

Family Settings

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. For more information, go to www.xbox.com/familysettings.

LANGUAGES THAT AREN'T SUPPORTED IN THE XBOX 360 DASHBOARD

If your game is available in a language that isn't supported in the Xbox 360® Dashboard, you must select a corresponding locale (region) in Console Settings to enable that language in the game. For more information, go to www.xbox.com

CONTROLLER DIAGRAM

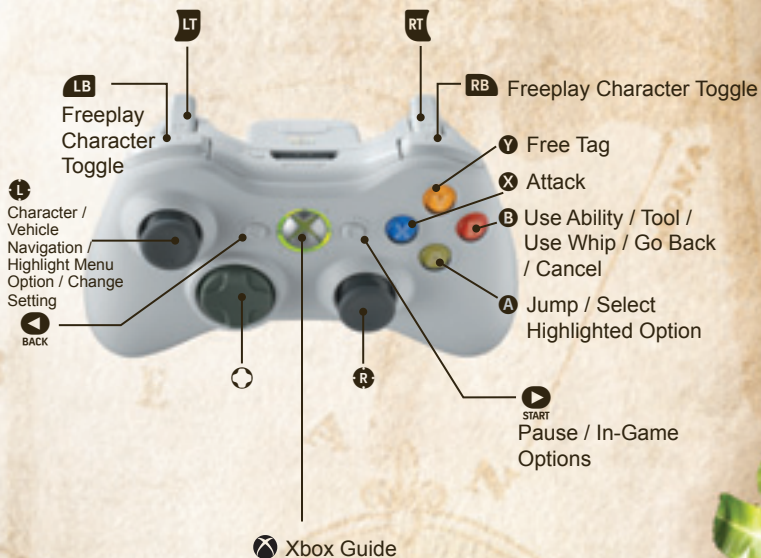




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WELCOME

He's smart, he's daring, he's brave, and he's plastic! Welcome to **LEGO® Indiana Jones™: The Original Adventures!** Along with a colourful 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 times. 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 *Raiders 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 customised characters— then take them into 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

Rumours 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
Health




LEGO
Stud Total
Player 2

Free Tagging



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

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 what 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 Prof. 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 **B** button to pick up the object and the **B** button to throw it at the target.



Bananas / Monkey

It's time to get down to monkey business. When you can't get to an area because it is too high or the path is too small, throw a banana at what you want and get a monkey to do it.



Mechanics

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



Special Character Access

Certain areas can only be accessed by officers 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 **B** 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 buildable elements when destroyed.



Build-its

Standard build-its

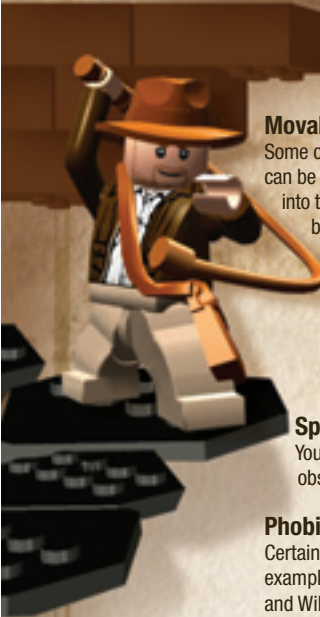
Build-its are piles of LEGO® bricks that can be constructed to make level objects such as switches, levers and steps. When standing near a pile of bricks that jiggle, press and hold the **B** button to begin building. Some build-its have “special” properties. When using special build-its, the three blue 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 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. Also, torches can set some objects alight.

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 four types of LEGO® Studs, each with a different value:

- Silver – 10 points
- Gold – 100 points
- Blue – 1,000 points
- Purple – 10,000 points



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. 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 **A** 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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CUSTOMER AND TECHNICAL SUPPORT IN EUROPE

Online Services with Activision Forums, E-Mail and File Library Support

We advise for cost efficiency that you use our online web support.

NOTE: Please do not contact Customer Support for hints/codes/cheats; only technical issues.

Internet: <http://www.activision.com/support>

Our support section of the Web has the most up-to-date information available. We update the support pages daily, so please check here first for solutions. If you cannot find an answer to your issue, you can submit a question/incident to us using the online support form. A response may take anywhere from 24–72 hours depending on the volume of messages we receive and the nature of your problem.

Note: Internet support is handled in English only.

Phone Support

For any other issues not covered by our web or email support, you can contact Activision's phone support in the UK on + 44 (0)870 241 2148 between the hours of 9.00am and 5.00pm (UK time) Monday to Friday with the exception of holidays. Local rates apply.

Your calls may be monitored

Please do not send any game returns directly to Activision without first contacting Customer Support. It is our policy that game returns/refunds must be dealt with by the retailer or online site where you purchased the product. Please see the Limited Warranty contained within our Software License Agreement for warranty replacements.

