LEGO Indiana Jones 2: The Adventure Continues
Creator Guide
Nintendo Wii (but info should apply to PS3 and 360 versions also)
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Version 1.1

Purpose:

The purpose of this guide is to provide a quicker reference (as opposed to waiting for load times) of what is contained in each theme in the Level Builder of LEGO Indiana Jones 2, while providing info on how each object is used. I also briefly cover the Build Your Own Adventure area.

How To Use This Guide:

Each section in the contents is assigned a tag (#XXXX). Use the find command (Ctrl+F on most PC browsers) and enter the tag. For example, to go directly to Raiders Of The Lost Ark theme, type in #RAID.

There are several instances where two or more objects are contained in the same selection, cycling through the choices. In these cases, they are listed together, without a double space. Other times multiple colors of objects are available. These choices are listed in parentheses, as part of the name or at the beginning of the description.

When I use the term, enemies, I am referring to the choices found on the Characters menu, except when referring to the title of Mola Ram's menu title. Other instructions are given as needed.

Contents

#INFO
   I. Intro/Info

Intro:

This is my first guide to be available to the public. I have written several things down in similar form about different games over the years for my own personal use. Any comments or questions are welcome, just please use the instructions to contact me under Section IX.

Note: This guide was created using the Nintendo Wii version of the game. While most of the info should apply to the PlayStation 3 and Xbox 360 versions, there may be a glitch or limitation that is present here and not in those, or vice versa.

Info, Part 1:

Below, I've listed some abbreviations that I have used throughout this guide:

    CW: Construction Worker
    POOA: permanently on, once activated
    (GS): Green Socket
    (RS): Red Socket
    (CR): Crate (item can be hidden in certain objects or to be dropped by a defeated
          enemy, these items are listed in Section III.)
    (DG): Can be set to be required to dig
    (BD): Can be set to be required to build

Info, Part 2:

Version History -
1.1 Added the missed items Cooking Pot & Cart Wheel under Temple Of Doom theme, removed unused abbreviations, and added Version History

1.0 Mostly complete

Info, Part 3:

The heart and soul of custom levels (besides your own ideas) will be created puzzles to solve. As Newton's third law says, "To every action there is always an equal and opposite reaction." The Level Builder accomplishes this through the use of Green Sockets and Red Sockets, explained in detail below.

Green Sockets:
Objects with a (GS), usually a switch, activate a Red Socket object. (e.g. A lever's (GS) is attached to (by stacking on top of) the (RS) of a gate. Flipping the lever opens the

gate.) Leaving a (GS) unattached to a (RS) won't do anything, but that could be used for "dummy" switches.

Red Sockets:
Objects with a (RS), such as a gate or hazard, can be set so a (GS) is needed to activate it. Oftentimes, leaving a (RS) unattached will result in the object being always active. (e.g. In the example above, leaving the gate's (RS) unattached to a (GS) would result in the gate starting out open and remaining that way.) There are some (RS) objects that require a (GS) object to activate it, and I've tried to note which objects those are. Leaving a hazard's (RS) unattached would be useful, if you wanted it always active.

Time delay on (GS) and (RS):
A time delay can be set on each type of socket from 0:00 to 10:00 (that's minutes and seconds). The (GS) delay is the time from activating the object until the socket is active. The (RS) delay is the time from the socket's activation until the object is active. The times add, also.

Examples:
   • A lever's (GS) is set at 0:03. It's connected to a gate with a (RS) set at 0:00. The gate will open 3 seconds after the lever is flipped.
   • A lever's (GS) is set at 0:00. It's connected to a gate with a (RS) set at 0:02. The gate will open 2 seconds after the lever is flipped.
   • A lever's (GS) is set at 0:03. It's connected to a gate with a (RS) set at 0:02. The gate will open 5 seconds after the lever is flipped. (3 from the (GS), 2 from the (RS))

More about (GS) and (RS) usage:
A single (GS) could be attached to more than one (RS) to trigger multiple events. (e.g. A lever's (GS) could be attached to the (RS)s of a gate and a saw trap. Flipping the lever would open the gate and activate the saw trap.)

Similarly, more than one (GS) could be attached to a single (RS), requiring all to be tripped before the (RS) activates. (e.g. Two levers' (GS)s are attached to the (RS) of a gate. Both levers would have to be pulled, in order for the gate to open.)

Lastly, multiple (GS)s can be attached to multiple (RS)s, requiring all of the (GS)s to be triggered to cause all the (RS) items to activate. They can be stacked in any order, and they'll work the same. There may be a limit to the number of sockets that can be stacked, but I haven't found it.

Tip: If you are working on a particular section where a (RS) object would be active by the time the player gets there, leave the (RS) beside the (GS). This saves you from having to trip it, plus the (GS) object may be far away or inaccessible.

Note: Look for (GS) or (RS) after each object name throughout this guide to find each kind of socket object easily.

#MENU
   II. Basic Menu Design:

The main menus are arranged as 8 circles around a main center circle. Under each main heading, I list the choices starting at the top and working clockwise. Those choices are usually listed in rows when selected.

A. Construction Worker - Objects (switches, traps, props, etc.)
    1. Options (on all main menus) - explained in Section III.
    2. Switches - mostly (GS) objects - listed in Section III.
    3. Adventure - ladders, ledges, and such
    4. Props - mostly cosmetic
    5. Special - starting points, exits, etc. - listed in Section III.
    6. Bricks - LEGO bricks
    7. Fun - bring a little LEGO humor to your level
    8. Hazards - mostly (RS) objects

B. UFO - Landscaping (create slopes, cliffs, and walls)
    1. Options
    2. Redo - redo the last undone action
    3. Smooth (4 shapes) - create rolling hills and rounded depressions
    4. Random Hills - hills of all shapes and sizes, using more than once in a row makes hills on top of hills
    5. Flatten - resets landscape back to default
    6. Random Cliffs - cliffs of all shapes and sized, using more than once in a row makes cliffs on top of cliffs
    7. Cliffs (4 shapes) - create squared off raised and lowered sections, can also be used to make walls
    8. Undo - undo the last action (see note in Section III.)

C. Mola Ram - Enemies (and also creatures and vehicles)
    1. Options
    2. Redo - redo the last undone action
    3. Vehicles - automobiles and such
    4. Characters - enemies to place throughout your level
    5. Creatures - attacking and rideable
    6. Undo - undo the last action (see note in Section III.)

D. Enemy Boxer - Baseplates (large square LEGO plates)
    1. Options
    2. Redo - redo the last undone action
    3. Road Baseplates - one man road crew
    4. Complex Baseplates - baseplates preloaded with objects
    5. Blank Baseplates - just the large square LEGO plate
    6. Undo - undo the last action (see note in Section III.)

Note: Baseplates require a flat area of land as large as the baseplate itself. They will not bend to hills you've made, and in fact, will flatten the land automatically upon setting them down.

Note: I am not covering the complex baseplates. Personally, I don't use them.

III. Commons:

This section is devoted to objects and menus that are common among all themes.

A. Options (Gears)

Test Level - starts the level from the beginning, to validate (more on that in Section VII.) the level you must complete it using this option

Redo - redo the last undone action

Player 2 - choose who Player 2 is, the selection varies from theme to theme

Camera - choose the camera angle used throughout your level, working on certain sections may require you to change it to get a better view, just remember to change it back to your preferred angle when you're done, the choices are top, upper, plain, or lower in each left, middle, and right (top left, top middle, top right, upper left, and so on)

Save Level - saves the level as is, I have found this will not save validation a/o level name, use the Save and Exit from the Exit Builder option on the Pause menu

Level Name - name your level using Alpha/Numerics, up to 20 spaces (see Save Level above)

Player 1 - choose who Player 1 is, I've included a Players section under each theme in Section IV. listing the choices for that theme

Undo - undo the last action, I have found this does not work perfectly, it works for the last few actions effectively

B. Items (Crate)

Menu of items that can be hidden in certain objects (such as bricks) or equip an enemy so that he drops it when he is defeated

Note: Look for (CR) after object names throughout this guide to easily locate those that can be endowed with any of the items on the following list.

Nothing - makes most objects (if not all) indestructible, the default on enemies (which can still be defeated, of course)

Studs - the default on most objects, objects usually net 1,000 studs if you can collect them all in time, enemies usually net 10,000, and they are automatically added to the stud total (more on this, below, under Stud Target, under Section D.)

Shovel - for digging, some objects can be set to be diggable, also melee weapon

Dynamite - explosive weapon and for destroying metal objects, prelit, explodes after about 10 seconds

Crystal Skull - melee weapon, it has no further purpose within the Level Builder

Wrench - for fixing Generator, melee weapon

Spear - melee weapon, also can be thrown at enemies, embed in Spear Socket to activate and be able to hang from

Staff - (of Ra) melee weapon, it has no further purpose within the Level Builder, it requires an unfocused light source to focus into a beam like the Light Beam object emits

Sword - weapon, can be thrown at enemies, required for Rope Switch

Machine Gun - rapid fire weapon, also for Shooting Target

Book - for solving the Mysterious Puzzle

Grenade - explosive weapon and for destroying metal objects, not on a time limit like dynamite

Key - use in Winch (Requires Key)

Pistol - weapon, for Shooting Target

Perfume - throw at an enemy and he will fight the other enemies

Black Sleep - throw at an enemy and you can control him/her

Bow - works just like a Pistol, only it's a crossbow

Torch - mainly for lighting the fuse of Explosive Barrel (in Hazards)

Bazooka - weapon that shoots explosives, also for destroying metal objects

Bottle - melee weapon, mainly for throwing at and putting out 2x2 Fires, 4x4 Fires and Fire Pits (in Hazards), Fire Pits are not available in every theme

C. Switches ((floor) Switch) - found at upper right of CW Menu

Switch (GS) - floor switch that must be stood on, some objects are only active while the switch is pressed (e.g. gate is open while standing on it), others are permanently active once activated (e.g. a turret)

Lever (GS) - lever switch, permanently on once activated (POOA)

Vehicle Pad (GS) - requires vehicle or rideable Creature to drive over/step on, POOA

Toggle Switch (Off) (GS) - can be switched on, and back to off

Toggle Switch (On) (GS) - can be switched off, and back to on

Winch (Requires Key) (GS) - requires the Key item obtained elsewhere, POOA

Winch (With Key) (GS) - comes pre-installed with the Key, POOA

Shooting Target (GS) - shoot at with gun, bow, etc., POOA

Whip Target (GS) - use whip to pull, POOA

Pull Switch (GS) - similar in appearance to hanging rope (in Adventure), only active while being pulled, working like the (floor) Switch above

Rope Switch (GS) - throw a sword, POOA

Spear Socket (GS) - throw a spear, spear embeds and can be hung from to reach greater heights or distances, POOA

Mysterious Puzzle - use book in front of, repeat pattern like the popular 80's game Simon, POOA

Light Beam (RS) - emits light beam, distinctive because it is a (RS) object and a (GS) object can be used to activate (already on, if (RS) left unattached), use with:

Light Sensor (GS) - (silver, gold) light beam activates and is reflected, POOA

Generator (GS) - use wrench to fix, POOA

D. Special (Gold Stud) - found at bottom center of CW Menu

Player 1 Start Point (blue) - place where you want Player 1 to start, light colored "foot" indicates the direction he/she will face

