



INDIANA JONES™

THE
ORIGINAL ADVENTURES



T
games



LUCASARTS™

WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. **IMMEDIATELY DISCONTINUE** use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
 - Avoid large screen televisions. Use the smallest television screen available.
 - Avoid prolonged use of the PlayStation®2 system. Take a 15-minute break during each hour of play.
 - Avoid playing when you are tired or need sleep.
-

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation®2 system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION®2 FORMAT DISC:

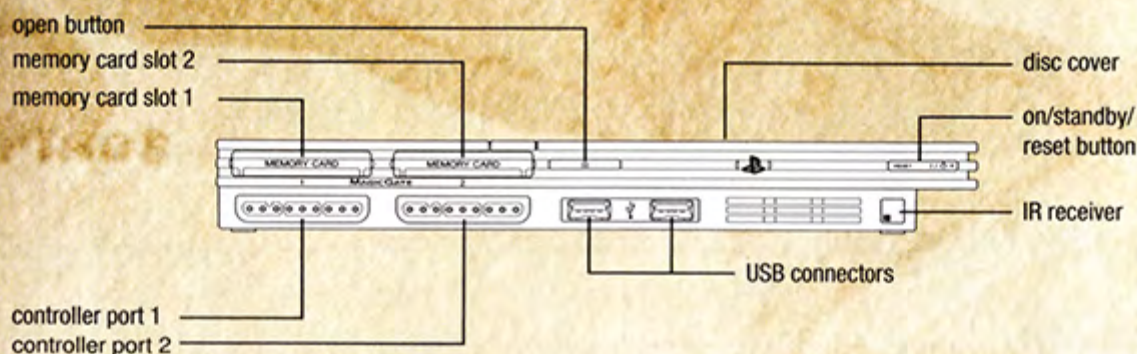
- This disc is intended for use only with PlayStation®2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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GETTING STARTED



Setting Up Your PlayStation®2 Computer Entertainment System

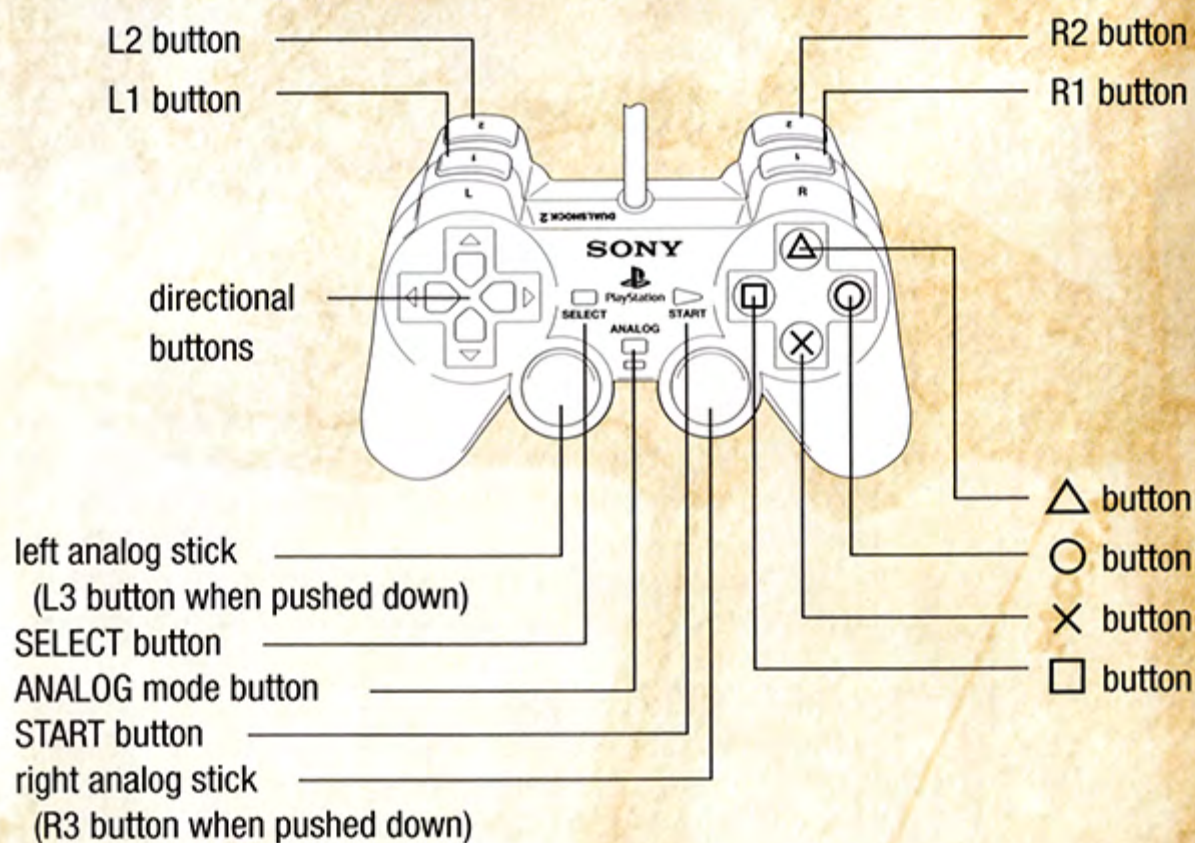
Set up your PlayStation®2 computer entertainment system according to the instructions in the manual. Check that the system is turned on (the on/standby indicator is green). Insert the LEGO® *Indiana Jones™: The Original Adventures* disc in the system with the label side facing up. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 computer entertainment system. You can load saved game data from the same card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



