump on the ledge above the robot

Effect: Avoids much of having to move and climb back up and around manually to place the Marduk Head.

Reference video: <https://youtu.be/AIVvivIFdvc?t=91>

Note: no longer used because the method of forward jumping and placing the head while rolling and falling (trick [07](#)) is faster.

IL%   
IL all   
FG%   
FG all

## 16. Aetherium

01-In the first Marduk fight section, when Marduk attacks from above (second floor), position Indy just behind the 'arena' on the ground floor

Effect: Gives Indy an angle to correctly reflect Marduk's upper attacks while staying on the ground floor, and thereby avoids having to move up and down across floors.

Reference video: <https://youtu.be/YGlrAOUzYdY?t=215>

IL% ☒  
IL all ☒  
FG% ☒  
FG all ☒

02-From the top of the final boss area, chalk glitch down to the ground floor

Effect: Avoids having to 'swim' down to the ground floor.

Reference video: [https://youtube.com/clip/UgkxNW7qFfeQQ\\_EWTX8hgwoM57metaEsedby](https://youtube.com/clip/UgkxNW7qFfeQQ_EWTX8hgwoM57metaEsedby)

IL% ☒  
IL all ☒  
FG% ☒  
FG all ☒

03-In the final boss area, behind the Blue Gem door, clip through the left edge of the half-circle of Aether that opens up to the final area by wiggling left and right until Indy passes through

Effect: Skips the final boss battle altogether, and much of the preparation for the boss, by enabling access to the final area early and without having to fight at all.

Reference video: <https://youtube.com/clip/UgkxkqzuKBvZZpNVX5h8jmSK0SwFVrMzlEXD>

Note: in any% runs, executing this trick means the player only needs to pick up the Blue Gem in the preparation section. In all-treasure runs, the player needs to pick up both the Blue and Green Gems, but not the Red. When accessing the final section using this trick, the 'rumbling and collapsing' effect is not triggered, so the journey to the end of the level is much 'calmer.' The level can still finish normally, as even though Indy has not saved Sophia by avoiding the fight, she still shows up in the end cutscene, alive and well.

IL% ☒  
IL all ☒  
FG% ☒  
FG all ☒

## 17. Return to Peru

### 01-At the start of the level, jump on the slope to the left of the river just before the rapids

Effect: Avoids having to pick up and use the raft at all.

Reference video: <https://youtu.be/7GE3az8vpNU?t=20>

Note: this trick involves following the left bank of the river across the first rapids section, then jumping on the rapids (normal jump; as the game does not expect Indy to be able to stand on the water at this point, the rapids are not a kill zone here), jump-climbing on the right bank, following it to the second rapids section, jumping on the rapids again (same logic as before) until reaching the spot where the right bank is low enough to be jumped on, jumping on the right bank, following it until it slopes upwards, then jumping back onto the rapids and run on them until the waterfall to the end of the section.

IL%   
IL all   
FG%   
FG all

### 02-In the multi-leveled 'tomb room' leading to the boulder shaft room, jump from the small step on the left directly onto the first climbable block (with the scorpion)

Effect: Avoids having to climb up said climbable block.

Reference video: <https://youtu.be/7GE3az8vpNU?t=232>

Note: only saves any amount of time if executed right on the first try, which is not easy to achieve.

IL%   
IL all   
FG%   
FG all

### 03-After picking up and placing the bamboo rod, rolling glitch from the room where the key and bamboo rod are placed to the start of the crawlspace

Effect: Avoids having to navigate the trapped floor to reach the crawlspace.

Reference video: [https://youtube.com/clip/UgkxQWcuHaMuo\\_-reNPb5nYXmlaPbPTCakGk](https://youtube.com/clip/UgkxQWcuHaMuo_-reNPb5nYXmlaPbPTCakGk)

IL%   
IL all   
FG%   
FG all

### 04-At the start of the long ladder-climbing section, stand on the right-most part of the ledge and grab the second ladder block

Effect: Skips having to move across one ladder block.

Reference video: <https://youtube.com/clip/UgkxzNM06nYgOBhzTWB12XOFQukl-FOx9M5n>

IL%   
IL all   
FG%   
FG all

### 05-After the cutscene in the boulder shaft, position Indy on the lower, clipped ledge and perform a running jump towards the 'tomb room'

Effect: Skips the entire section where Indy moves towards the upper part of the shaft to whip a stone block to the bottom, because the game glitches the game into thinking Indy is on the death zone of the shaft and drops the boulder.

Reference video: <https://youtu.be/7GE3az8vpNU?t=275>

IL%   
IL all   
FG%   
FG all

### 06-Jump onto the last moving block from the moment it has come out enough to allow Indy to grab onto it

Effect: Avoids having to wait until it is completely out to jump on it.

Reference video: <https://youtu.be/7GE3az8vpNU?t=307>

IL%   
IL all   
FG%   
FG all

### 07-While the floor collapses after picking up the Idol, rolling glitch into the boulder corridor right before the cutscene triggers, then backroll twice to avoid the boulder

Effect: Allows the boulder to roll up the corridor during the falling floor cutscene.

Reference video: <https://youtu.be/7GE3az8vpNU?t=361>

IL%   
IL all   
FG%   
FG all