Player 2 Start Point (green) - place where you want Player 2 to start, light colored "foot" indicates the direction he/she will face

Exit - ends level, open (as in no door, see Player 1 Exit and Player 2 Exit below)

Player 1 Exit (blue door) (RS) - same as Exit above, except with locked door, use by itself for locked exit, use with Player 2 Exit below for competitive play, a (GS) object is required open it

Player 2 Exit (green door) (RS) - same a Player 1 Exit, except it must be used only with Player 1 Exit as exit for Player 2 for competitive play, a (GS) object is required to

open it

Silver Stud (10) - loose stud to place in level, worth 10

Gold Stud (100) - loose stud to place in level, worth 100

Blue Stud (1,000) - loose stud to place in level, worth 1,000

Purple Stud (10,000) - loose stud to place in level, worth 10,000

Minikit (RS) - can be hidden with (GS) object(s), can place multiple to be picked up, level
   ends when all have been picked up

Failure Firework (RS) - red firework that displays a message that the player has failed to
   complete the level

(Blue, Green) Success Firework (RS) - use blue only to show a level is complete, use
   both for competitive play

Camera Cut (RS) - use to pan the game camera's view to specific spot (e.g. a switch
   opens a gate on the other side of the level, point the camera at the gate and connect
   all three sockets, when the switch is tripped, the game's camera will show the gate
   opening)

(Lava, Mud, Water) Tap (RS) - once active, all ground (across the entire level) lower than
   the Tap fills, one click's worth of Lava or Mud is deadly, at least 12 clicks down from
   the Water Tap is required to swim, otherwise player will wade, the highest active Tap
   supersedes all others

Stud Target (orange) (GS) - use for both players' combined stud total

Stud Target Player 1 (blue) (GS) - use with green Stud Target below for competitive play

Stud Target Player 2 (green) (GS) - use with blue Stud Target above for competitive play
   all can be set for 100-1,000,000 studs, activates when stud total is reached, use in
   conjunction with enemies equipped with studs to show icons of the enemies' heads in
   the center of the screen

Item Crate (CR) - for placing items in (3 at a time)

Item Stand (CR) - for placing one item on

Note: Item Crate and Item Stand do not have Nothing or Studs as choices in the Item
Menu.

IV. Items By Theme:

A listing of the items available in each theme

A. Raiders Of The Lost Ark

1. <u>Construction Worker</u>

SWITCHES (found in Section III.)

ADVENTURE (Ladder) - found at center right

Ladder (DG) (BD) - for climbing, adjustable to any height imaginable

Ledge - for hanging, can be stacked at a jump up distance, or place at intervals to cover
  a distance

Medium Platform - a platform tall enough to be just out of jumping height for males

High Platform - even higher than Medium Platform, just inside jumping height for females

Adjustable Platform - adjustable from just above floor height to about nine clicks below
  maximum cliff height (from default floor level)

Horizontal Moving Platform (RS) - platform that moves back and forth

Vertical Moving Platform (RS) - platform that drops about a female's jump height,
  requires a (GS) object to activate, use a non POOA to raise up and down

Lift (RS) - adjustable to slightly higher than adjustable platform; a POOA (GS), once
  activated, raises from just above floor level to set height and back again; a non
  POOA (GS), such as Pull Switch, raises the Lift set height, where it stays until switch
  is released; Toggle Switch off = just above floor level, on = set height

Whip Point - use whip to swing from

Hanging Rope - similar to Whip Point, except pre-equipped with rope

Crate Track - short complete section of track with movable crate

Crate Track Start - use w/ Crate items below for longer and customizable tracks with
  movable crate

Crate Track Straight (DG) (BD) - open on opposite two sides
Crate Track End (DG) (BD) - open on one side
Crate Track Corner (DG) (BD) - open on perpendicular sides
Crate Track T-Junction (DG) (BD) - open on three sides
Crate Track Crossroads (DG) (BD) - open on all sides

Tent - indestructible tent that should be in Props

Trampoline - bounce to new heights

Bridge End - ends of bridge to use in conjunction with Bridge Section(s) below to span long gaps

Bridge Section - interconnect with Bridge End(s) above to form bridges

Floor Fan (RS) - float on a cushion of air to reach higher places

PROPS - found at lower right

Fruit Tree (CR) (DG) - small round tree

Small Pine Tree (CR) (DG) - aptly named

Pine Tree (CR) (DG) - larger than Small Pine Tree above

(Cornflowers, Snowdrops, Daisies, Orchids) (CR) (DG) - Blue, White, Yellow, Orange flowers, respectively

(Shrub, Bright Shrub) (CR) (DG) - can't be jumped by male

(Dark Leaf, Leaf, Bright Leaf) (CR) (DG) - short plant about the height of flowers above

Small Palm Tree (CR) (DG) - aptly named

Leafy Bush (CR) (DG) - aptly named

Palm Tree (CR) (DG) - larger than Small Palm Tree above

Foliage (CR) (DG) - leafy plant

Wooden Chest (CR) (DG) - useful for hiding things in

Metal Chest (CR) (DG) - useful for hiding things in, requires explosive to destroy

Gate (RS) - tall double gates open out or in, depending on direction placed

Barrel (Grey, Brown, Sand) (CR) - another useful hiding place for items

Skeleton (standing, sitting, laying down, reclining) (CR) (DG) - this one didn't make it through

Fence (CR) - wooden fence, can be stacked for taller fence

Fierce Archway (CR) - tall open archway with scary face, Gate above can be placed in archway making Fierce Gate

Old Wall Section (CR) - short wall section, can be used with Old Wall Corner and Old Wall Arch below

Old Wall Corner (CR) - short wall corner, use with Old Wall Section above

Old Wall Arch (CR) - short open arch use with Old Wall Section above

Shooting Monkey Head (DG) - shoots darts (and studs to lure player closer), indestructible (even when an item is hid in it)

SPECIAL (found in Section III.)

BRICKS (4x4 White) - found at lower left

(Dark Grey, Light Grey, Sand, Brown) 2x2 Tile - indestructible

(Dark Grey, Light Grey, Sand, Brown) 2x2 (CR)

(Dark Grey, Light Grey, Sand, Brown) 2x4 (CR)

(Dark Grey, Light Grey, Sand, Brown) 2x6 (CR)

(Dark Grey, Light Grey, Sand, Brown) 2x8

(Dark Grey, Light Grey, Sand, Brown) 1x4 Arch (CR)

(Dark Grey, Light Grey, Sand, Brown) 1x6x2 Arch (CR)

Note: All, except 2x2 Tile, contain studs by default. Like nearly all (CR) objects, they can be set to Nothing, and be indestructible when playing. This does mean that custom permanent structures can be built, but each brick must be set to contain Nothing individually. Even using any type of Copy function, the bricks return to the default settings, as all objects do.

FUN (Balloon) - found at center left

(Blue, Green) Balloon - either can be used alone or together; pop with a gun, bow, explosive, spear or vehicle; see Balloon Reward below for intended usage

(Blue, Green) Balloon Reward (GS) - activates when all balloons of matching color (blue balloons for blue reward, green balloons for green reward, despite the misprint in the game; this misprint is not in every theme), automatically set by number of balloons you placed in the level

Sprinkler (RS) - shoots water

Fan (RS) – spins

Turret (RS) - shoots at player, can be destroyed

(Green, Red) Light (RS) - lights up, non-functional, otherwise

Ramp (RS) - forms into a ramp about 10 clicks high

Popper (RS) - pops up, can be used to start a Boulder on a Track (see below)

Flipper (Counter-Clockwise) (RS) - big pinball style flipper, flips Ball hard, can move the boulder some

Flipper (Clockwise) (RS) - big pinball style flipper, flips Ball hard, can move the boulder some

Boulder Pad (Player 1, Player 2) (blue, green) (GS) - activates when a Boulder lands in it, can be used either alone or together, together could be competitive play

Ball Pad (Player 1, Player 2) (blue, green) (GS) - activates when a Ball lands in it, can be used either alone or together, together could be competitive play

Race Start (GS) - lay this down as a starting position, lay up to eight Race Sections, and then Race Finish, which actually contains the (GS); time to cross each Section can be set from 0:00 to 1:00; similar to races in hubs of main game; can be used with or without a vehicle

Goal (Player 1, Player 2) (blue, green) (GS) - use with Ball, number of goals required to activate can be set from 1-10, can be used either alone or together, together could be competitive play

Track 180 Turn - semi-circle turn for Boulder Track

Track 180 Turn (Reverse) - semi-circle turn the other direction for Boulder Track

Track Turn - quarter-circle turn for Boulder Track

Track Turn (Reverse) - quarter-circle turn the other direction for Boulder Track

Track Slope - straight slope for Boulder Track

Track Lift (RS) - raises up and dumps a Boulder onto a Track

Ball - use with Goals and Ball Pads

Boulder - use with Boulder Pads and Boulder Track

Hazards (Saw Blade) - found at upper left

Flipping Saw Trap (RS) - saw blade swings up through 180 degrees of motion and back

again, kills instantly

2x2 Fire - flame that can be doused with Bottle

4x4 Fire - larger flame that can be doused with Bottle

Explosive Barrel - use Torch to light fuse, works like other explosives with a larger blast radius, automatically gives studs

Metal Explosive Barrel - use with Explosive Barrel above or with any explosive, such as grenade; automatically gives studs

Spear Trap (RS) - leave (RS) unattached for surprise! spears that strike up and kill instantly again and again when walked on; connect (RS) to (GS) to this result: off = spears up, on = disabled trap

Pit Trap (RS) - leave (RS) unattached for surprise! pit that opens up and kills instantly when walked on and stays tripped; connect (RS) to (GS) to this result: off = solid, on = pit

Horizontal Saw Trap (RS) - saw blade that moves back and forth, kills instantly

Vertical Saw Trap (RS) - saw blade that moves up and down, kills instantly

Small Shooting Statue - fires darts

2. Mola Ram

Vehicles (Little Orange Car) - found at center right

Transport Truck (grey) - canvas covered bed

Army Jeep (grey) - with mounted gun, can shoot with second player riding

Staff Car (black) - long convertible

Botanic Dozer (sand) - tiny bulldozer

Bike 'N' Side (grey) - with mounted gun, can shoot with second player riding

Canyon Truck (sand) - open bed and cab

Bicycle (grey) - with saddle bags, foot powered

Characters (minifigure, possibly Agent Spalko) - found at bottom center

Enemy Soldier (Desert) (CR) - pistol

Enemy Officer (Desert) (CR) - grenades

Masked Bandit (CR) - sword

Bandit Swordsman (CR) - black sword

Bazooka Trooper (Raiders) (CR) - bazooka

Belloq (Priest) (CR) - staff

Colonel Dietrich (CR) - bazooka

Hovitos Tribesman (CR) - spear

Sherpa Brawler (CR) - pistol

Major Toht (CR) - machine gun

Enemy Soldier (Sniper) (CR) - pistol

Enemy Soldier (Machine Gun) (CR) - machine gun

Creatures (Small Spider) - found at center left

Small Spider - scares Willie & Mutt and attacks everyone

Snake - scares Indiana Jones and attacks everyone

Crocodile - attacks and swims

Camel - rideable and can attack enemies

Horse - rideable and jumps long distances

Rat - scares Henry Jones, Sr. & Elsa and runs away

3. Enemy Boxer

Road Baseplates (Straight Road) - found at center right

Crossroads - sand colored dirt track on green, four-way junction

Curve - sand colored dirt track on green, 90 degree curve

Straight - sand colored dirt track on green

T-Junction - sand colored dirt track on green, three-way junction

Track/Road Blend - sand colored dirt track turning to black top on green, straight; not much point, since there are no only blacktop pieces

Blank Baseplates (Green Baseplate) - found at center left

Green Baseplate

Sandy Baseplate

4. <u>Player Choices</u> (in Options, choices to set who Player 1 and 2 are)

Indiana Jones - whip

Marion (Cairo) - nothing

Indiana Jones (Desert Disguise) - whip

Jock - wrench

Sallah - shovel

Sherpa Brawler - pistol

Masked Bandit - sword

Enemy Soldier (Desert) - pistol

Enemy Officer (Desert) - grenades

Hovitos Tribesman - spear

Bazooka Trooper (Raiders) - bazooka

Bandit Swordsman - black sword

Satipo - shovel

Captain Katanga - wrench

Enemy Boxer - nothing

Major Toht - machine gun

Colonel Dietrich - bazooka

Belloq (Priest) - staff

B. Temple Of Doom

1. Construction Worker

Switches (found in Section III.)

