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INDIANA JONES

All New!

LEGO® Indiana Jones™
Adventures



7199



7196

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XBOX 360

XBOX
LIVE



INDIANA JONES 2

THE
ADVENTURE CONTINUES



TT
games



LUCASARTS™

⚠ WARNING Before playing this game, read the Xbox 360® Instruction Manual and any peripheral manuals for important safety and health information. Keep all manuals for future reference. For replacement manuals, see www.xbox.com/support or call Xbox Customer Support.

Important Health Warning About Playing Video Games

Photosensitive seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

ESRB Game Ratings

The Entertainment Software Rating Board (ESRB) ratings are designed to provide consumers, especially parents, with concise, impartial guidance about the age-appropriateness and content of computer and video games. This information can help consumers make informed purchase decisions about which games they deem suitable for their children and families.

ESRB ratings have two equal parts:

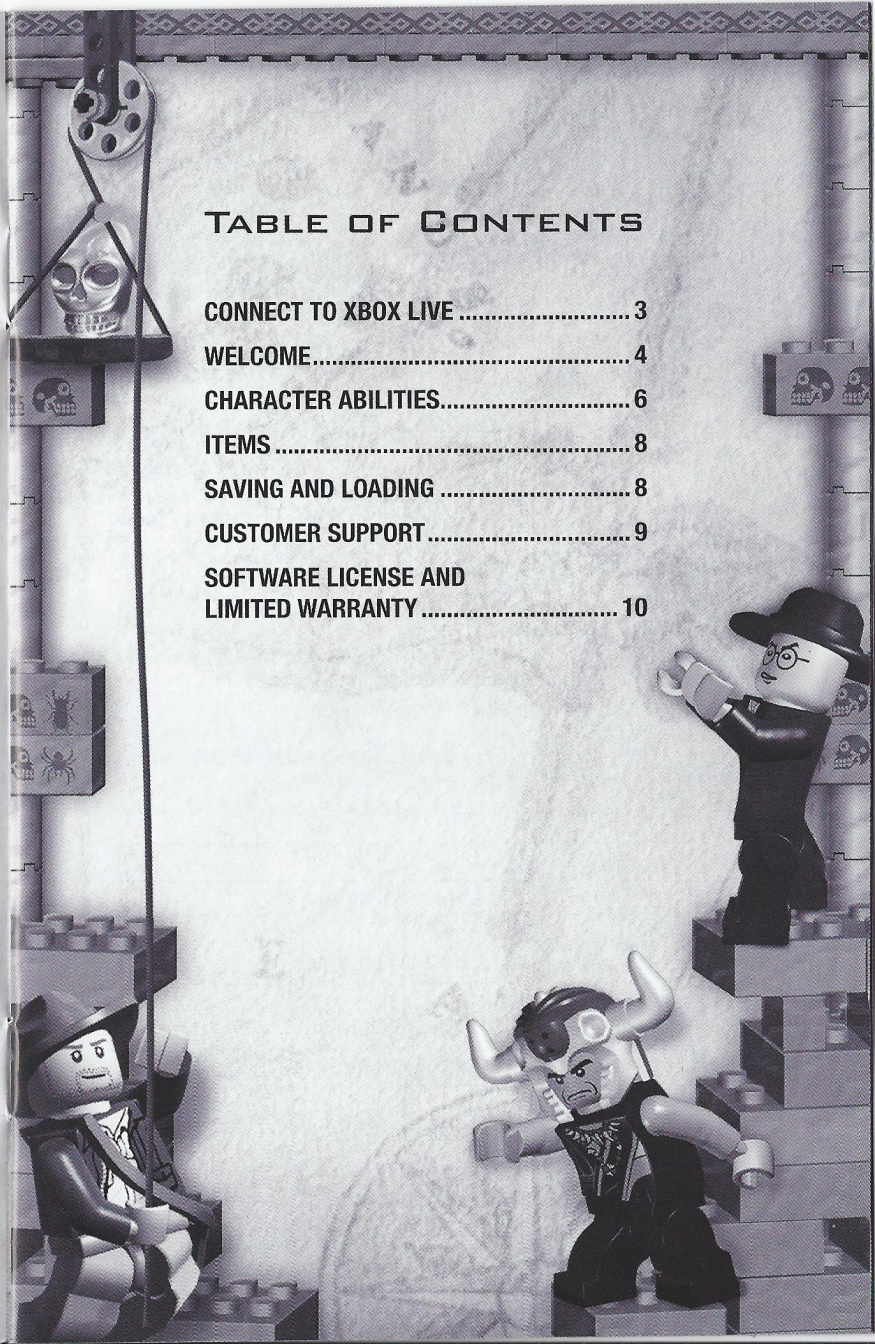
- **Rating Symbols** suggest age appropriateness for the game. These symbols appear on the front of virtually every game box available for retail sale or rental in the United States and Canada.
- **Content Descriptors** indicate elements in a game that may have triggered a particular rating and/or may be of interest or concern. The descriptors appear on the back of the box next to the rating symbol.



