http://www.replacementdocs.com



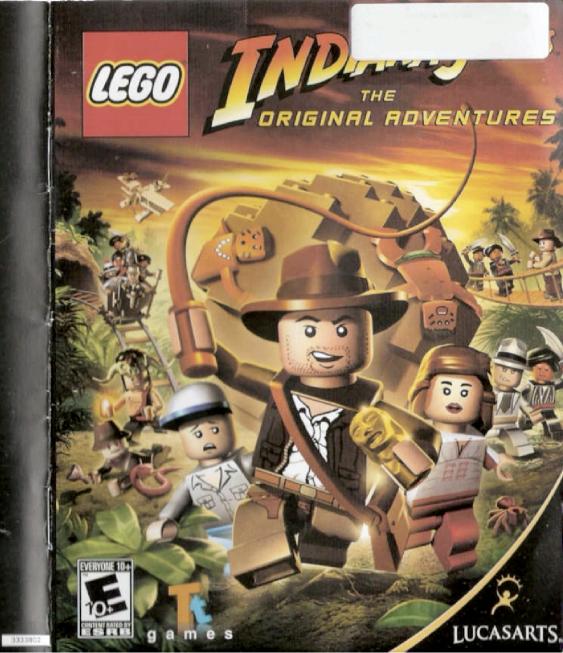


LucasArts and the LucasArts logo are registered trademarks of Lucasfilm Ltd.

© 2008 Lucasfilm Entertainment Company Ltd. or Lucasfilm Ltd. and

or TM as indicated. All rights reserved. LEGO, the LEGO logo and the Minifigure are trademarks of The LEGO Group.

© 2008 The LEGO Group. All rights reserved.



A WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

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
- · eve or muscle twitches · loss of awareness
- disorientation
- · seizures, or
- · 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®3 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.

NOTICE:

Use caution when using the SIXAXIS™ wireless controller motion sensor function. When using the SIXAXISTM wireless controller motion sensor function, be cautious of the following points. If the controller hits a person or object, this may cause accidental, injury or damage. Before using, check that there is plenty of space around you. When using the controller, grip it firmly to make sure it cannot slip out of your hand. If using a controller that is connected to the PS3™ system with a USB cable, make sure there is enough space for the cable so that the cable will not hit a person or object. Also, take care to avoid pulling the cable out of the PS3™ system while using the controller.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PLAYSTATION®3 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.

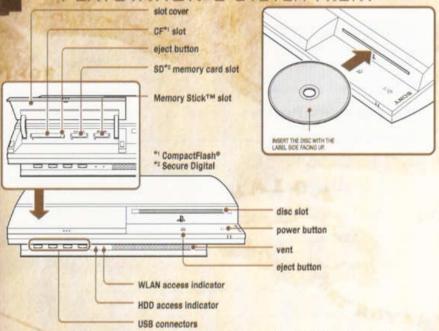
HANDLING YOUR PLAYSTATION®3 FORMAT DISC:

- . 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 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.

TABLE OF CONTENTS

Welcome	4
Getting Started	4
Story Mode and Free Play Mode	4
Exploring Barnett College	5
Multiplayer	5
On-Screen Information	5
Controls	6
Character Abilities	6
Items	9
Collectibles	10
Saving and Loading	10
Customer Support	10
Credits	. 11
Warranty	16

PLAYSTATION®3 SYSTEM FRONT



Note: Some models of the PLAYSTATION®3 system do not include media slots. For specific features included, refer to the instructions for use of your model of the PLAYSTATION®3 system.

Starting a game

Before use, carefully read the instructions supplied with the PLAYSTATION®3 computer entertainment system. The documentation contains information on setting up and using your system as well as important safety information.

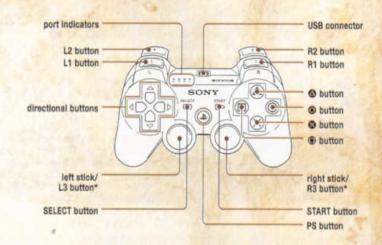
Check that the MAIN POWER switch (located on the system rear) is turned on. Insert the LEGO® Indiana Jones™: The Original Adventures disc with the label facing up into the disc slot. Select the icon for the software title under [Game] in the PLAYSTATION®3 Cross Media Bar, and then press the Dutton. Refer to this manual for information on using the software.