CREDITS

Xbox 360 Credits

Developed by Travellers Tales

Director
Jon Burton

Head of Production
Paul Flanagan

Producer
Steve Wakeman

Head of Art
James Cunliffe

Head of Animation
Jeremy Pardon

**Head of LEGO®
Programming**
John Hodskinson

VP of Technology
Dave Dootson

**Lead Game
Programmer**
Glyn Scragg

Game Programming
John Hodskinson
Mike Jackson
Carl Lloyd
David O'Reilly
Paul Connor
Ralph Ferneyhough
Glyn Scragg
Luke Giddings
Mike Spencer
Nicholas Jablonowski
Kevin Fairbairn
Jose Mendez

**Lead Game Systems
Programming**
Dave Dootson
Steve Monks
Richard Taylor
Ralph Ferneyhough
Paul Conner

Engine Technology
Jon Arden
Ali Brown
Julien Champagne
Steven Craft
Paul Hunter
Alan Murta
Vassilis Pouloupoulos
Hlynur Tryggvason
*Lead Tools
Programmers*
Roland Hougs
Alistair Crowe
Dave Connell

Programming
Dave Connell

Design Direction
Jon Burton
James Cunliffe
John Hodskinson
James Kay
Glyn Scragg

Lead Designer
James Kay

Designers
Wil Evans
Stephen Sharples

Front End Artist
Mike Snowdon

**Lead Technical
Artist**
Deborah Crook

**Level Setup &
Artwork**
Mike Snowdon
Barry Thompson
Dave Burton
Martin Palmer

Keith Shankland
Stuart Deakin-Berry
Michael Battersby
Cheng Xiang
Neil Allen
David Wollen
Liam Fleming
Dimitris Krokidis
Chris Vaughan
James Cunliffe
Deborah Crook

**Lead Environment
Artist**
Robert Dickerson

Environment Artists
Paul McCormack
Igor Zielinski
Stuart Niblock
Richard Walker
Ezhil Vendan
Al Dooley
David Llewelyn
Euan Morrison
Darren Edwards
Jonathan Hooper
Nicola Daly

Concept Artists
Tim Hill
Paul McCormack

**Lead Cutscape
Animator**
David Brown

Cutscape Animation
Mark Brown
Duncan Kinnaird
Charlotte Parker
Phil Gray
Andrew Unsworth
Vineet Chander
Jo Chalkley
Chris Woodworth
John Willimann

**Additional
Cutscape Animation**
Bill Martin

**Additional
Storyboard Artwork**
Justin Exley

Lead Character Animator
Helen Kershaw

Character Animation
Helen Kershaw
Richard Greene
John Williman
James Stuart
Stuart Wilson

**Additional
Character Animation**
James Dawson
Annika Barkhouse

Storyboard Artwork
Colm Duggan

Lead Character Artist
Will Thompson

Character Artists
Neil Crofts
Neil Farmer

Vehicle Artist
Charles McNair

**Head of Music
and Sound Effects**
David Whittaker

Music & Sound Effects
Adam Hay

QA Tester
Jon Mayer

Special Thanks
TT Fusion, Arthur Parsons,
Lukasz Migas, Kieran
Gaynor, Arkadiusz Duch,
Ryszard Momot, Przemyslaw
Przybylski, Rafal Machelski,
Andrzej Krajewski, Sam,
Ben and Helen Burton, Nicky
Bowyer, Fay Briscoe, James
and Laurence Brown, Dawn

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Kristian Clarke, Ash, Symen,
Kathryn Rennie, Barrie and
Theresa Crofts, Rhoda Daly,
Emma McHarrie, Harley,
Marilena Aspioti, Mixalis
Krokidis, Maria Lines, Linda
Edwards, Amy Clarke, Frank,
Cath and Lee Niblock, Sen,
Kai, Keith Greene and Nikos
Aspiotis.

TT Games Publishing

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VP Publishing
Jonathan Smith

Producer
Nick Ricks

Associate Producer
Mike Candy

Lead Testers
Graham Stark
Shaun Leach

QA Testers
Simon Arnold
James Beaton
Harry Dean

Carl Fell
Manjit Gill
Richard Gregory
Vincent Grogan
Geir Lunde
Tom Nicholas
Phillip Ring
Harjot Sidhu
Peter Spencer
Marek Werno
Nige Wynn
Jon Mayer

Compliance Group
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Manjit Gill
Vincent Grogan
Tom Nicholas
Phillip Ring

QA Tech
Nige Wynn

Additional Testing
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Sam Smith

Marketing Assistant
Richard Earl

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Financial Controller
Mike Wyre

LEGO Company
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Michael Pratt
Linda Hegarty
Jill Wilfert
Tamara Damarjian
Henrik Saaby Clausen

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Lucasfilm
Entertainment
Company Ltd.