Adventure (Ladder) - found at center right

Ladder (DG) (BD) - for climbing, adjustable to any height imaginable

Ledge - for hanging, can be stacked at a jump up distance, or place at intervals to cover a distance

Medium Platform - a platform tall enough to be just out of jumping height for males

High Platform - even higher than Medium Platform, just inside jumping height for females

Adjustable Platform - adjustable from just above floor height to about nine clicks below maximum cliff height (from default floor level)

Horizontal Moving Platform (RS) - platform that moves back and forth

Vertical Moving Platform (RS) - platform that drops about a female's jump height, requires a (GS) object to activate, use a non POOA to raise up and down

Lift (RS) - adjustable to slightly higher than adjustable platform; a POOA (GS), once activated, raises from just above floor level to set height and back again; a non POOA (GS), such as Pull Switch, raises the Lift set height, where it stays until switch is released; Toggle Switch off = just above floor level, on = set height

Whip Point - use whip to swing from

Hanging Rope - similar to Whip Point, except pre-equipped with rope

Crate Track - short complete section of track with movable crate

Crate Track Start - use w/ Crate items below for longer and customizable tracks with movable crate

Crate Track Straight (DG) (BD) - open on opposite two sides
Crate Track End (DG) (BD) - open on one side
Crate Track Corner (DG) (BD) - open on perpendicular sides
Crate Track T-Junction (DG) (BD) - open on three sides

Crate Track Crossroads (DG) (BD) - open on all sides

Bridge End - ends of bridge to use in conjunction with Bridge Section(s) below to span long gaps

Bridge Section - interconnect with Bridge End(s) above to form bridges

Floor Fan (RS) - float on a cushion of air to reach higher places

Secret Passage - only short characters, such as Short Round, Maharajah, Mannequin (Boy), and Mannequin (Girl) can crawl through; use two to crawl to one and back again; the game gets unpredictable when more than two are used, it seems to always send you to the closest one, possibly remembering the order they were set down to settle a tie for distance apart

Props - found at lower right

Fruit Tree (CR) (DG) - small round tree

Small Pine Tree (CR) (DG) - aptly named

Pine Tree (CR) (DG) - larger than Small Pine Tree above

(Cornflowers, Snowdrops, Daisies, Orchids) (CR) (DG) - Blue, White, Yellow, Orange flowers, respectively

(Bush, Bright Bush, Desert Bush) (CR) (DG) - similar to Shrub below but can be jumped by male

(Shrub, Bright Shrub, Desert Shrub) (CR) (DG) - can't be jumped by male

(Seagrass, Light Seagrass) (CR) (DG) - same height as Bush above

(Dark Leaf, Leaf, Bright Leaf) (CR) (DG) - short plant about the height of flowers above

Small Palm Tree (CR) (DG) - aptly named

Leafy Bush (CR) (DG) - aptly named

Palm Tree (CR) (DG) - larger than Small Palm Tree above

Foliage (CR) (DG) - leafy plant

Wooden Chest (CR) (DG) - useful for hiding things in

Metal Chest (CR) (DG) - useful for hiding things in, requires explosive to destroy

Pot (CR) (DG) - useful to hide to things in, available in 3 different earth tones

Cart Wheel (CR) - missing its cart

Cooking Pot - not sure what's in it, indestructible

Cart Wheel - with the missing cart, forms a ramp characters can climb, ramp see-saws and gives out a few studs when hit on the bottom end, indestructible

Chunk Of Metal (CR) (DG) - metal rock that requires explosive to destroy

Bin - always contains studs

Rocky Outcrop - use with Small Rocky Outcrop below to make larger Rocky Outcrops

Small Rocky Outcrop - use by itself or with Rocky Outcrop above

Bridge End - ends of bridge to use in conjunction with Bridge Section(s) below to span long gaps, same as what's located in Raiders under Adventure

Bridge Section - interconnect with Bridge End(s) above to form bridges, same as what's located in Raiders under Adventure

Gate (RS) - single gate, slides up

Scary Barricade - matches gate above, two different appearances

Special (found in Section III.)

Bricks (4x4 White) - found at lower left

(White, Light Grey, Dark Grey, Sand, Brown, Mid-Brown, Orange, Red, Dark Red) 2x2 (CR)

(White, Light Grey, Dark Grey, Sand, Brown, Mid-Brown, Orange, Red, Dark Red) 2x4 (CR)

(Sand, Brown, Mid-Brown) 4x4 Corner Round (CR)

(Black, Dark Grey, Sand, Brown, Mid-Brown) 2x8 Plate (CR)

(Sand, Brown, Mid-Brown) 4x4 Round (CR)

(Sand, Brown, Mid-Brown) 2x2 Round (CR)

Note: All contain studs by default. Like nearly all (CR) objects, they can be set to Nothing, and be indestructible when playing. This does mean that custom permanent structures can be built, but each brick must be set to contain Nothing individually. Even using any type of Copy function, the bricks return to the default settings, as all objects do.

Fun (Balloon) - found at center left

(Blue, Green) Balloon - either can be used alone or together; pop with a gun, bow, explosive, spear or vehicle; see Balloon Reward below for intended usage

(Blue, Green) Balloon Reward (GS) - activates when all balloons of matching color (blue balloons for blue reward, green balloons for green reward, despite the misprint in the game; this misprint is not in every theme), automatically set by number of balloons you placed in the level

Sprinkler (RS) - shoots water

Fan (RS) – spins

Turret (RS) - shoots bullets at player, can be destroyed

(Green, Red) Light (RS) - lights up, non-functional, otherwise

Ramp (RS) - forms into a ramp about 10 clicks high

Popper (RS) - pops up, can be used to start a Boulder on a Track (see below)

Flipper (Counter-Clockwise) (RS) - big pinball style flipper, flips Ball hard, can move the boulder some

Flipper (Clockwise) (RS) - big pinball style flipper, flips Ball hard, can move the boulder some

Boulder Pad (Player 1, Player 2) (blue, green) (GS) - activates when a Boulder lands in it, can be used either alone or together, together could be competitive play

Ball Pad (Player 1, Player 2) (blue, green) (GS) - activates when a Ball lands in it, can be used either alone or together, together could be competitive play

Race Start (GS) - lay this down as a starting position, lay up to eight Race Sections, and then Race Finish, which actually contains the (GS); time to cross each Section can be set from 0:00 to 1:00; similar to races in hubs of main game; can be used with or without a vehicle

Goal (Player 1, Player 2) (blue, green) (GS) - use with Ball, number of goals required to activate can be set from 1-10, can be used either alone or together, together could be competitive play

Track 180 Turn - semi-circle turn for Boulder Track

Track 180 Turn (Reverse) - semi-circle turn the other direction for Boulder Track

Track Turn - quarter-circle turn for Boulder Track

Track Turn (Reverse) - quarter-circle turn the other direction for Boulder Track

Track Slope - straight slope for Boulder Track

Track Lift (RS) - raises up and dumps a Boulder onto a Track

Ball - use with Goals and Ball Pads

Boulder - use with Boulder Pads and Boulder Track

Hazards (Saw Blade) - found at upper left

Flipping Saw Trap (RS) - saw blade swings up through 180 degrees of motion and back again, kills instantly

2x2 Fire - flame that can be doused with Bottle

4x4 Fire - larger flame that can be doused with Bottle

Explosive Barrel - use Torch to light fuse, works like other explosives with a larger blast radius, automatically gives studs

Metal Explosive Barrel - use with Explosive Barrel above or with any explosive, such as grenade; automatically gives studs

Horizontal Saw Trap (RS) - saw blade that moves back and forth, kills instantly

Vertical Saw Trap (RS) - saw blade that moves up and down, kills instantly

Conveyor Belt (RS) - slows player down or speeds player up, depending on direction; effect is the same whether it's actually on or not; cannot move objects across it

Rollers (RS) - metal rolling discs; doesn't kill instantly like most traps; tends to fall apart at times, as the base comes out from under it; elevating on the corners of the base seems to help

Fire Pit (RS) - fire that can be turned on, POOA, throw Bottle to put out permanently

2. Mola Ram

Vehicles (Little Orange Car) - found at center right

Army Jeep (grey) - with mounted gun, can shoot with second player riding

Short Round's Car (tan) - long convertible with the top up

Tractor (red) - you won't be winning any races with this one

Mobster Car (black) - black hardtop

Tuk Tuk (green & red) - covered trike

Scooter (green) - you won't be winning any races with this one, either

Characters (minifigure, possibly Agent Spalko) - found at bottom center

Thugee (CR) - sword

Lao Che (CR) - machine gun

Maharajah (CR) - black sleep (hurts, not the normal effect)

Maharajah Thugee (CR) - black sleep (hurts, not the normal effect)

Mola Ram (CR) - black sleep (hurts, not the normal effect)

Pankot Swordsman (CR) - sword

Thugee Assassin (CR) - spear

Creatures (Small Spider) - found at center left

Small Spider - scares Willie & Mutt and attacks everyone

Snake - scares Indiana Jones and attacks everyone

Crocodile - attacks and swims

Elephant - rideable and tramples enemies and things

Horse - rideable and jumps long distances

Rat - scares Henry Jones, Sr. & Elsa and runs away

   3. Enemy Boxer

Road Baseplates (Straight Road) - found at center right

Crossroads - asphalt road on sand, four-way junction

Curve - asphalt road on sand, 90 degree curve

Straight - asphalt road on sand

T-Junction - asphalt road on sand, three-way junction

Blank Baseplates (Green Baseplate) - found at center left

Green Baseplate

Sandy Baseplate

    4. <u>Player Choices</u> (in Options, choices to set who Player 1 and 2 are)

Indiana Jones - whip

Willie - perfume

Short Round - wrench and ability to use Secret Passage

Maharajah - black sleep and ability to use Secret Passage, black sleep hurts instead of controls enemy

Shanghai Hoodlum - pistol

Thugee - sword

Pankot Assassin - sword

Thugee Acolyte - spear

British Commander - bazooka

Lao Che - machine gun

Village Elder - book

Dancing Girl - perfume

Mola Ram - black sleep, which hurts instead of controls enemy

#CRUS
C. The Last Crusade

    1. <u>Construction Worker</u>

Switches (found in Section III.)