Quitting a game

During gameplay, press and hold down the PS button on the SIXAXISTM wireless controller for at least 2 seconds. Then select "Quit Game" from the screen that is displayed.

Hint: To remove a disc, touch the eject button after quitting the game.

USING THE SIXAXIS™ WIRELESS CONTROLLER (FOR PLAYSTATION®3)



*The L3 and R3 buttons function when the sticks are pressed.

Note: To use the controller, you must first register or "pair" the controller with the PLAYSTATION"3 system and assign a number to the controller. For details, refer to the instructions supplied with the system.

Saved data for PLAYSTATION®3 format software

Saved data for PLAYSTATION*3 format software is saved on the system's hard disk. The data is displayed under "Saved Game Utility" in the Game menu.

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.

GETTING STARTED

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's 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 & 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 sciencel Indy's adventures often succeed because of a helping hand. To have a second player join in the action press the START button on the second controller. If you want to drop out, press the START button and select Drop-Out from the Pause Menu.

ON-SCREEN INFORMATION



LEGO Stud Total

Player 2



CONTROLS

left stick	Character / Vehicle Navigation
right stick	Camera View
X button	Jump
square button	Attack
circle button	Use Ability / Tool
circle button	Use Whip
START button	Pause / In-Game Pptions
L1 / R1 buttons	Freeplay Character Toggle
triangle button	Free Tag
left stick up / down	Highlight Menu Option
X button	Select Highlighted Option
left stick left / right	Change Setting
circle button	Go Back / Cancel

Free Tagging

You need teamwork to solve puzzles, so at any time, press the 6 button to switch characters.

CHARACTER ABILITIES

Building

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, destroy objects, and even disarm enemies!

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 see a blue arrow over 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 towards 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. Look for buried objects and tap the button to start digging and uncover secret treasures and materials. 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. 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

Is your engine sparking? Certain characters have the ability to fix any non working machine. Look for the sparks and tap

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 buildable elements when destroyed.



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 ® button to begin building. To use special build-its, boxes of parts must be found and placed on the green 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.

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

Silver - 10 points

Gold - 100 points

Blue - 1,000 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 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.

CUSTOMER SUPPORT

Where to Find Us Online

Visit the LucasArts Web site at www.lucasarts.com. From there you can access the Support area where you will have the option to receive online technical support through Yoda's Help Desk, browse technical documents, or leave a message for an online representative.

Yoda's Help Desk

We are proud to feature Yoda's Help Desk, an interactive knowledge base, which is available in the Support section of the LucasArts Web site at http://support.lucasarts.com, Yoda's Help Desk offers solutions to technical issues based on information you provide. Visitors to Yoda's Help Desk will be able to receive technical support 24 hours a day, seven days a week. If Yoda's Help Desk is unable to provide you with a solution to your problem, you will be given the option to submit an e-mail message to an online representative.

Product Support Mailing Address

LucasArts P.O. Box 29908 San Francisco, CA 94129 ATTN: Product Support

LucasArts Company Store

Visit our acoure online atore at http://store.lucasarts.com.
The Company Store offers a complete selection of Lucasarts
games, hint books and loop gear.

You can also reach us by mail at:

Lucasfilm - LucasArts Store Product Order P.O. Box 29901 San Francisco, CA 94129

Lucesfilm Ltd. Attn: RETURNS 20100 S. Vermont Ave. Torrance, CA 90502-1475

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

Lead Engine Programmer

Alistair Crowe

Lead Tools Programmer

Roland Hougs

VP of Technology

Dave Dootson

Lead Game Programmer

Glyn Scragg

Game Programming

John Hodskinson Mike Jackson Carl Lloyd David O'Rellily Paul Connor Raiph Ferneyhough Glyn Scragg Luke Giddings Mike Spencer Nicholas Jablonowski Kevin Fairbairn