WELCOME

He's smart, he's daring, he's brave, and he's plastic! Welcome to **LEGO® Indiana Jones™: The Original Adventures!** Along with a colorful cast of friends and enemies, Indy seeks the greatest archaeological finds of all time. Use your whip to crack open the fun and swing into action in this all new LEGO® adventure.

BARNETT COLLEGE

Indiana's Classroom

Step into the halls where some of the greatest minds have discussed the most important discoveries of all time. One of the most famous of them all, Indiana Jones, has become the most popular professor the school has seen. Along with his teaching duties, it's here that Dr. Jones plans for his next great archeological adventure!



Game Modes

To get right to the action, check out the three maps that lead to the three *Indiana Jones* adventures: *Raiders of the Lost Ark*, *The Temple of Doom*, and *The Last Crusade*. Each map has 6 locations that lead to different chapters. Once you complete studying the first chapter of Indy's Raider's of the Lost Ark adventure, Lost Temple, other chapters will be unlocked allowing you to move, in parallel, between all three of Indy's adventures.

Story Mode & Free Play Mode

Story Mode is where you can relive Indy's most action-packed moments. You can follow the events of his adventures and play as the original characters from the films. And don't forget about Free Play mode! Sure, it's a blast to play as the original characters, but think about how fun it would be to play those same amazing adventures with any character you want! You'll need to play each chapter with the original characters in story mode first before you can go around playing with anyone else in Free Play.

Please note that the Dean of Archeology has deemed Free Play mode levels to be too much fun and has only provided you with a few characters to play with. If you want more characters for Free Play mode, you'll have to unlock them.



EXPLORING BARNETT COLLEGE

The Library

Visit the Library to see history come to life! Talk to the Librarian to increase your collection of Free Play characters. Tag other characters in the library to take control of them, by pressing the  button.

The Art Room

In a LEGO® world, anything is possible. In the Art Room, express your creativity by creating your own customized characters – then take them in to a Free Play adventure!

The Mail Room

In your adventures across the globe, look out for hidden packages containing ancient artifacts of great power. Whenever you find them, pick them up and take them to a mailbox. When your travels are complete and you return to the College, go to the Mail Room and make a collection - once you've paid for the shipping, of course! You can activate or de-activate these "Extra" powers using the Extras Menu, from the Pause Menu.

The Math Classroom

Got a secret code? Congratulations! Write it on the blackboard here.

Explore And Discover

Rumors abound of hidden areas in the College – perhaps, it is said, there are even secret levels, somewhere, waiting to be discovered. Can you uncover the truth?

MULTIPLAYER

Archeology isn't just about discovering lost tombs and hoping "X" marks the spot. It's a social science! Indy's adventures often succeed because of a helping hand.

To have a second player join in the action press the  button on the second controller. If you want to drop out, press the  button and select Drop-Out from the Pause Menu.

ON-SCREEN INFORMATION



- Player 1
- Player 2
- LEGO Stud Total
- Health
- Adventurer Status



CONTROLS



Character / Vehicle Navigation	Left Analog Stick
Camera View	Right Analog Stick
Jump	⊗ Button
Attack	⊠ Button
Use Ability / Tool	⊙ Button
Use Whip	⊙ Button
Pause / In-Game Options	START Button
Freeplay Character Toggle	L1 / R1 Buttons
Free Tag	△ Button
Highlight Menu Option	Left Stick ↑ / ↓
Select Highlighted Option	⊗ Button
Change Setting	Left Stick ← / →
Go Back / Cancel	⊙ Button

Free Tagging

You need teamwork to solve puzzles, so at any time, press the △ button.