Adventure (Ladder) - found at center right

Ladder (DG) (BD) - for climbing, adjustable to any height imaginable

Ledge - for hanging, can be stacked at a jump up distance, or place at intervals to cover
    a distance

Medium Platform - a platform tall enough to be just out of jumping height for males

High Platform - even higher than Medium Platform, just inside jumping height for females

Adjustable Platform - adjustable from just above floor height to about nine clicks below
    maximum cliff height (from default floor level)

Horizontal Moving Platform (RS) - platform that moves back and forth

Vertical Moving Platform (RS) - platform that drops about a female's jump height,
    requires a (GS) object to activate, use a non POOA to raise up and down

Lift (RS) - adjustable to slightly higher than adjustable platform; a POOA (GS), once
    activated, raises from just above floor level to set height and back again; a non
    POOA (GS), such as Pull Switch, raises the Lift set height, where it stays until switch
    is released; Toggle Switch off = just above floor level, on = set height

Whip Point - use whip to swing from

Hanging Rope - similar to Whip Point, except pre-equipped with rope

Crate Track - short complete section of track with movable crate

Crate Track Start - use w/ Crate items below for longer and customizable tracks with
    movable crate

Crate Track Straight (DG) (BD) - open on opposite two sides
Crate Track End (DG) (BD) - open on one side
Crate Track Corner (DG) (BD) - open on perpendicular sides
Crate Track T-Junction (DG) (BD) - open on three sides
Crate Track Crossroads (DG) (BD) - open on all sides

Floor Fan (RS) - float on a cushion of air to reach higher places

Rocky Outcrop - use with Small Rocky Outcrop below to make larger Rocky Outcrops

Small Rocky Outcrop - use by itself or with Rocky Outcrop above

Bridge End - ends of bridge to use in conjunction with Bridge Section(s) below to span
    long gaps

Bridge Section - interconnect with Bridge End(s) above to form bridges

Props - found at lower right

Fruit Tree (CR) (DG) - small round tree

Small Pine Tree (CR) (DG) - aptly named

Pine Tree (CR) (DG) - larger than Small Pine Tree above

(Cornflowers, Snowdrops, Daisies, Orchids) (CR) (DG) - Blue, White, Yellow, Orange
   flowers, respectively

(Bush, Bright Bush, Desert Bush) (CR) (DG) - similar to Shrub below but can be jumped
   by male

(Shrub, Bright Shrub, Desert Shrub) (CR) (DG) - can't be jumped by male

(Seagrass, Light Seagrass) (CR) (DG) - same height as Bush above

(Dark Leaf, Leaf, Bright Leaf) (CR) (DG) - short plant about the height of flowers above

Wooden Chest (CR) (DG) - useful for hiding things in

Metal Chest (CR) (DG) - useful for hiding things in, requires explosive to destroy

Gate (RS) - double gates open out or in, depending on direction placed

Traffic Cone (CR) (DG) - little yellow cone with a flashing light

Chain Fence - can be jumped, length of chain between two posts

Tea Table (CR) (DG) - small brown table

Piano (RS) - (RS) controls the fallboard (covers the keys), "play" by jumping near

Crate (CR) (DG) - nearly the height of player, can be stood on, stackable

Big Crate (CR) (DG) - slightly shorter than two Crates (above) stacked, requires
   explosive to destroy, cannot be stacked

Pedestal - can be destroyed with multiple hits, always contains studs

Banner Stand - purple banners on a stand

Bookshelf - books and shelf

Chair (CR) (DG) (red, blue) - matches Table (below)

Table (CR) (DG) (red, blue) - bigger than Tea Table, checked table cloth

Picnic Table (CR) - with blue umbrella shade

Column (CR) (DG) - fancy

Metal Statue (CR) (DG) - some important guy on a horse, put on Pedestal above to
    match the ones seen in the game, requires explosive to destroy

Lamp Post - with red banners, can't be destroyed, throws a few studs out when hit

Special (found in Section III.)

Bricks (4x4 White) - found at lower left

(White, Pale Blue, Blue, Dark Blue, Black) 1x1 Tile (CR)

(White, Pale Blue, Blue, Dark Blue, Black) 1x2 Tile (CR)

(White, Pale Blue, Blue, Dark Blue, Black) 1x4 Tile (CR)

(White, Pale Blue, Blue, Dark Blue, Black) 2x2 Tile (CR)

(White, Pale Blue, Blue, Dark Blue, Black) 1x1 Plate (CR)

(White, Pale Blue, Blue, Dark Blue, Black) 1x2 Plate (CR)

(White, Pale Blue, Blue, Dark Blue, Black) 2x2 Plate (CR)

(White, Pale Blue, Blue, Dark Blue, Black) 2x2 (CR)

Note: All contain studs by default. Like nearly all (CR) objects, they can be set to
Nothing, and be indestructible when playing. This does mean that custom permanent
structures can be built, but each brick must be set to contain Nothing individually. Even
using any type of Copy function, the bricks return to the default settings, as all objects
do.

Fun (Balloon) - found at center left

(Blue, Green) Balloon - either can be used alone or together; pop with a gun, bow,
    explosive, spear or vehicle; see Balloon Reward below for intended usage

(Blue, Green) Balloon Reward (GS) - activates when all balloons of matching color (blue
    balloons for blue reward, green balloons for green reward, despite the misprint in the
    game; this misprint is not in every theme), automatically set by number of balloons
    you placed in the level

Sprinkler (RS) - shoots water

Fan (RS) – spins

Turret (RS) - shoots bullets at player, can be destroyed

(Green, Red) Light (RS) - lights up, non-functional, otherwise

Ramp (RS) - forms into a ramp about 10 clicks high

Popper (RS) - pops up, can be used to start a Boulder on a Track (see below)

Flipper (Counter-Clockwise) (RS) - big pinball style flipper, flips Ball hard, can move the boulder some

Flipper (Clockwise) (RS) - big pinball style flipper, flips Ball hard, can move the boulder some

Boulder Pad (Player 1, Player 2) (blue, green) (GS) - activates when a Boulder lands in it, can be used either alone or together, together could be competitive play

Ball Pad (Player 1, Player 2) (blue, green) (GS) - activates when a Ball lands in it, can be used either alone or together, together could be competitive play

Race Start (GS) - lay this down as a starting position, lay up to eight Race Sections, and then Race Finish, which actually contains the (GS); time to cross each Section can be set from 0:00 to 1:00; similar to races in hubs of main game; can be used with or without a vehicle

Goal (Player 1, Player 2) (blue, green) (GS) - use with Ball, number of goals required to activate can be set from 1-10, can be used either alone or together, together could be competitive play

Track 180 Turn - semi-circle turn for Boulder Track

Track 180 Turn (Reverse) - semi-circle turn the other direction for Boulder Track

Track Turn - quarter-circle turn for Boulder Track

Track Turn (Reverse) - quarter-circle turn the other direction for Boulder Track

Track Slope - straight slope for Boulder Track

Track Lift (RS) - raises up and dumps a Boulder onto a Track

Ball - use with Goals and Ball Pads

Boulder - use with Boulder Pads and Boulder Track

Hazards (Saw Blade) - found at upper left

Flipping Saw Trap (RS) - saw blade swings up through 180 degrees of motion and back again, kills instantly

2x2 Fire - flame that can be doused with Bottle

4x4 Fire - larger flame that can be doused with Bottle

Explosive Barrel - use Torch to light fuse, works like other explosives with a larger blast radius, automatically gives studs

Metal Explosive Barrel - use with Explosive Barrel above or with any explosive, such as grenade; automatically gives studs

Horizontal Saw Trap (RS) - saw blade that moves back and forth, kills instantly

Vertical Saw Trap (RS) - saw blade that moves up and down, kills instantly

Hazardous Barrel (CR) (DG) - barrel of toxic goop, requires explosive to destroy

Turret - big, mean & green; can't be destroyed; shoots explosives

  2. Mola Ram

Vehicles (Little Orange Car) - found at center right

Bicycle (grey) - with saddle bags, foot powered

Staff Car (black) - long convertible

Bike 'N' Side (grey) - with mounted gun, can shoot with second player riding

Motorbike (grey) - without side

Tank (sand) - huge, shoots explosives with second player riding

Characters (minifigure, possibly Agent Spalko) - found at bottom center

Elsa (CR) - nothing

Bazooka Trooper (Crusade) (CR) - bazooka

Enemy Guard (Pistol) (CR) (desert) - pistol

Colonel Vogel (CR) - pistol

Enemy Soldier (Machine Gun) (CR) - machine gun

Elsa (Officer) (CR) - nothing

Panama Hat Man (CR) - machine gun

Enemy Guard (Pistol) (CR) (green & brown) - pistol

Enemy Radio Operator (CR) - pistol

Enemy Soldier (Sniper) (CR) - pistol

Creatures (Small Spider) - found at center left

Small Spider - scares Willie & Mutt and attacks everyone

Snake - scares Indiana Jones and attacks everyone

Horse - rideable and jumps long distances

Rat - scares Henry Jones, Sr. & Elsa and runs away

   3. Enemy Boxer

Road Baseplates (Straight Road) - found at center right

Crossroads - asphalt road on sand, four-way junction

Curve - asphalt road on sand, 90 degree curve

Straight - asphalt road on sand

T-Junction - asphalt road on sand, three-way junction

Blank Baseplates (Green Baseplate) - found at center left

Green Baseplate

Sandy Baseplate

   4. Player Choices (in Options, choices to set who Player 1 and 2 are)

Indiana Jones - whip

Indiana Jones (Officer) - whip

Sallah (Fez) - shovel

Elsa - nothing

Henry Jones - book

Coronado Sailor - wrench

Enemy Guard - pistol

Bazooka Trooper (Crusade) - bazooka

Enemy Soldier (Machine Gun) - machine gun

Panama Hat Man - machine gun

Hatay King - sword

Colonel Vogel - pistol

Brody - book

Grail Knight - sword (a cool looking one)

Donovan - machine gun

#KING1
D. Kingdom Of The Crystal Skull - Part 1

1. <u>Construction Worker</u>

Switches (found in Section III.)