Lead Game Systems Programming

Dave Dootson Steve Monks Richard Taylor Ralph Ferneyhough Paul Conner

Engine Technology

Jon Arden All Brown Julien Champagne Steven Craft Paul Hunter Alan Murta Vassilis Poulopoulos Hiynur 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 Artist

James Cunliffe

Lead Level Setup Deborah Crook

Level Layout

James Cunliffe Deborah Crook

Level Setup & Artwork

Mike Snowdon Charles McNair Barry Thompson Dave Burton Martin Palmer Keith Shankland Stuart Deakin-Berry Michael Battersby

Cheng Xiang Neil Alien David Wollen Liam Fleming Dimitris Krokidis Chris Vaughan

Lead Environment Artist Robert Dickerson

Environment Artists Paul McCormack

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 Cutscene Animator David Brown

Cutscene Animation

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

Additional Cutscene Animation Bill Martin





Additional Storyboard Artwork Justin Exlev

Lead Character Animator Helen Kershaw

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

Storyboard Artwork Colm Duggan

Lead Character Artist Will Thompson

Additional Character Animation James Dawson

Character Artists Neil Crofts Neil Farmer

Vehicle Modeller Charles McNair

Head of Music and Sound Effects David Whittaker

Music & Sound Effects Adam Hay

Special Thanks
TT Fusion, Arthur Parsons,
Steve Craft, Jon Arden,
Hlynur Trygvasson, Vassilis
Poulopoulos, Lukasz Migas,
Kieran Gaynor, Sam, Ben and
Helen Burton, Nicky Bowyer,
Fay Briscoe, James and
Laurence Brown, Dawn Burton,
Phil, Francesca Charlesworth,
Samantha Crowe, Helen,
Jacob and Sarah Cunliffe,

Dylan Dawson, Emma and George, Stevie G, James Henderson, Heather Heathfield, Jane, Max and Charls, Donna Pardon-Gallagher, Ned and Sara Gray, Samantha Lacey, Perviallo, Alison and Evan Scragg, Stripey and Taylor, Lily-May, Gary Vibealite, Amanda, Charlotte and Heather Edwards, Molly-Rose and Grace, Jayne Stephen, Olivia Wahlen, Sonia Chabouni, Emily Thompson, Kristian Clarke, Ash, Symen, Leah Donohue, Dale Wilson, Kathryn Rennie, Barrie and Theresa Crofts, Rhoda Daly, Emma McHarrie, Harley, Keith Greene and Nikos Aspiotis.

TT Games Publishing

Managing Director Tom Stone

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
Nide Wynn

Jon Mayer

Compliance Group James Beaton Manjit Gill Vincent Grogan Tom Nicholas Phillio Ring

QA Tech Nige Wynn Additional Testing Toby Smith

Sam Smith

Marketing Assistant Richard Earl

Business Development Garry Edwards

Financial Controller Mike Wyre

LEGO Company Michael Boland

Michael Boland Michael Pratt Linda Hegarty Jill Wilfert Tamara Damarjian Henrik Saaby Clausen

LUCASARTS a division of Lucasfilm

a division of Lucasfilm Entertainment Company Ltd.

Producer Shawn Storc

Associate Producer Kellam Eanes David "Roque" 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 Erlk Foreman Skywalker Sound

Music Editor Peter McConnell

13

Original Indiana Jones music composed by John Williams.

Lucasfilm Ltd. & TM. All rights reserved. Used under authorization.
Published by Bantha Music (BMI).
Administered by and/or co-published with Warner-Tamerlane Music
Publishing Corp. (BMI).

QA Lead Jeff Loney

Assistant QA Lead Chris Morales

QA Testers Jason Pimentel Ben James Mark Dominguez

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 Haeberman Matthew Zenel

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

Senior Mastering Lab Technicians John Carsey Scott Taylor

Mastering Lab Technician Jonathan Layton

Console Resource Coordinator Eric Knudson

Senior Product Support Lead Jason Smith

Product Marketing Manager Erin English

Director of Global Marketing Kevin Kurtz

Integrated Marketing Manager Matt Shell

Creative Services Manager Hez Chorba

Director of Marketing Services Ken Epstein Marketing Services Coordinator Heather Wagner