Producer
Shawn Storc

Associate Producer
Kellam Eanes
David "Rogue"
Silverstein

Assistant Producers
Kevin Clement
Andrew Bell

**Production
Assistant**
Chris Thomas

Executive Producer
Darren Atherton

**VP of Product
Development**
Peter Hirschmann

**Assistant to the
VP of Product
Development**
Lynda Benoit

**Director of
Developer Relations**
Harry Kinney

**External Production
Coordinator**
Alden Schell

**International
Executive Producer**
Joey MacArthur

**Senior Localization
Producer**
Hiromi Okamoto

**Localization
Producer**
Alben Pedroso

**Assistant
Localization
Producer**
Jeffrey Eng

**International
Production
Assistant**
John Stratford

Director of Audio
Darragh O'Farrell

Music Supervisor
Jesse Harlin

**Audio Department
Coordinator**
Meg Crowel

**In-game
Sound Design**
Dave Levison

**Cinematic Sound
Design and Mixing**
Erik Foreman
Skywalker Sound

Music Editor
Peter McConnell

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QA Lead
Jeff Loney

Assistant QA Lead
Chris Morales

QA Testers
Jason Pimentel
Ben James
Mark Dominguez
David Kirk
Patrick Kouse

QA Senior Lead
Gary Chew

QA Supervisor
Toby Mast

**Lead Compliance
Tester**
Matt Tomczek

**Assistant Lead
Compliance Tester**
Don Berger
Wilfredo Dimas

Compliance Testers
Travis Fillmore
Michael Castillo
Kamel Perez
Jesse Tavizon
Sean Haeblerman

**Compliance
Manager**
David Chapman

**Senior Lead
Compatibility
Technician**
Chris Adams
Tom McFarland

**Lead Compatibility
Technician**
Matt Bishop

Compatibility Technician
John Shields

Compatibility Manager
Lynn Taylor

MP Lab QA Lead
Seth Benton

MP Lab QA Testers
Matt Boland
Luis Buenaventura
Marco Crescenti
Michael Kolin
Adam Smith

**Production Services
Coordinator**
Eva Holman

**Production Services
Operations Manager**
Jay Geraci

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John Carsey
Scott Taylor

Mastering Lab Technician
Jonathan Layton

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**Senior Product
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**Product Marketing
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**Integrated Marketing
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Matt Shell

**Creative
Services Manager**
Hez Chorba

**Director of
Marketing Services**
Ken Epstein

**Marketing
Services
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**Sr. Public Relations
Manager**
Adam Kahn

Public Relations Manager
Hadley Fitzgerald Mickel

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Public Relations**
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Manager**
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Planning Manager**
Arnold Lee

Sales Coordinator
Arielle McKee

Director of Global Sales
Dorothy Ferguson

**Consumer Insights
Manager**
Elina Shcop

**Senior Manager
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Development**
Ada Duan

**Vice President of
Production Services**
Atsuko Matsumoto

**Vice President
of Finance**
Kevin Parker

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Planning & Analysis**
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Elyse Regan

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Evelyne Bolling

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Jason Periera

**Operations Materials
& Manufacturing**
Myra Villadolid
John Abinsay
Carlos Bustillo

**Sales Operations
& Credit**
Trisha Young
Helen Dear
Jason Vincenti
Raul Varguez
Phillip He

**Director of Studio
Operations**
Mark Kyle

**Director of Credit
& Sales Operations**
Cynthia del Rosario

**Internet Production
& Design Manager**
Nicole Love

Internet Production Developer
Dennis VonGalle

Internet Production Developer
Mike Young

Senior Designer
Craig Drake

Associate General Counsel
Nell O'Donnell

Business Affairs
Anne Marie Hawkins
Douglas Reilly
Carole Vandermejde

IT Operations Support
Victor Tancredi-Ballugera
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Matt Gallagher
Brad Grantham
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Melanie Jacobson
Brendan Lloyd
Rich Murillo

Sr. HR Manager
Blaire Chaput

HR Representative
Trisha Buendia

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Chris Gollaher
Derek Stothard
Ashley Matheson
Paul Southern
Howard Roffman

Special Thanks
Jim Ward
Erin Haver

Very Special Thanks
George Lucas

ACTIVISION UK

SVP-European Publishing
Joerg Trouvain

General Manager
Alison Cressey

Senior Brand Manger - Lucas Arts - UK
Aruna Sinha

Director of Production Services - Europe
Barry Kehoe

Localisation Project Manager
Corrine Callios

Localisation Co-ordinator
Gina Clarke

Manager EUP Creative Services
Jackie Sutton

Creative Services Project Manager
Mark Lugli

Creative Services Co-ordinator, Box and Docs
Anita Ghuman

PR Executive
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European Operations Manager
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Production Planner
John Connelly

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