Adventure (Ladder) - found at center right

Ladder (DG) (BD) - for climbing, adjustable to any height imaginable

Ledge - for hanging, can be stacked at a jump up distance, or place at intervals to cover
    a distance

Medium Platform - a platform tall enough to be just out of jumping height for males

High Platform - even higher than Medium Platform, just inside jumping height for females

Adjustable Platform - adjustable from just above floor height to about nine clicks below maximum cliff height (from default floor level)

Horizontal Moving Platform (RS) - platform that moves back and forth

Vertical Moving Platform (RS) - platform that drops about a female's jump height, requires a (GS) object to activate, use a non POOA to raise up and down

Lift (RS) - adjustable to slightly higher than adjustable platform; a POOA (GS), once activated, raises from just above floor level to set height and back again; a non POOA (GS), such as Pull Switch, raises the Lift set height, where it stays until switch is released; Toggle Switch off = just above floor level, on = set height

Whip Point - use whip to swing from

Hanging Rope - similar to Whip Point, except pre-equipped with rope

Crate Track - short complete section of track with movable crate

Crate Track Start - use w/ Crate items below for longer and customizable tracks with movable crate

Crate Track Straight (DG) (BD) - open on opposite two sides
Crate Track End (DG) (BD) - open on one side
Crate Track Corner (DG) (BD) - open on perpendicular sides
Crate Track T-Junction (DG) (BD) - open on three sides
Crate Track Crossroads (DG) (BD) - open on all sides

Air Conditioning Unit (RS) - just like Floor Fan, float on a cushion of air to reach higher places

Trampoline - bounce to new heights

Props - found at lower right

Fruit Tree (CR) (DG) - small round tree

Small Pine Tree (CR) (DG) - aptly named

Pine Tree (CR) (DG) - larger than Small Pine Tree above

(Cornflowers, Snowdrops, Daisies, Orchids) (CR) (DG) - Blue, White, Yellow, Orange flowers, respectively

(Bush, Bright Bush, Desert Bush) (CR) (DG) - similar to Shrub below but can be jumped by male

(Shrub, Bright Shrub, Desert Shrub) (CR) (DG) - can't be jumped by male

(Dark Leaf, Bright Leaf, Leaf) (CR) (DG) - short plant about the height of flowers above

Wooden Chest (CR) (DG) - useful for hiding things in

Metal Chest (CR) (DG) - useful for hiding things in, requires explosive to destroy

TV (RS) - powers on when activated

Gate (RS) - double gates open out or in, depending on direction placed

Mannequin (standing, sitting, posing) (CR) (DG) - fake people for the fake town

Couch - teal, indestructible

Armchair - tan, indestructible

Table (CR) - small and brown

Chair - yellow, indestructible

Bench (CR) - brown plain bench

Chain - chain fence, can be jumped over

Fence - matches Gate above; likewise, it can be jumped by female

Fence Corner - matches Gate above; likewise, it can be jumped by female

Houseplant - potted plant, shoot for studs and to destroy

Mailbox - open by hitting for a few studs

Lamp Post - green, lights can be knocked out

Small Crate - hit to destroy and for studs

Refrigerator - use explosive to open and for a few studs

Special (found in Section III.)

Bricks (4x4 White) - found at lower left

(White, Light Grey, Dark Grey) 2x2 (CR)

(White, Light Grey, Dark Grey) 2x4 (CR)

(Red, Black) 2x4 Double Slope (CR)

(Red, Black) 2x4 Slope (CR)

(Red, Black) 2x2 Slope (CR)

(Red, Black) 1x4x5 Door (CR)

White 1x4x3 Windows (CR) - mislabeled, actually Black
White 1x4x3 Window Frame (CR) - with Black frame
Red 1x4x3 Window Shutters (CR) - with White frame
Black 1x4x3 Windows (CR) - mislabeled, actually White
Black 1x4x3 Window Frame (CR) - with White frame
Green 1x4x3 Window Shutters (CR) - with Black frame

Note: All contain studs by default. Like nearly all (CR) objects, they can be set to Nothing, and be indestructible when playing. This does mean that custom permanent structures can be built, but each brick must be set to contain Nothing individually. Even using any type of Copy function, the bricks return to the default settings, as all objects do.

Fun (Balloon) - found at center left

(Blue, Green) Balloon - either can be used alone or together; pop with a gun, bow, explosive, spear or vehicle; see Balloon Reward below for intended usage

(Blue, Green) Balloon Reward (GS) - activates when all balloons of matching color (blue balloons for blue reward, green balloons for green reward, despite the misprint in the game; this misprint is not in every theme), automatically set by number of balloons you placed in the level

Sprinkler (RS) - shoots water

Fan (RS) - spins

Turret (RS) - shoots bullets at player, can be destroyed

(Green, Red) Light (RS) - lights up, non-functional, otherwise

Ramp (RS) - forms into a ramp about 10 clicks high

Popper (RS) - pops up, can be used to start a Boulder on a Track (see below)

Flipper (Counter-Clockwise) (RS) - big pinball style flipper, flips Ball hard, can move the boulder some

Flipper (Clockwise) (RS) - big pinball style flipper, flips Ball hard, can move the boulder some

Boulder Pad (Player 1, Player 2) (blue, green) (GS) - activates when a Boulder lands in it,

can be used either alone or together, together could be competitive play

Ball Pad (Player 1, Player 2) (blue, green) (GS) - activates when a Ball lands in it, can be used either alone or together, together could be competitive play

Race Start (GS) - lay this down as a starting position, lay up to eight Race Sections, and then Race Finish, which actually contains the (GS); time to cross each Section can be set from 0:00 to 1:00; similar to races in hubs of main game; can be used with or without a vehicle

Goal (Player 1, Player 2) (blue, green) (GS) - use with Ball, number of goals required to activate can be set from 1-10, can be used either alone or together, together could be competitive play

Track 180 Turn - semi-circle turn for Boulder Track

Track 180 Turn (Reverse) - semi-circle turn the other direction for Boulder Track

Track Turn - quarter-circle turn for Boulder Track

Track Turn (Reverse) - quarter-circle turn the other direction for Boulder Track

Track Slope - straight slope for Boulder Track

Track Lift (RS) - raises up and dumps a Boulder onto a Track

Ball - use with Goals and Ball Pads

Boulder - use with Boulder Pads and Boulder Track

Hazards (Saw Blade) - found at upper left

Flipping Saw Trap (RS) - saw blade swings up through 180 degrees of motion and back again, kills instantly

2x2 Fire - flame that can be doused with Bottle

4x4 Fire - larger flame that can be doused with Bottle

Explosive Barrel - use Torch to light fuse, works like other explosives with a larger blast radius, automatically gives studs

Metal Explosive Barrel - use with Explosive Barrel above or with any explosive, such as grenade; automatically gives studs

Cactus (CR) - two different appearances, doesn't kill instantly

Radioactive Hazard (RS) - similar to Fire Pit, POOA, can't be put out

Turret (RS) - shoots explosives, can be destroyed with explosive

Microwave (CR) - should be in Props

Rocket Crate - always yields studs, shoots rocket at itself on last hit

Fruit Bowl (CR) - ooh, scary!, actually will kill instantly if you hit it while standing close

2. <u>Mola Ram</u>

Vehicles (Little Orange Car) - found at center right

Hotrod (black & grey) - fast! car

Ice Cream Van (white & yellow) - hit the horn to let all the kids know you're on their
    street

US Staff Car (tan w/white star) - hardtop

Tricycle (yellow) - foot powered

Motorbike (black & red) - with saddlebags

Bus (red & white) - no speed records being set here

Characters (minifigure, possibly Agent Spalko) - found at bottom center

Soldier (CR) - pistol

Dovchenko (CR) - chain (that acts like a whip)
    Note: Appears to be glitched: won't attack, won't die by normal means, you have to
    wrap up with whip and throw, barely moves from the spot he's set

Agent (CR) - pistol

Russian Digger (CR) - shovel

Brawler (CR) - nothing

Chef (CR) - nothing

Creatures (Small Spider) - found at center left

Small Spider - scares Willie & Mutt and attacks everyone

Snake - scares Indiana Jones and attacks everyone

Rat - scares Henry Jones, Sr. & Elsa and runs away

3. <u>Enemy Boxer</u>

Road Baseplates (Straight Road) - found at center right

Crossroads - tire tracks in the sand on sand, four-way junction

Curve - tire tracks in the sand on sand, 90 degree curve

Straight - tire tracks in the sand on sand

T-Junction - tire tracks in the sand on sand, three-way junction

Blank Baseplates (Green Baseplate) - found at center left

Green Baseplate

Sandy Baseplate

4. <u>Player Choices</u> (in Options, choices to set who Player 1 and 2 are)

Indiana Jones (Crystal Skull) - whip

Mac - pistol

Janitor - broom (melee weapon)

Mutt - wrench

Hangar Guard - pistol

Agent - pistol

Brawler - nothing

College Female - nothing

Greaser - nothing

Stanforth - book

General Ross - bazooka

Taylor - pistol

Mannequin (Man) - nothing

Mannequin (Woman) - nothing

Mannequin (Boy) - nothing

Mannequin (Girl) - nothing

Dovchenko - chain (acts just like Indy's whip)

#KING2
E. Kingdom Of The Crystal Skull - Part 2

1. Construction Worker

Switches (found in Section III.)

Adventure (Ladder) - found at center right

Ladder (DG) (BD) - for climbing, adjustable to any height imaginable

Ledge - for hanging, can be stacked at a jump up distance, or place at intervals to cover
   a distance

Medium Platform - a platform tall enough to be just out of jumping height for males

High Platform - even higher than Medium Platform, just inside jumping height for
   females

Adjustable Platform - adjustable from just above floor height to about nine clicks below
   maximum cliff height (from default floor level)

Horizontal Moving Platform (RS) - platform that moves back and forth

Vertical Moving Platform (RS) - platform that drops about a female's jump height,
   requires a (GS) object to activate, use a non POOA to raise up and down

Lift (RS) - adjustable to slightly higher than adjustable platform; a POOA (GS), once
   activated, raises from just above floor level to set height and back again; a non
   POOA (GS), such as Pull Switch, raises the Lift set height, where it stays until switch
   is released; Toggle Switch off = just above floor level, on = set height

Whip Point - use whip to swing from

Hanging Rope - similar to Whip Point, except pre-equipped with rope

Crate Track - short complete section of track with movable crate

Crate Track Start - use w/ Crate items below for longer and customizable tracks with movable crate

Crate Track Straight (DG) (BD) - open on opposite two sides
Crate Track End (DG) (BD) - open on one side
Crate Track Corner (DG) (BD) - open on perpendicular sides
Crate Track T-Junction (DG) (BD) - open on three sides
Crate Track Crossroads (DG) (BD) - open on all sides

Trampoline - bounce to new heights

Air Conditioning Unit (RS) - just like Floor Fan, float on a cushion of air to reach higher places

Walkway - interconnects like Bridge Sections and Bridge End to span distances

Props - found at lower right

Fruit Tree (CR) (DG) - small round tree

Small Pine Tree (CR) (DG) - aptly named

Pine Tree (CR) (DG) - larger than Small Pine Tree above

(Cornflowers, Snowdrops, Daisies, Orchids) (CR) (DG) - Blue, White, Yellow, Orange flowers, respectively

(Bush, Bright Bush, Desert Bush) (CR) (DG) - similar to Shrub below but can be jumped by male

(Shrub, Bright Shrub, Desert Shrub) (CR) (DG) - can't be jumped by male

(Dark Leaf, Bright Leaf, Leaf) (CR) (DG) - short plant about the height of flowers above

Wooden Chest (CR) (DG) - useful for hiding things in

Metal Chest (CR) (DG) - useful for hiding things in, requires explosive to destroy

Loudspeakers (RS) - speakers on a pole, squawks a bit when activated

TV (RS) - powers on when activated

Gate (RS) - double gates open out or in, depending on direction placed

Roadblock (RS) - vehicle gate

Table (CR) - small and brown

Chair - yellow, indestructible

Bench (CR) - brown plain bench

Chain - chain fence, can be jumped over

Fence - matches Gate above; likewise, it can be jumped by female

Fence Corner - matches Gate above; likewise, it can be jumped by female

Small Crate - hit to destroy and for studs

Refrigerator - use explosive to open and for a few studs

Special (found in Section III.)