Sr. Public Relations Manager Adam Kahn

Public Relations Manager Hadley Fitzgerald Mickel

Director of Public Relations Margaret Grohne

Channel Marketing Manager Sandee Ferrara

International Sales Manager Chris D'Avanzo

Global Sales Planning Manager Arnold Lee

Sales Coordinator Arielle McKee

Director of Global Sales Dorothy Ferguson

Consumer Insights Manager Elina Shoop

Senior Manager of Business Development Ada Duan

Vice President of Production Services Atsuko Matsumoto

Vice President of Finance Kevin Parker

Director of Financial Planning & Analysis Bill Liu

Studio Coordinator Elyse Regan Global Materials & Manufacturing Manager Evelyne Bolling

Sales Operations Manager Jason Periera

Operations Materials & Manufacturing Myra Villadolid John Abinsay Carlos Bustillo

Sales Operations & Credit Trisha Young Helen Dear Ed Bitonio 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 Marketing Manager Staci Martin Wolfe

Internet Production Developer Dennis VonGalie

Internet Production Developer Mike Young

Senior Designer Craig Drake

Associate General Counsel Nell O'Donnell

Business Affairs Anne Marie Hawkins Douglas Reilly Carole Vandermeyde

IT Operations Support Victor Tancredi-Ballugera John von Eichhorn Chad Williams Brian Wong Dylan Coates Greg Millies Randy Severson Daryll Jacobson Robert Santos Robert Jordan Dinesh Katarylya Fisher Key Wes Anderson Matt Gallagher Brad Grantham Lee Mehelis Melanie Jacobson

Sr. HR Manager Blaire Chaput

Brendan Lloyd

Rich Murillo

HR Representitive Trisha Buendia

LUCAS LICENSING
a division of Lucasfilm
Entertainment Company Ltd.
Chris Gollaher
Derek Stothard
Ashley Matheson
Paul Southern
Howard Roffman

Special Thanks Jim Ward Erin Haver

Very Special Thanks George Lucas

NOTES	
	7
-	
	1

15

SOFTWARE LICENSE AND LIMITED WARRANTY

PLEASE READ THIS LICENSE CAREFULLY BEFORE INSTALLING OR OTHERWISE USING THE SOFTWARE. BY INSTALLING OR OTHERWISE USING THE SOFTWARE, YOU ARE AGREEING TO BE BOUND BY THE TERMS OF THIS LICENSE. IF YOU DO NOT AGREE TO THE TERMS OF THIS LICENSE. IF YOU DO NOT INSTALL OR USE THE SOFTWARE AND PROMPTLY RETURN THIS PACKAGE AND ITS CONTENTS TO THE PLACE OF PURCHASE FOR A REFUND OR EXCHANGE SUBJECT TO THE RETURN POLICY OF THE RETAILER.

The computer program, artwork, music, printed materials, on-line or electronic documentation, and other components included in this product and all copies of such materials as such as may be modified or updated (collectively referred to as the "Software"), are the copyrighted property of LucasArts, a division of Lucasfilm Entertainment Company, Ltd. and/or its affiliated entities or divisions, and its licensors (collectively referred to as "LucasArts" or "Publisher"). The Software is non-exclusively licensed (not sold) to you, and LucasArts owns and/or controls all copyright, trade secret, patent and other proprietary rights in the Software. LucasArts may make improvements, modifications, or updates to the Software at any time and with or without notice to you, which may be automatically downloaded into the memory cardis) used in connection with the Software. Such updates or improvements may change the game play associated with the Software.

Subject to the terms and conditions of this Agreement, you may use the Software, solely for your personal use and only in connection with a PLAYSTATION 3 computer sentertainment system. You may not circumvent or attempt to circumvent any technological measures in the Software or the media designed to prevent copying or unauthorized access:

