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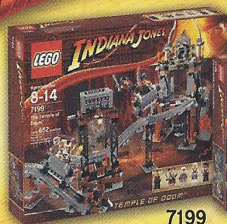
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INDIANA JONES



7199



7196

All New!
LEGO® Indiana Jones™
Adventures

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INDIANA JONES 2
THE
ADVENTURE CONTINUES



T
games



LUCASARTS™

⚠ 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
- eye or muscle twitches
- disorientation
- any involuntary movement
- altered vision
- loss of awareness
- seizures
- 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 DUALSHOCK®3 wireless controller motion sensor function. When using the DUALSHOCK®3 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.

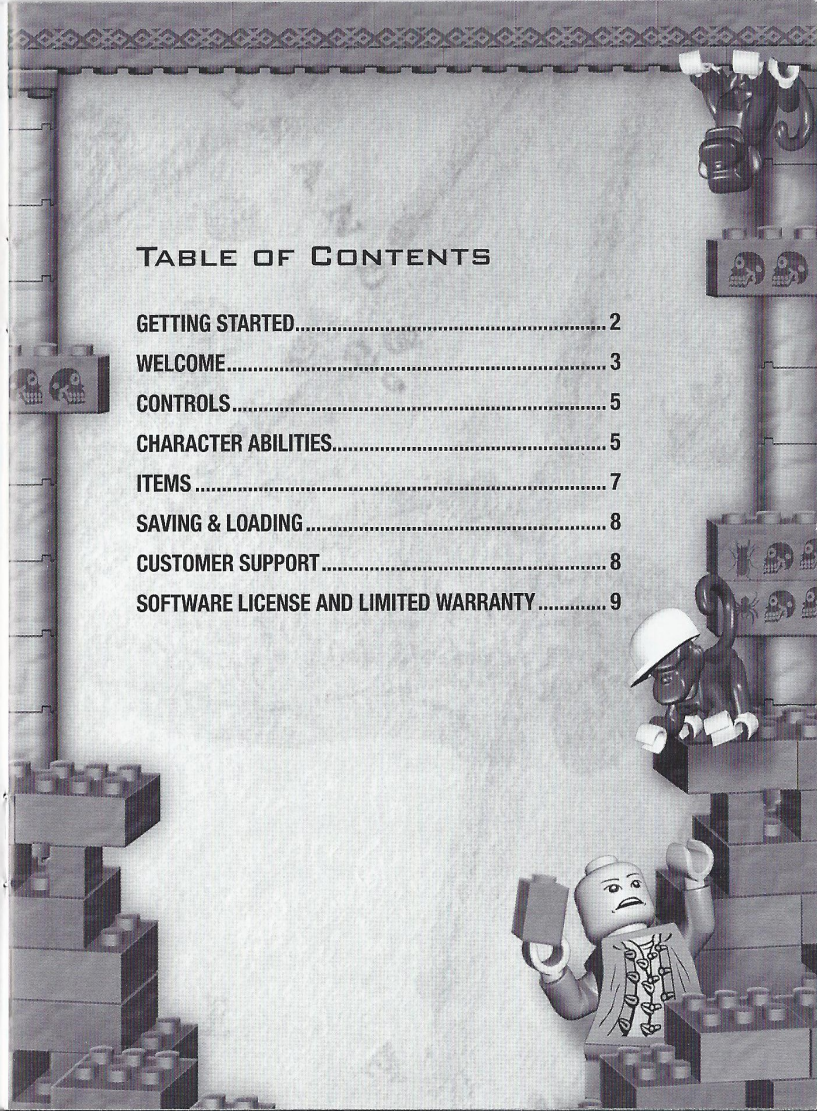
HANDLING YOUR PLAYSTATION®3 FORMAT DISC:

- 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.

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TABLE OF CONTENTS

GETTING STARTED.....	2
WELCOME.....	3
CONTROLS.....	5
CHARACTER ABILITIES.....	5
ITEMS	7
SAVING & LOADING	8
CUSTOMER SUPPORT	8
SOFTWARE LICENSE AND LIMITED WARRANTY	9



GETTING STARTED

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™ 2: The Adventure Continues disc with the label facing up into the disc slot. Select the icon for the software title under [Game] in the PLAYSTATION®3 system's home menu, and then press the $\times$ button. Refer to this manual for information on using the software.

Quitting a game:

During gameplay, press and hold down the PS button on the 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.

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

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.

Quick Play

Open the Free Play box to mix up characters from different movies. Choose from your favorite characters, 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  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.

CONTROLS

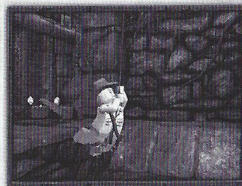
 button	Tag Character
 button	Attack / Hold to Target
 button	Use Ability / Tool / Pick Up / Switch Weapon / Cancel
 button	Jump / Select Highlighted Option
 button	Freeplay Character Toggle
Left stick	Character / Vehicle Navigation / Highlight Menu Option / Move Target
START button	Pause / In-Game Options
 button	Freeplay Character Toggle

CHARACTER ABILITIES

BUILDING

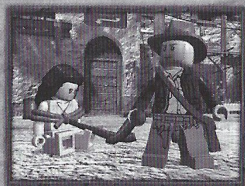
In the world of LEGO® *Indiana Jones*™2: The Adventure Continues you'll often need to build objects out of LEGO® pieces to overcome obstacles. Just approach a pile of bouncing LEGO® bricks and press and hold the  button.

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 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

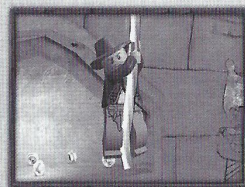
When armed with the whip, press and hold the button to begin Whip Targeting. While Indy is spinning his whip, you can guide the cursor across the screen to grab objects and target bad guys that may otherwise be unreachable.

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 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 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, hold the Left stick in that direction). 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 button. Press and hold the 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  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 then 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 **START** button on the second controller. If you want to drop out, press the **START** 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

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