CHARACTER ABILITIES

Building

In the world of LEGO® *Indiana Jones*, you'll often need to build an object out of LEGO® pieces to overcome an obstacle. Just approach a pile of LEGO® bricks and hold the △ button to build.

The Whip

One of the best parts of playing as Indiana Jones is his mastery of the bull whip! Use it to gain access to areas of levels that he cannot reach by walking or jumping. Look for wooden whip platforms to discover many of the ways you can use the whip. Press the ⊙ button to drag, topple, pull, activate, and destroy objects using this technique. The whip can be used to disarm your enemies. This ability will be activated with the ⊙ button.

Combat

Almost every character in the game has a combat style — find out which you like best. However, keep in mind that some weapons have abilities to help you through a chapter. For example, the shovel can also be used to dig up treasure and pieces used to solve puzzles.



Carry

When you need to get an object from one place to another, what should you do? Pick it up of course! Whenever you are close to an object, press the **○** button to pick up that object. Look for special green pads to drop these objects on.



Rope Climb / Swing

Any character can climb to new heights with ropes. Jump toward the rope to grab hold and use the left stick to access higher platforms. Press jump again to jump off.



Academic

In the *Indiana Jones* world, academic characters, like Dr. Jones Sr. and Marcus Brody, have the ability to access areas of the level by translating special jumbled pictures. Pick up books to allow any character to use this ability.



Excavate

Excavation characters, like Sallah and Satipo have the ability to dig up objects or entrances to new areas of the level. Pick up a shovel to allow any character to use this ability.





Small Access

Sometimes the best character is the smallest! Small characters, like Short Round and the Maharajah, have the ability to

use small access. Small Characters can enter one and exit another in a different location and vice versa.



Object Throwing

Ammo problems? Start throwing the room at them! Most characters can throw chairs and bottles at enemies. Press the  button to pick up the object and the  button to throw it at the target.



Bananas / Monkey

It's time to get down to monkey business. If you see a monkey holding something you might need, toss him a banana and he will give it to you. Pick up a banana by pressing the  button and throw it at the object when they are in range by pressing the  button.



Mechanics

Certain characters have the ability to fix any non working machine. Look for the sparks and tap the  button when your character has a wrench in their hands.





Special Character Access

Certain areas can only be accessed by soldiers or Thuggees – but you can trick your way in by wearing the correct headgear. Pick up hats from defeated enemies to disguise yourself, then stand in front a guard post or Thuggee Statue and press the  button for access. Overall, there are two types of activation panels:

- Military
- Thuggee

ITEMS

Blow-ups

Blow-ups are destructible objects that can be destroyed by whip, gun or melee attack. Blow-ups reveal LEGO® studs and/or build-able elements when destroyed.



Build-its

Build-its are piles of LEGO® bricks that can be constructed to make level objects such as switches, levers and steps. When standing near a pile of bricks that jiggle, press and hold the  button to begin building. Some build-its have “special” properties. When using special build-its, the three blue rocks must be found and placed on the blue special build-it pad before the special object can be built.

Silver LEGO® Objects

Silver LEGO® objects can only be destroyed by large explosions. Look for dynamite or a bazooka to take out these objects.



Movable Objects

Some objects in the game can be pushed by walking into them. Pull blocks can be dragged backwards by walking into the pull handle and thumbing the Left Stick in the opposite direction to move.



Special Torches

You can use torches to clear your path of critters and blow up obstacles. Light a torch by standing near an open flame.

Phobias

Certain characters have fears that won't allow them to move forward. For example, Indiana Jones is afraid of snakes, Dr. Jones Sr. is afraid of rats, and Willie is afraid of bugs. Find a torch to clear the snakes/rats/bugs from your path and conquer the character's fears.

Dynamite

Dynamite can be used to create large explosions by using specially lit torches next to them. These explosions will often destroy silver LEGO® objects that cannot be destroyed by regular weapons.

Collectibles



Studs

Studs are LEGO® currency and are used to purchase characters, abilities and hints. There are three types of LEGO® Studs, each with a different value:

Silver – 10 credits Gold – 100 credits Blue – 1,000 credits



Artifacts

There are ten artifact pieces located in each chapter, some accessible in Story Mode, but the majority can only be collected in Free Play. You must collect all ten to complete the artifact.



Hearts

Some items and enemies will reveal heart tokens when destroyed or shaken. Pick these up to restore your health.

Saving and Loading

When you first complete a chapter or purchase an item, you will be asked to select a save-game file. Choose where you want to save and press the  button to confirm.

You will be asked if you wish to enable auto-save, which is recommended. If you do so, LEGO® *Indiana Jones: The Original Adventures* will then save your progress into this file automatically at the end of each chapter.



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