All rights not specifically granted under this Agraement are reserved by LucasArts and, as applicable, their licensors. You may not (1) copy the Software in its entirety ento a hard drive or other storage device and you must run the Software from the included Blurary Disc (1980); (2) distribute, rent, lease or sublicense all or any portion of the Software; (3) modify or prepare derivative works of the Software, except as otherwise may be allowed herein; (4) transmit the Software over a network, by telephone, or electronically using any means, or permit use of the Software, in a network, multi-blesser arrangement or remote access arrangement except in the course of your network multi-player play of the Software over authorized networks in accordance with its documentation; (5) engage in matchmaking for multi-player play over unauthorized networks; (6) design or distribute unauthorized elevels; (7) reverse engineer the Software, derive source code, or otherwise attempt to reconstruct or discover any underlying source code, ideas, algorithms, file formats, programming or interoperability interfaces of the Software by any means whatsoever, except to the extent expressly permitted by law despite a contractual provision to the contrary, and then only after you have notified LucasArts in writing of your intended activities; (8) remove, conceal, disable, or circumvent eny proprietary notices or labels contained on or within the Software or any copy or adaptation thereof in violation of any applicable laws or regulations; or (10) commercially exploit the Software or any copy or adaptation thereof in violation of any applicable laws or regulations; or (10) commercially exploit the Software or any option or derivative thereof, specifically at any cyber cafe, computer gaming center or any other public site without first obtaining a separate license from LucasArts (which it may or may not issue in its sole discretion) for such use, and alucasArts may charge a fee for any such separate license.

You may transfer the Software, but only if the recipient agrees to accept and be bound by the terms and conditions of this Agreement. If you transfer the Software, you must transfer all components and documentation. Your rights in and to this license are automatically terminated if and when you transfer the Software.

LucasArts warrants to the original consumer purchaser only that the media furnished in this Software will be free from defects in materials and workmanship under normal use for a period of ninety [90] days from the date of purchase (as a evidenced by your receipt). If the media furnished in this Software proves to be defective, and provided that the original consumer purchaser returns the media to LucasArts in accordance with the instructions in this paragraph, LucasArts will replace the defective media: (a) free of charge to the original consumer purchaser, if the media proves to be defective within the ninety (90) day period following the date of purchase, or (b) for a fee of \$15.00 (all references herein are to United States dollars) per BRD, if the media proves to be defective after the expiration of the ninety (90) day warranty period, provided that the request is made within a reasonable time from purchase, and LucasArts continues to distribute the BRD commercially. To obtain a replacement BRD, please return the defective BRD only, postage prepaid, to LucasArts, a division of LucasAfts attentiament Company Ltd. P.O. Bay 2998, San Francisco, CA 94129, accompanied by proof of date of purchase, a description of the defect, and your name and return address, as well as a check for \$150.00 per BRD made payable to LucasArts after expiration of the warranty period. LucasArts will mail a replacement to you. In the event that the Software is no longer available, LucasArts retains the right to substitute a similar product of equal or greater value. This warranty is not applicable and shall be void if the defect has arisen through abuse, mistreatment, neglect, or from normal wear and tear. LucasArts has no obligation to provide support, maintenance, upgrades, modifications or new releases under this Ardreament.

You expressly acknowledge and agree that use of the Software is at your sole risk. Except for the limited ninety (90) day warranty on the media set forth above, the Software and any related documentation or materials are provided "AS IS" and without warranty of any kind. LUCASARTS EXPRESSLY DISCLAIMS ALL WARRANTIES, EXPRESS AND IMPLIED, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERICHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT. LUCASARTS DOES NOT WARRANT THAT THE FUNCTIONS CONTAINED IN THE SOFTWARE WILL MEET YOUR REQUIREMENTS, THAT THE OPERATION OF THE SOFTWARE WILL BE UNINTERRUPTED OR ERROR-FREE, OR THAT DEFECTS IN THE SOFTWARE WILL BE CORRECTED. LUCASARTS SHALL ALSD NOT BE LIABLE FOR ANY DELATIONS, SYSTEM FAILURES OR SYSTEM OUTAGES WHICH MAY, AFFECT ONLINE GAME PLAY OR ACCESS THERETO. LUCASARTS RESERVES THE RIGHT TO DISCONTINUE MAKING THE SERVER AVAILABLE (AND YOUR ABILITY TO PLAY THE GAME) AT ANY TIME AND FOR ANY REASON. THE ENTIRE RISK AS TO THE RESULTS AND PERFORMANCE OF THE SOFTWARE IS ASSUMED BY YOU, AND YOU (AND NOT LUCASARTS) ASSUME THE ENTIRE COST OF ALL SERVICING, REPAIR AND/OR CORRECTION. SOME JURISDICTIONS DO NOT ALLOW THE EXCLUSION OF IMPLIED WARRANTIES, SO THE ABOVE EXCLUSION MAY NOT APPLY TO YOU.