For more information, visit www.ESRB.org

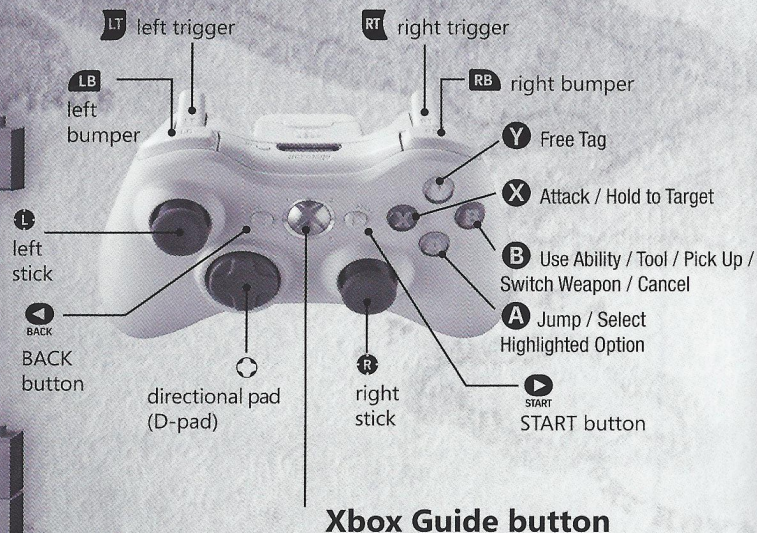
TABLE OF CONTENTS

CONNECT TO XBOX LIVE	3
WELCOME.....	4
CHARACTER ABILITIES.....	6
ITEMS	8
SAVING AND LOADING	8
CUSTOMER SUPPORT	9
SOFTWARE LICENSE AND LIMITED WARRANTY	10



GAME CONTROLS

XBOX 360 CONTROLLER



CONTROLS

Free Tag	Y button
Attack / Hold to Target	X button
Use Ability / Tool / Tool Pick Up / Switch Weapon / Cancel	B button
Jump / Select Highlighted Menu Option	A button
Freeplay Character Toggle	right bumper
Character / Vehicle Navigation / Highlight Menu Option / Move Target	left stick
Pause / In-game Options	START button
Freeplay Character Toggle	left bumper

XBOX LIVE

Play anyone and everyone, anytime, anywhere on Xbox LIVE®. Build your profile (your gamer card). Chat with your friends. Download content (TV shows, trailers, HD movies, game demos, exclusive game content, and Arcade games) at Xbox LIVE Marketplace. Send and receive voice and video messages. Use LIVE with both Xbox 360® and Windows®. Play, chat, and download on both your PC and your Xbox 360. LIVE gives you ultimate access to the things you want and the people you know, on both your PC and your TV. Get connected and join the revolution!

CONNECTING

Before you can use Xbox LIVE, connect your Xbox 360 console to a high-speed Internet connection and sign up to become an Xbox LIVE member.

For more information about connecting, and to determine whether Xbox LIVE is available in your region, go to www.xbox.com/live/countries.

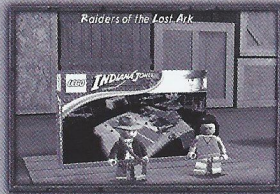
FAMILY SETTINGS

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. Parents can restrict access to mature-rated content. Approve who and how your family interacts with others online with the Xbox LIVE service. And set time limits on how long they can play. For more information, go to www.xbox.com/familysettings.

WELCOME

Indy is back to outsmart the bad guys, outrun the boulders and out-solve the puzzles in his latest LEGO® adventure! Get that whip cracking in **LEGO® Indiana Jones™ 2: The Adventure Continues** with Indy and his colorful cast of friends and enemies!

PLAYSETS



STORY PLAYSETS

Open the LEGO® Playset to discover new worlds to play in. Only the first *Indiana Jones and the Kingdom of the Crystal Skull* box can be opened at the start, but others will become available as you progress. Collect new characters in each box to expand your adventure and gain access to new areas.

Free Play

Open the Free Play box to mix up characters from different movies. Choose your favorite characters and vehicles, then jump straight into a level of your choice.

