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## Digital Foundry Reviews Indiana Jones on Switch 2

### Description

Digital Foundry has reviewed how Indiana Jones and the Great Circle performs on the new Switch 2 console. They say it is impressive, even though it aims for 30 frames per second (fps). This choice helps create a better visual experience, similar to other consoles.

The game uses advanced technology for realistic hair, reflections, and shadows. It also includes ray-traced global illumination, which sometimes performs better than on the Xbox Series S. However, because the game must fit on a 64GB Switch 2 cartridge, some textures are not as high quality. Still, they are comparable to those on the Series S, particularly if players do not download the extra texture pack.

When docked, the game runs at a good 1080p resolution. It mostly maintains its 30fps target, but sometimes it drops in busy scenes, particularly during combat or fast movement. Characters in the distance move at 15fps, a common technique in many games.

Overall, the game looks beautiful and runs well on Switch 2. It is one of the few titles with a physical release, which many fans will appreciate.

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### Vocabulary List:

1. **frames** //freɪmz// (noun): individual images shown each second in video
2. **illumination** //ɪˌluːməˈneɪʃən// (noun): light that makes a scene visible
3. **cartridge** //ˈkɑrtɪdʒ// (noun): small plastic case holding game data
4. **textures** //ˈtɛkstʃəz// (noun): images used to show surface details in games
5. **resolution** //ˌrɛzəˈluːʃən// (noun): number of pixels that make the image
6. **combat** //ˈkɑmbæt// (noun): a fight between people in a game

## Comprehension Questions

### Multiple Choice

1. What frame rate does Indiana Jones and the Great Circle aim for on the Switch 2?  
Option: 60 fps  
Option: 30 fps



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Option: 45 fps

Option: 15 fps

2. Which console does the game sometimes perform better than?

Option: PlayStation 5

Option: Xbox Series S

Option: Nintendo Switch

Option: PC

3. What is the maximum resolution the game can run at when docked?

Option: 720p

Option: 1080p

Option: 1440p

Option: 4K

4. What type of illumination technology is used in the game?

Option: Ambient occlusion

Option: Ray-traced global illumination

Option: Shadow mapping

Option: Screen space reflections

5. What is the storage capacity of the Switch 2 cartridge for the game?

Option: 32GB

Option: 64GB

Option: 128GB

Option: 256GB

6. What is a common frame rate for characters in the distance?

Option: 30 fps

Option: 60 fps

Option: 15 fps

Option: 24 fps

### True-False

7. The game runs at a resolution of 720p when docked.

8. Indiana Jones and the Great Circle is one of the few titles with a physical release.



9. The game never drops below 30fps during busy scenes.
10. The textures in the game are not as high quality due to the 64GB cartridge limitation.
11. The game primarily targets a frame rate of 60 fps.
12. Characters far away in the game move at a frame rate of 20 fps.

### Gap-Fill

13. Indiana Jones and the Great Circle aims for \_\_\_\_\_ frames per second on the Switch 2.
14. The game uses a 64GB \_\_\_\_\_ cartridge for its content.
15. When docked, the game runs at a resolution of \_\_\_\_\_ pixels.
16. Some textures may not be as high quality because they must fit on the \_\_\_\_\_  
cartridge.
17. The game employs ray-traced \_\_\_\_\_ illumination technology.
18. In busy scenes, the game sometimes drops below its target of \_\_\_\_\_ frames per second.

### Answer

**Multiple Choice:** 1. 30 fps 2. Xbox Series S 3. 1080p 4. Ray-traced global illumination 5. 64GB 6. 15 fps

**True-False:** 7. False 8. True 9. False 10. True 11. False 12. False

**Gap-Fill:** 13. 30 14. Switch 2 15. 1080 16. 64GB 17. global

### CATEGORY

1. Sci/Tech - LEVEL2

### POST TAG

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5. Level 2
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