UNDER NO CIRCUMSTANCES INCLUDING NEGLIGENCE, SHALL LUCASARTS, OF ITS DIRECTORS, OFFICERS, EMPLOYES, LICENSORS, LICENSES OR AGENTS, SUCCESSORS OR ASSIGNS BE LIABLE TO YOU FOR ANY INCIDENTAL, INDIRECT, SPECIAL, PUNITIVE OR CONSEQUENTIAL DAMAGES (INCLUDING DAMAGES FOR LOSS OF BUSINESS PROFITS, BUSINESS SPOOTES, BUSINESS PROFITS, BUSINESS INFORMATION, AND THE LIKE) ARISING OUT OF THE POSSESSION, USE, INABILITY TO USE, OR MALFUNCTION OF THIS SOFTWARE, INCLUDING WITHOUT LIMITATION, DAMAGET OF PROPERTY

AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURY, EVEN IF LUCASARTS OR A LUCASARTS AUTHORIZED REPRESENTATIVE HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES OR LOSS. SOME JURISDICTIONS DO NOT ALLOW THE LIMITATION OR EXCLUSION OF LIABILITY FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATION OR EXCLUSION MAY NOT APPLY TO YOU.

YOU AGREE THAT THE LIABILITY OF LUCASARTS ARISING OUT OF ANY KIND OF LEGAL CLAIM (WHETHER IN CONTRACT, TORT,
OR OTHERWISE) WILL NOT EXCEED THE AMOUNT YOU ORIGINALLY PAID FOR THE USE OF THE SOFTWARE. YOU AGREE TO
WAIVE ANY RIGHT TO EQUITABLE RELIEF, INCLUDING, WITHOUT LIMITATION, ANY INJUNCTIVE RELIEF, TO ENFORCE THE TERMS HEREOF. THE PARTIES
ACKNOWLEDGE THAT THE LIMITATIONS OF LIABILITY IN THIS AND OTHER PROVISIONS OF FHIS AGREEMENT AND THE ALLOCATION OF RISK HEREIN ARE
AN ESSENTIAL ELEMENT OF THE BARGAIN BETWEEN THE PARTIES, WITHOUT WHICH LUCASARTS WOULD NOT HAVE ENTERED INTO THIS AGREEMENT
LUCASARTS PRICING REFLECTS THIS ALLOCATION OF RISK AND THE LIMITATION OF LIABILITY SPECIFIED HEREIN.

THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS DEPENDING ON THE LAWS IN YOUR STATE.