Bricks (4x4 White) - found at lower left

(White, Light Grey, Dark Grey) 2x2 (CR)

(White, Light Grey, Dark Grey) 2x4 (CR)

(Red, Black) 2x4 Double Slope (CR)

(Red, Black) 2x4 Slope (CR)

(Red, Black) 2x2 Slope (CR)

(Red, Black) 1x4x5 Door (CR)

White 1x4x3 Windows (CR) - mislabeled, actually Black
White 1x4x3 Window Frame (CR) - with Black frame
Red 1x4x3 Window Shutters (CR) - with White frame
Black 1x4x3 Windows (CR) - mislabeled, actually White
Black 1x4x3 Window Frame (CR) - with White frame
Green 1x4x3 Window Shutters (CR) - with Black frame

Note: All contain studs by default. Like nearly all (CR) objects, they can be set to Nothing, and be indestructible when playing. This does mean that custom permanent structures can be built, but each brick must be set to contain Nothing individually. Even using any type of Copy function, the bricks return to the default settings, as all objects do.

Fun (Balloon) - found at center left

(Blue, Green) Balloon - either can be used alone or together; pop with a gun, bow, explosive, spear or vehicle; see Balloon Reward below for intended usage

(Blue, Green) Balloon Reward (GS) - activates when all balloons of matching color (blue balloons for blue reward, green balloons for green reward, despite the misprint in the game; this misprint is not in every theme), automatically set by number of balloons you placed in the level

Sprinkler (RS) - shoots water

Fan (RS) – spins

Turret (RS) - shoots bullets at player, can be destroyed

(Green, Red) Light (RS) - lights up, non-functional, otherwise

Ramp (RS) - forms into a ramp about 10 clicks high

Popper (RS) - pops up, can be used to start a Boulder on a Track (see below)

Flipper (Counter-Clockwise) (RS) - big pinball style flipper, flips Ball hard, can move the boulder some

Flipper (Clockwise) (RS) - big pinball style flipper, flips Ball hard, can move the boulder some

Boulder Pad (Player 1, Player 2) (blue, green) (GS) - activates when a Boulder lands in it, can be used either alone or together, together could be competitive play

Ball Pad (Player 1, Player 2) (blue, green) (GS) - activates when a Ball lands in it, can be used either alone or together, together could be competitive play

Race Start (GS) - lay this down as a starting position, lay up to eight Race Sections, and then Race Finish, which actually contains the (GS); time to cross each Section can be set from 0:00 to 1:00; similar to races in hubs of main game; can be used with or without a vehicle

Goal (Player 1, Player 2) (blue, green) (GS) - use with Ball, number of goals required to activate can be set from 1-10, can be used either alone or together, together could be competitive play

Track 180 Turn - semi-circle turn for Boulder Track

Track 180 Turn (Reverse) - semi-circle turn the other direction for Boulder Track

Track Turn - quarter-circle turn for Boulder Track

Track Turn (Reverse) - quarter-circle turn the other direction for Boulder Track

Track Slope - straight slope for Boulder Track

Track Lift (RS) - raises up and dumps a Boulder onto a Track

Ball - use with Goals and Ball Pads

Boulder - use with Boulder Pads and Boulder Track

Hazards (Saw Blade) - found at upper left

Cactus (CR) - two different appearances, doesn't kill instantly

Flipping Saw Trap (RS) - saw blade swings up through 180 degrees of motion and back
    again, kills instantly

2x2 Fire - flame that can be doused with Bottle

4x4 Fire - larger flame that can be doused with Bottle

Explosive Barrel - use Torch to light fuse, works like other explosives with a larger blast
    radius, automatically gives studs

Metal Explosive Barrel - use with Explosive Barrel above or with any explosive, such as
    grenade; automatically gives studs

Pit Trap (RS) - no surprise! pit, can turned on & off with the right switch (e.g. Toggle), on
    = pit, off = solid floor

Radioactive Hazard (RS) - similar to Fire Pit, POOA, can't be put out

Turret (RS) - shoots explosives, can be destroyed with explosive

Gas Canister - orange gas bottle, gives out studs when it explodes, instantly kills if player
    too close

Rocket Crate - always yields studs, shoots rocket at itself on last hit

2. Mola Ram

Vehicles (Little Orange Car) - found at center right

Army Jeep (grey) - with mounted gun, can shoot with second player riding

Transport Truck (grey) - canvas covered bed

Motorbike (grey) - without side

Jungle Cutter (green) - huge bulldozer w/saw blades

Bicycle (grey) - with saddle bags, foot powered

Motorbike (black & red) - with saddlebags

Characters (minifigure, possibly Agent Spalko) - found at bottom center

Soldier (CR) - pistol

Bazooka Trooper (Crusade) (CR) - bazooka

Dovchenko (CR) - chain (that acts like a whip)
    Note: Appears to be glitched: won't attack, won't die by normal means, you have to
    wrap up with whip and throw, barely moves from the spot he's set

Cemetery Warrior (CR) - spear

Cemetery Warrior King (CR) - nothing

Patient (CR) - nothing

Agent Spalko (CR) - sword

Market Trader (CR) - nothing

Peru Nurse (CR) - cane

Note: Market Trader and Peru Nurse exhibit the same behavior as Dovchenko. However,
this may be intentional and not a glitch.

Creatures (Small Spider) - found at center left

Small Spider - scares Willie & Mutt and attacks everyone

Snake - scares Indiana Jones and attacks everyone

Rat - scares Henry Jones, Sr. & Elsa and runs away

Crocodile - attacks and swims

Horse - rideable and jumps long distances

Scorpion - scares Willie & Mutt and attacks everyone

    3. Enemy Boxer

Road Baseplates (Straight Road) - found at center right

Crossroads - asphalt on green, four-way junction

Curve - asphalt on green, 90 degree curve

Straight - asphalt on green

T-Junction - asphalt on green, three-way junction

Blank Baseplates (Green Baseplate) - found at center left

Green Baseplate

Sandy Baseplate

   4. <u>Player Choices</u> (in Options, choices to set who Player 1 and 2 are)

Indiana Jones (Crystal Skull) - whip

Mac - pistol

Mutt - wrench

Oxley - Crystal Skull

Marion (Crystal Skull) - nothing

Soldier - pistol

Russian Officer - bazooka

Cemetery Warrior - spear

Cemetery Warrior King - nothing

Patient - nothing

Peru Nurse - cane (melee weapon)

Market Trader - nothing

Dovchenko - chain (acts just like Indy's whip)

Agent Spalko - sword

#KING3
  F. Kingdom Of The Crystal Skull - Part 3

  1. <u>Construction Worker</u>

Switches (found in Section III.)

Adventure (Ladder) - found at center right

Ladder (DG) (BD) - for climbing, adjustable to any height imaginable

Ledge - for hanging, can be stacked at a jump up distance, or place at intervals to cover a distance

Medium Platform - platform tall enough to be just out of jumping height for males

High Platform - even higher than Medium Platform, just inside jumping height for females

Adjustable Platform - adjustable from just above floor height to about nine clicks below
    maximum cliff height (from default floor level)

Horizontal Moving Platform (RS) - platform that moves back and forth

Vertical Moving Platform (RS) - platform that drops about a female's jump height,
    requires a (GS) object to activate, use a non POOA to raise up and down

Lift (RS) - adjustable to slightly higher than adjustable platform; a POOA (GS), once
    activated, raises from just above floor level to set height and back again; a non
    POOA (GS), such as Pull Switch, raises the Lift set height, where it stays until switch
    is released; Toggle Switch off = just above floor level, on = set height

Whip Point - use whip to swing from

Hanging Rope - similar to Whip Point, except pre-equipped with rope

Crate Track - short complete section of track with movable crate

Crate Track Start - use w/ Crate items below for longer and customizable tracks with
    movable crate

Crate Track Straight (DG) (BD) - open on opposite two sides
Crate Track End (DG) (BD) - open on one side
Crate Track Corner (DG) (BD) - open on perpendicular sides
Crate Track T-Junction (DG) (BD) - open on three sides
Crate Track Crossroads (DG) (BD) - open on all sides

Air Conditioning Unit (RS) - just like Floor Fan, float on a cushion of air to reach higher places

Walkway - interconnects like Bridge Sections and Bridge End to span distances

Props - found at lower right

Fruit Tree (CR) (DG) - small round tree

Small Pine Tree (CR) (DG) - aptly named

Pine Tree (CR) (DG) - larger than Small Pine Tree above

(Cornflowers, Snowdrops, Daisies, Orchids) (CR) (DG) - Blue, White, Yellow, Orange flowers, respectively

(Bush, Bright Bush, Desert Bush) (CR) (DG) - similar to Shrub below but can be jumped by male

(Shrub, Bright Shrub, Desert Shrub) (CR) (DG) - can't be jumped by male

(Seagrass, Light Seagrass) (CR) (DG) - same height as Bush above

(Dark Leaf, Bright Leaf, Leaf) (CR) (DG) - short plant about the height of flowers above

Wooden Chest (CR) (DG) - useful for hiding things in

Metal Chest (CR) (DG) - useful for hiding things in, requires explosive to destroy

Loudspeakers (RS) - speakers on a pole, squawks a bit when activated

TV (RS) - powers on when activated

Gate (RS) - double gates open out or in, depending on direction placed

Roadblock (RS) - vehicle gate

Bench (CR) - brown plain bench

Chain - chain fence, can be jumped over

Special (found in Section III.)

Bricks (4x4 White) - found at lower left

(White, Light Grey, Dark Grey) 2x2 (CR)

(White, Light Grey, Dark Grey) 2x4 (CR)

(Red, Black) 2x4 Double Slope (CR)

(Red, Black) 2x4 Slope (CR)

(Red, Black) 2x2 Slope (CR)

(Red, Black) 1x4x5 Door (CR)

White 1x4x3 Windows (CR) - mislabeled, actually Black
White 1x4x3 Window Frame (CR) - with Black frame
Red 1x4x3 Window Shutters (CR) - with White frame
Black 1x4x3 Windows (CR) - mislabeled, actually White
Black 1x4x3 Window Frame (CR) - with White frame
Green 1x4x3 Window Shutters (CR) - with Black frame

Note: All contain studs by default. Like nearly all (CR) objects, they can be set to Nothing, and be indestructible when playing. This does mean that custom permanent structures can be built, but each brick must be set to contain Nothing individually. Even using any type of Copy function, the bricks return to the default settings, as all objects do.