Build your own adventure

Collect together unlocked levels, or levels that you have created into a whole new globe spanning escapade for Indy. Select the levels, locations, characters and the quest items to fashion your own rollercoaster of an adventure.

Build your own level

For the first time ever, you can now build your own levels and design your own gameplay! Choose the "Build Your Level" option, then use the LEGO® characters to place and move LEGO® bricks, models, vehicles and even other characters! Lay down baseplates, add traps and when you're done with your LEGO® masterpiece, select the "Play Level" option to test it all out!

Note that a limited amount of elements and models are available from the very start – you'll unlock more as you progress.

THE MOVIE HUBS

Experience a whole new way to enjoy LEGO® *Indiana Jones*' adventures with the Movie Hubs. All of the action and excitement of the *Indiana Jones* movies have been condensed into a playable area filled with levels and challenges to find and secrets to unlock.

STORY MODE

Search for doors and other entrances to uncover levels based on the actual *Indiana Jones* movies. As Indy and his friends progress, discovering new characters and abilities along the way, further areas will become available for exploration.

TREASURE MODE

Once a level has been completed in Story Mode, it can be played again in Treasure Mode. Players will encounter a different challenge than seen previously, requiring two new characters to complete.

CHARACTER PURCHASER

As you progress through the Hubs, you'll be able to purchase new characters. The special purchasable characters when approached will display their character name and cost in LEGO® studs. Press the A button to buy the character.

RED BRICKS

Complete challenges in the Hubs to unlock Red Bricks. These will be parachuted in and will enable cheats to be purchased when collected.



SPLIT SCREEN

When two people are playing together, they can each head off on their adventures with the new split screen feature. Moving back towards the center of the screen will reunite you with your companion.

CHARACTER ABILITIES

BUILDING

In the world of LEGO® *Indiana Jones™ 2: The Adventure Continues* you'll often need to build objects out of LEGO® pieces to overcome obstacles. Just approach a pile of bouncing LEGO® bricks and press and hold the B button to build.

THE WHIP



Whip Swing

Indy can now use his whip to swing across chasms to safety at any point where a whip swing point is displayed. Indy's whip also transforms into a makeshift rope which he can climb and swing from to reach previously inaccessible locations. Holding the left stick to the left or right in the intended swing direction will help you gain more momentum.



Whip Tie

Indy can entangle enemies using his whip, rendering them helpless. Once an enemy is tied up, pick him up with the B button or drag him wherever you want! Be careful, enemies can eventually wriggle free of the whip. They are also more vulnerable to attacks when entangled in this way.

Whip Targeting

When armed with the whip, press and hold the X button to begin Whip Targeting. While Indy is spinning his whip, you can guide the cursor across the screen to grab objects and target bad guys that may otherwise be unreachable.

COMBAT

All characters can attack with their fists, but try finding a tool or a melee weapon to dispatch the enemy far quicker. When carrying more than one weapon, pressing the B button will cycle between melee, weapons drawn from your hip holster, or tools / weapons from your character's back.

RANGED TARGETING

When armed with a weapon or tool that can be thrown (such as a spear), press and hold the X button to bring up the targeting cursor. With this, you can aim at objects more accurately.

ROPE CLIMB / SWING

Jump towards a rope, chain or vine to grab onto it. To effectively build momentum, the player has to hold the left stick in ONE direction (If you want to swing to the left, the left stick must be pushed and held to the left). Ropes can also be climbed by pressing up on the left stick while holding on to it.

OBJECT THROWING

Out of ammo? Characters can use their environment to assist them in their fight. Pick up chairs, bottles, spears and more with the X button. Press and hold the B button to bring up the targeting cursor and throw it.

BANANAS & MONKEYS

Monkeys are mischievous little critters and often have useful objects in their paws. Fortunately they can often be persuaded to swap it for a tasty banana.

ITEMS

SILVER LEGO® OBJECTS

Silver LEGO® objects are remarkably robust and vulnerable only to explosives. You'll need dynamite, a grenade or other explosive types of weapons in order to break them.

MOVEABLE OBJECTS

Some objects in the game can be pushed to reveal secret entrances or granting access to high platforms. Push the object in the direction you'd like to move it.

TORCHES

You can use torches to clear your path of critters and blow up obstacles. Also, torches can set some objects alight.

PHOBIA

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 critters from your path and conquer the character's fears.

SAVING & LOADING

When you first complete a level or purchase an item you will be asked to select a save-game file. Choose which one 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™2: The Adventure Continues* will save your progress into this file automatically at the end of each chapter.

MULTIPLAYER

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.

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.

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