This Agreement is governed in all respects by the laws of the State of California as such laws are applied to agreements entered into and to be performed entirely within California between California residents, and you hereby consent to personal jurisdiction in California. This Agreement will not be governed by the United Nations Convention on Contracts for the International Sale of Goods, the application of which is expressly excluded. You and LucasArts each agree that any claim or controversy arising out of this Agreement or the Software shall be settled by expedited binding arbitration in accordance with the rules of the American Arbitration Association. Such arbitration shall take place in Marin County, California, and you waive any claim that such forum is inconvenient. Any such claim or controversy shall be arbitrated solely on an individual basis and shall not be consolidated with a claim of any other party. The arbitrator may not change the terms of this Agreement. The arbitrator may award injunctive or other equitable relief to enforce the terms hereof, provided, however, that no injunctive or equitable relief may be awarded that would enjoin or impair LucasArts' rights or ability to distribute or otherwise market, advertise, promote or exploit the Software. If it is judicially determined that any claim or controversy arising out of or related to this Agreement or the Software cannot be settled by expedited binding arbitration as noted above, then you agree that any such claims or controversies shall be brought and maintained in the state courts located within the County of Marin, State of California or the federal courts of the Northern District of California, and you waive any claim that either such forum is inconvenient. The foregoing shall not preclude LucasArts from seeking any injunctive or other relief for protection of LucasArts' intellectual property rights or similar rights in any court of competent jurisdiction. Because LucasArts would be irreparably damaged if the terms of this Agreement were not specifically enforced, you agree that LucasArts shall be entitled, without bond, other security or proof of damages, to appropriate equitable remedies with respect to breaches of this Agreement, in addition to such other remedies as LucasArts may otherwise have under applicable laws. The prevailing party in any action to enforce this Agreement shall be entitled to recover costs and expenses including, without limitation, reasonable attorney's fees. LucasArts shall have the right, but not the obligation, to defend or settle, at its option, any action or proceeding arising from a claim that your permitted use of the Software infringes. or misappropriates any patent, copyright, or other ownership of a third party. You agree to provide LucasArts with written notice of any such claim within ten (10) business days of your first knowledge thereof and to provide reasonable assistance in the defense of such claim. LucasArts shall have sole discretion and control over the defense or settlement of such claim, unless it declines to defend or settle such claim, in which case you are free to pursue such course of action as you reasonably determine. LucasArts is under no obligation hereunder to indemnify or hold you harmless with respect to any actions, proceedings or claims. In the event of such a claim, or if LucasArts believes such a claim is likely, LucasArts may; (i) procure for you the right to continue using the Software; (ii) modify the Software so that it becomes non-infringing; or, (iii) terminate this Agreement. You agree to comply with any court judgment or other conditions imposed on you or LucasArts as a result of an allegation of patent or copyright infringement (whether by court order, agreement or otherwise). whether or not such judgment or conditions contradict the conditions of this Agreement, including without limitation, ceasing use of the Software

If any provision of this Agreement is held to be invalid or unenforceable, such provision shall be struck and the validity and enforceability of the remainder of this Agreement shall in no way be affected or impaired thereby and such provision shall be enforced to the maximum extent possible so as to offect the intent of the parties and shall be reformed without further action by the parties to the extent necessary to make such provision valid and enforceable. LuceaArts failure to act with respect to a breach by you or others does not waive LuceaArts fight to act with respect to subsequent or similar breaches, nor will any single or partial exercise of any other right hereinal exercise of any other right exercise of any other right hereinal exercise of any other right exercise of a

The license term shall commence as of the date you install or otherwise use the Software. You may terminate this license by disposing of the Software. Without prejudice to any other rights of LucasArts, this Agreement will terminate automatically if you fail to comply with its terms and conditions. In such event, you must destroy all copies of the Software and all its component parts. Your disposal or destruction of the Software and any component parts must be done in accordance with applicable law. Except for the license granted herein and as expressly provided herein, the terms of this Agreement will survive termination.

If the Software is acquired under agreement with the U.S. government or any agency or instrumentality thereof or contractor therewith, it is acquired as "commercial computer software" subject to the provisions hereof, as specified in 48 CFR 12.212 of the FAR and, if acquired for Department of Defense (DOD) units, 48 CFR 227.202 of the DOD FAR Supplement, or sections succeeding thereto.

LucasArts, the LucasArts logo, INDIANA JONES and related properties are trademarks in the United States and/or in other countries of LucasAiin Ltd. and/or its affiliates. © 2008 LucasAiin Entertainment Company Ltd. or LucasAiin Ltd. All rights reserved. LEGO, the LEGO logo and the Minifigures are trademarks of The LEGO Group. All rights reserved.

Online play subject to online terms of use and privacy policy as may be available online at HYPERLINK "http://www.lucasarts.com" www.lucasarts.com or such other site as LucasArts may designate.

This game and manual are each a work of fiction. All of the characters, events, locations, logos, and entities portrayed in this game are fictional. Any resemblance to real persons, living or dead, or actual events, is purely coincidental.

LucasArts, a division of Lucasfilm Entertainment Company Ltd. P.O. Box 29908 San Francisco, CA 94129

"PLAYSTATION" is a registered trademark and "PS3" is a trademark of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Entertainment Software Association. SIXAXIS is a trademark of Sony Computer Entertainment Inc. © 2008 Sony Computer Entertainment Inc.

Jun08

16