Fun (Balloon) - found at center left

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(Blue, Green) Balloon Reward (GS) - activates when all balloons of matching color (blue balloons for blue reward, green balloons for green reward, despite the misprint in the game; this misprint is not in every theme), automatically set by number of balloons you placed in the level

Sprinkler (RS) - shoots water

Fan (RS) – spins

Turret (RS) - shoots bullets at player, can be destroyed

(Green, Red) Light (RS) - lights up, non-functional, otherwise

Ramp (RS) - forms into a ramp about 10 clicks high

Popper (RS) - pops up, can be used to start a Boulder on a Track (see below)

Flipper (Counter-Clockwise) (RS) - big pinball style flipper, flips Ball hard, can move the boulder some

Flipper (Clockwise) (RS) - big pinball style flipper, flips Ball hard, can move the boulder some

Boulder Pad (Player 1, Player 2) (blue, green) (GS) - activates when a Boulder lands in it, can be used either alone or together, together could be competitive play

Ball Pad (Player 1, Player 2) (blue, green) (GS) - activates when a Ball lands in it, can be used either alone or together, together could be competitive play

Race Start (GS) - lay this down as a starting position, lay up to eight Race Sections, and then Race Finish, which actually contains the (GS); time to cross each Section can be set from 0:00 to 1:00; similar to races in hubs of main game; can be used with or without a vehicle

Goal (Player 1, Player 2) (blue, green) (GS) - use with Ball, number of goals required to activate can be set from 1-10, can be used either alone or together, together could be competitive play

Track 180 Turn - semi-circle turn for Boulder Track

Track 180 Turn (Reverse) - semi-circle turn the other direction for Boulder Track

Track Turn - quarter-circle turn for Boulder Track

Track Turn (Reverse) - quarter-circle turn the other direction for Boulder Track

Track Slope - straight slope for Boulder Track

Track Lift (RS) - raises up and dumps a Boulder onto a Track

Ball - use with Goals and Ball Pads

Boulder - use with Boulder Pads and Boulder Track

Hazards (Saw Blade) - found at upper left

Flipping Saw Trap (RS) - saw blade swings up through 180 degrees of motion and back again, kills instantly

2x2 Fire - flame that can be doused with Bottle

4x4 Fire - larger flame that can be doused with Bottle

Explosive Barrel - use Torch to light fuse, works like other explosives with a larger blast radius, automatically gives studs

Metal Explosive Barrel - use with Explosive Barrel above or with any explosive, such as grenade; automatically gives studs

Pit Trap (RS) - no surprise! pit, can turned on & off with the right switch (e.g. Toggle), on = pit, off = solid floor

Radioactive Hazard (RS) - similar to Fire Pit, POOA, can't be put out

Turret (RS) - shoots explosives, can be destroyed with explosive

Gas Canister - orange gas bottle, gives out studs when it explodes, instantly kills if player too close

Rocket Crate - always yields studs, shoots rocket at itself on last hit

2. <u>Mola Ram</u>

Vehicles (Little Orange Car) - found at center right

Transport Truck (grey) - canvas covered bed

Bicycle (grey) - with saddle bags, foot powered

Army Jeep (grey) - with mounted gun, can shoot with second player riding

Car Boat (grey) - amphibious vehicle

Jungle Jeep (green) - Army Jeep, Jungle Edition

Ice Cream Van (white & yellow) - hit the horn to let all the kids know you're on their street

Green Motorbike - self-explanatory

Blue Motorbike - ditto

Civilian Jeep (red) - no gun on the Civilian Edition

Characters (minifigure, possibly Agent Spalko) - found at bottom center

Agent Spalko (CR) - sword

Enemy Guard (CR) - pistol

Ugha Warrior (CR) - spear

Ugha Assassin (CR) - blowgun

Ugha King (CR) - star staff

Russian Officer (CR) - bazooka

Soldier (CR) - pistol

Interdimensional Being (CR) - nothing
    Note: doesn't attack, you can bound in Indy's whip and throw to kill

Creatures (Small Spider) - found at center left

Small Spider - scares Willie & Mutt and attacks everyone

Snake - scares Indiana Jones and attacks everyone

Rat - scares Henry Jones, Sr. & Elsa and runs away

    3. Enemy Boxer

Road Baseplates (Straight Road) - found at center right

Crossroads - asphalt on green, four-way junction

Curve - asphalt on green, 90 degree curve

Straight - asphalt on green

T-Junction - asphalt on green, three-way junction

Blank Baseplates (Green Baseplate) - found at center left

Green Baseplate

Sandy Baseplate

    4. Player Choices (in Options, choices to set who Player 1 and 2 are)

Indiana Jones (Crystal Skull) - whip

Mac - pistol

Mutt - wrench

Oxley - Crystal Skull

Marion (Crystal Skull) - nothing

Soldier - pistol

Russian Officer - bazooka

Ugha Warrior - spear

Ugha Assassin - blowgun (acts just like pistol)

Ugha King - star staff (melee)

Agent Spalko - sword

Interdimensional Being - nothing, but telekinetic punches

#BONUS
G. Bonus

1. Construction Worker

Switches (found in Section III.)

Adventure (Ladder) - found at center right

Ladder (DG) (BD) - for climbing, adjustable to any height imaginable

Ledge - for hanging, can be stacked at a jump up distance, or place at intervals to cover
    a distance

Medium Platform - a platform tall enough to be just out of jumping height for males

High Platform - even higher than Medium Platform, just inside jumping height for females

Adjustable Platform - adjustable from just above floor height to about nine clicks below
    maximum cliff height (from default floor level)

Horizontal Moving Platform (RS) - platform that moves back and forth

Vertical Moving Platform (RS) - platform that drops about a female's jump height,
    requires a (GS) object to activate, use a non POOA to raise up and down

Lift (RS) - adjustable to slightly higher than adjustable platform; a POOA (GS), once
    activated, raises from just above floor level to set height and back again; a non
    POOA (GS), such as Pull Switch, raises the Lift set height, where it stays until switch
    is released; Toggle Switch off = just above floor level, on = set height

Whip Point - use whip to swing from

Hanging Rope - similar to Whip Point, except pre-equipped with rope

Crate Track - short complete section of track with movable crate

Crate Track Start - use w/ Crate items below for longer and customizable tracks with
    movable crate

Crate Track Straight (DG) (BD) - open on opposite two sides
Crate Track End (DG) (BD) - open on one side
Crate Track Corner (DG) (BD) - open on perpendicular sides
Crate Track T-Junction (DG) (BD) - open on three sides
Crate Track Crossroads (DG) (BD) - open on all sides

Trampoline - bounce to new heights

Pond - decorative fountain (should be in Props)

Secret Passage - only short characters, such as Short Round, Maharajah, Mannequin
    (Boy), and Mannequin (Girl) can crawl through; use two to crawl to one and back
    again; the game gets unpredictable when more than two are used, it seems to
    always send you to the closest one, possibly remembering the order they were set
    down to settle a tie for distance apart

Barrier (white w/red stripes, grey w/yellow & black stripes) - short "concrete" barrier

Props - found at lower right

Fruit Tree (CR) (DG) - small round tree

Small Pine Tree (CR) (DG) - aptly named

Pine Tree (CR) (DG) - larger than Small Pine Tree above

(Cornflowers, Snowdrops, Daisies, Orchids) (CR) (DG) - Blue, White, Yellow, Orange
    flowers, respectively

(Shrub, Bright Shrub, Desert Shrub) (CR) (DG) - can't be jumped by male

(Dark Leaf, Bright Leaf, Leaf) (CR) (DG) - short plant about the height of flowers above

Small Palm Tree (CR) (DG) - aptly named

Leafy Bush (CR) (DG) - aptly named

Palm Tree (CR) (DG) - larger than Small Palm Tree above

Foliage (CR) (DG) - leafy plant

Wooden Chest (CR) (DG) - useful for hiding things in

Metal Chest (CR) (DG) - useful for hiding things in, requires explosive to destroy

TV (RS) - powers on when activated

Couch - tan couch, indestructible

Armchair - matching tan armchair, indestructible

Table (CR) - small and brown

Yellow House Top Level - use with Yellow House Ground Level below

Yellow House Ground Level - with Yellow House Top Level to build a Yellow House

Apartment Ground Level - also yellow, use with Apartment Mid and Top Levels below to build an apartment building

Apartment Mid Level - use with both of the other Apartment Levels, or with just the Ground Level for a shorter flat roofed building

Apartment Top Level - use with Apartment Ground and Mid Levels above to build an apartment building

White House - complete house that's actually bigger than the above Yellow House in two Levels

Bench (CR) - two types

Railings (CR) - small grey fence, can be stacked for a taller fence

LEGO Piece (CR) - little white picket fence, can't be stacked

Curved Railings (CR) - small round grey fence, 90 degree angle, can be stacked, use with Railings above as a corner or to make round structures

LEGO Piece (CR) - wooden fence, can be stacked

Barrier (CR) - metal fence, can be stacked

Low Barrier (CR) - metal fence, can be stacked

Special (found in Section III.)

Bricks (4x4 White) - found at lower left

(White, Pale Blue, Blue, Dark Blue, Black) 1x1 Tile (CR)

(White, Pale Blue, Blue, Dark Blue, Black) 1x2 Tile (CR)

(White, Pale Blue, Blue, Dark Blue, Black) 1x4 Tile (CR)

(White, Pale Blue, Blue, Dark Blue, Black) 2x2 Tile (CR)

(White, Pale Blue, Blue, Dark Blue, Black) 1x1 Plate (CR)

(White, Pale Blue, Blue, Dark Blue, Black) 1x2 Plate (CR)

(White, Pale Blue, Blue, Dark Blue, Black) 2x2 Plate (CR)

(White, Pale Blue, Blue, Dark Blue, Black) 2x2 (CR)

(Red, Black) 2x4 Double Slope (CR)

(Red, Black) 2x4 Slope (CR)

(Red, Black) 2x2 Slope (CR)

(Red, Black) 1x4x5 Door (CR)

White 1x4x3 Windows (CR) - mislabeled, actually Black
White 1x4x3 Window Frame (CR) - with Black frame
Red 1x4x3 Window Shutters (CR) - with White frame
Black 1x4x3 Windows (CR) - mislabeled, actually White
Black 1x4x3 Window Frame (CR) - with White frame
Green 1x4x3 Window Shutters (CR) - with Black frame

(White, Light Grey, Dark Grey, Black, Pale Green, Purple, Pink, Pale Blue, Blue, Dark
    Blue, Yellow, Flame Yellow, Orange, Red, Dark Red, Sand, Sand Yellow, Earth Yellow,
    Brown, Dark Brown, Lime, Green, Dark Green) 4x4 (CR)

Note: All contain studs by default. Like nearly all (CR) objects, they can be set to
Nothing, and be indestructible when playing. This does mean that custom permanent
structures can be built, but each brick must be set to contain Nothing individually. Even
using any type of Copy function, the bricks return to the default settings, as all objects
do.

Fun (Balloon) - found at center left

(Blue, Green) Balloon - either can be used alone or together; pop with a gun, bow,
    explosive, spear or vehicle; see Balloon Reward below for intended usage

(Blue, Green) Balloon Reward (GS) - activates when all balloons of matching color (blue
    balloons for blue reward, green balloons for green reward, despite the misprint in the
    game; this misprint is not in every theme), automatically set by number of balloons

you placed in the level

Sprinkler (RS) - shoots water

Fan (RS) – spins

Turret (RS) - shoots bullets at player, can be destroyed

(Green, Red) Light (RS) - lights up, non-functional, otherwise

Ramp (RS) - forms into a ramp about 10 clicks high

Popper (RS) - pops up, can be used to start a Boulder on a Track (see below)

Flipper (Counter-Clockwise) (RS) - big pinball style flipper, flips Ball hard, can move the boulder some

Flipper (Clockwise) (RS) - big pinball style flipper, flips Ball hard, can move the boulder some

Boulder Pad (Player 1, Player 2) (blue, green) (GS) - activates when a Boulder lands in it, can be used either alone or together, together could be competitive play

Ball Pad (Player 1, Player 2) (blue, green) (GS) - activates when a Ball lands in it, can be used either alone or together, together could be competitive play

Race Start (GS) - lay this down as a starting position, lay up to eight Race Sections, and then Race Finish, which actually contains the (GS); time to cross each Section can be set from 0:00 to 1:00; similar to races in hubs of main game; can be used with or without a vehicle

Goal (Player 1, Player 2) (blue, green) (GS) - use with Ball, number of goals required to activate can be set from 1-10, can be used either alone or together, together could be competitive play

Track 180 Turn - semi-circle turn for Boulder Track

Track 180 Turn (Reverse) - semi-circle turn the other direction for Boulder Track

Track Turn - quarter-circle turn for Boulder Track

Track Turn (Reverse) - quarter-circle turn the other direction for Boulder Track

Track Slope - straight slope for Boulder Track

Track Lift (RS) - raises up and dumps a Boulder onto a Track

30 Sign – self-explanatory

50 Sign – self-explanatory

Give Way Sign - yield sign, in the States

No Entry Sign - Do Not Enter sign, in the States

Stop Sign – self-explanatory

LEGO Piece - Attention! Sign

Parking Sign – self-explanatory

Mail Box - blue, gives out studs

LEGO Piece (RS) - traffic light; green light when off; cycles to orange, then red when
    activated

LEGO Piece (RS) - street light, use with a switch to turn on and off

Swing - swing set with two fixed height Hanging Ropes

Fruit Bowl (CR) - this won't explode you, but can be destroyed when item is hidden in it

Ball - use with Goals and Ball Pads

Boulder - use with Boulder Pads and Boulder Track

Hazards (Saw Blade) - found at upper left

Flipping Saw Trap (RS) - saw blade swings up through 180 degrees of motion and back
    again, kills instantly

2x2 Fire - flame that can be doused with Bottle

4x4 Fire - larger flame that can be doused with Bottle

Explosive Barrel - use Torch to light fuse, works like other explosives with a larger blast
    radius, automatically gives studs

Metal Explosive Barrel - use with Explosive Barrel above or with any explosive, such as
    grenade; automatically gives studs

Cactus (CR) - two different appearances, doesn't kill instantly

    2. Mola Ram

Vehicles (Little Orange Car) - found at center right

Forklift (grey, green & red) - can't operate the forks :(

Hotrod (black & grey) - fast! car

Ice Cream Van (white & yellow) - hit the horn to let all the kids know you're on their
    street

Firetruck (red) - both players can ride, ring the bell, can't operate the hose :(

Builder (orange) - little 'dozer

Bicycle (grey) - with saddle bags, foot powered

Tricycle (yellow) - foot powered

Motorbike (black & red) - with saddlebags

Green Motorbike - self-explanatory

Blue Motorbike - ditto

Characters (minifigure, possibly Agent Spalko) - found at bottom center

Agent Spalko (CR) - sword

Dovchenko (CR) - chain (that acts like a whip)
    Note: Appears to be glitched: won't attack, won't die by normal means, you have to
    wrap up with whip and throw, barely moves from the spot he's set

Maharajah Thugee (CR) - black sleep (hurts, not the normal effect)

Shanghai Hoodlum (CR) - pistol

Enemy Soldier (Machine Gun) (CR) - machine gun

Cemetery Warrior (CR) - spear

Creatures (Small Spider) - found at center left

Small Spider - scares Willie & Mutt and attacks everyone

Snake - scares Indiana Jones and attacks everyone

Rat - scares Henry Jones, Sr. & Elsa and runs away

Crocodile - attacks and swims

Camel - rideable and can attack enemies

Horse - rideable and jumps long distances

3. Enemy Boxer

Road Baseplates (Straight Road) - found at center right

Crossroads - asphalt on green, four-way junction

Curve - asphalt on green, 90 degree curve

Straight - asphalt on green

T-Junction - asphalt on green, three-way junction

Crossroads - sand colored dirt track on green, four-way junction

Curve - sand colored dirt track on green, 90 degree curve

Straight - sand colored dirt track on green

T-Junction - sand colored dirt track on green, three-way junction

Track/Road Blend - sand colored dirt track turning to black top on green, straight

Blank Baseplates (Green Baseplate) - found at center left

Green Baseplate

Sandy Baseplate

4. Player Choices (in Options, choices to set who Player 1 and 2 are)

Maharajah - black sleep and ability to use Secret Passage, black sleep hurts instead of controls enemy

Shanghai Hoodlum - pistol

Enemy Soldier (Machine Gun) - machine gun

Indiana Jones (Crystal Skull) - whip

Mac - pistol

Mutt - wrench

Hangar Guard - pistol

Cemetery Warrior - spear

Dovchenko - chain (acts just like Indy's whip)

Agent Spalko - sword

#LOCAT
V. Locations:

A brief description of each of the location choices in Level Builder. Some familiarity with the game/movies is helpful for all locations except Bonus. For some strange reason the load screen usually has you flying to a location that is not where you actually end up, as noted.

A. Raiders Interior
Inside the Well of Souls, which is in Egypt, yet you fly to Nepal

B. Raiders Exterior
A generalized Egyptian landscape (borrows from the Cairo marketplace and the area around the dig site), yet you fly to Nepal

C. Temple Interior
Inside the tunnels from Pankot Palace to the Temple, yet you fly to China

D. Temple Exterior
Based on the area around Mayapore, India, yet you fly to China

E. Crusade Interior
Catacombs beneath the Venetian library, yet you fly to what appears to be Greece (in the strangest occurrence, as I don't recall that location in Crusade at all)

F. Crusade Exterior
Berlin, Germany, where the book burning occurs, see note on Crusade Interior on arrival destination

G. Crystal Skull - Part 1 Interior
Inside Warehouse 15, yet you fly to New York

H. Crystal Skull - Part 1 Exterior
Outside Warehouse 15 on secret Army base, yet you fly to New York

I. Crystal Skull - Part 2 Interior
Inside the mental hospital where Oxley had been, you fly to Peru

J. Crystal Skull - Part 2 Exterior
Amazonian jungle, where the Russian camp is located, you fly to Peru, which is pretty close

K. Crystal Skull - Part 3 Interior
Inside the central temple in Akator, you fly to the Amazonian jungle

L. Crystal Skull - Part 3 Exterior
Outside the central temple in Akator, where the Ugha attack, you fly to the Amazonian jungle

M. Bonus Interior
Inside a house with ugly carpet, as though you're playing with LEGOs as a kid, you fly to Nevada (which may explain the carpet, as it looks like something in a casino)

N. Bonus Exterior
Outside presumably the same house, the background is made up of grass and a white picket fence, you fly to Nevada

#LIMIT
   VI. Glitches/Limitations:

This section explains some, what I believe, are glitches, and some limitations I've discovered.

A. First and foremost, in my opinion, is the biggest limitation, is the fact that the Staff (of Ra) is nothing more than a melee weapon in Level Builder. As you probably know, during the game, an unfocused light could be focused into a beam, which could be aimed at a Light Sensor. There appears to be no item that produces the circle of light on the ground to use with the Staff.

B. Another occurrence of an item not having its main purpose is the Crystal Skull. Again, as you know, the Skull was used to make a path through the killer ants. The red driver ants aren't present in Level Builder, and it has no effect on the Small Spider or Scorpion.

C. Dovchenko, when used as an enemy, will not attack and barely moves from the spot he is placed. In order to kill him you have to bound him with the whip and pick him up and throw him. YouTube user, JLGluvsLara, has told me that she had the same issue with Agent Spalko, but I didn't experience that one. I believe she has the 360 version, though. Interdimensional Being, Peru Nurse, and Market Trader also will not attack. But this is most likely not a glitch, as they are probably intended to be friendly. Their assigned movement seems to occur correctly, also, unlike Dovchenko.

#ADVEN
   VII. Build Your Own Adventure:

This section has brief instructions on how to use Build Your Own Adventure. It allows you

to choose any unlocked levels in the game or any validated levels created in Level Builder and connect up to ten of them. They can then be played continuously with a short intro, a short cut scene in between each one, and a short ending, all of which are generic.

A. How To Validate A Level Created In Level Builder:

Once you are finished creating a level in Level Builder, it will have to be validated in order to be used in Build Your Own Adventure. I suggest naming it first. You simply have to choose Test Level (from the Options Menu, an option from the Player 1 and 2 Start Points' menus, or from the Pause Menu), then complete the level using the Players you have assigned to the level. You'll get a message stating, "Level Validated." I would further suggest choosing Exit Builder from the Pause Menu, and then Save And Exit. That seemed to work best for me, to keep both the name and validation.

B. How To Build Your Own Adventure:

Choose a blank slot and Create. First, you must select a quest item. This only appears in the aforementioned intro and ending cut scenes. The choices are: Ark Of The Covenant, Pyramid, Fake Holy Grail, Crystal Skull, Sphinx, Crusader Shield, Dinosaur Fossil, Nepalese Altar, Monkey Statue, Jade Dragon, Ceremonial Headdress, Anubis Statue, Skull, Eagle Statue, Pankot Diamond, Suit Of Armor, Ivory Elephant, Ancient Amphora, Gilt Frame Portrait, and Giant Hovitos Idol.

You'll then be on a screen that allows you to assign a character to Player 1 from any unlocked or custom character, choose a level from any unlocked one from the game or any validated custom level, and a second circle to assign Player 2. The game will assign other characters originally in the game levels and the ones you chose in Level Builder, necessary to complete it.

It will then have you assign a vehicle (or choose On Foot), which seems to change the cut scenes in between levels, or at least sometimes. It will have you then either Add New Level or choose Done. It will autosave, and you can choose to rename the adventure, up to 20 characters.

#TIPS
VIII. Tips/Tricks:

This section explains some tips and tricks that may make building easier or possibly give you some ideas.

A. Within Level Builder, if you choose the same character for Player 1 and Player 2, and then add your custom level to a Build Your Own Adventure, there won't be two "tagalongs." If one of those characters is one of the two chosen for the level in the adventure, there won't be any "tagalongs". This seems to work for multiple versions of the same character, also (e.g. Indiana Jones (Crystal Skull) and just plain Indiana Jones), but only for levels created in Level Builder.

B. This may be more obvious. If you plan on adding your level to a Build Your Own Adventure, try to make the two assigned Players of the same type as the ones to be used for the Adventure. For example, if you plan on using a custom character that has a pistol and Indy, then assign Mac and Indy to the level. That way, when testing and/or validating the level, it is being experienced as it will be within the Adventure.

C. A possible use for the Failure Firework: the first switch you activate could have a timer on the (GS), and/or a timer could be applied to the Failure Firework's (RS), for a total of up to 20 minutes (up to 10:00 on each socket) to complete the level or it fails. Just remember that anything attached to the switch's (GS) will not activate until its timer has elapsed, which could trigger something indicating half the time is left. See the Slave Drive Cave bonus level in Temple Of Doom for another usage.

#LEGAL
  IX. Legal/Acknowledgements:

Only GameFAQs.com and BrickRaiders.net have permission to host and display this guide.

Special thanks to YouTube users, stellalune and JLGluvsLara, for their input and patience. Subscribe to their channels!!

Also special thanks to LucasArts, Traveller's Tales, and everyone else who had a part in the creation of these beloved films, and the games based on them. The intent of this guide is to improve the enjoyment of those playing it. I am not seeking any kind of gain, monetary or otherwise.

Email guidelines:
My email is brent6980@yahoo.com. If you choose to email me with questions or comments about this guide, please denote in the subject line: LEGO Indiana Jones 2.

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