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**LEGO**

**INDIANA JONES**



*All New!*  
LEGO® Indiana Jones™  
Adventures

7196

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NINTENDO DS™

NTR-BLJE-USA

**LEGO**

**INDIANA JONES 2**  
THE  
ADVENTURE CONTINUES

EVERYONE  
**E**  
CONTENT RATED BY  
ESRB

**T**  
games

**INSTRUCTION BOOKLET**



**LUCASARTS™**

**PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.**

### **▲ WARNING - Seizures**

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms:

**Convulsions  
Altered vision**

**Eye or muscle twitching  
Involuntary movements**

**Loss of awareness  
Disorientation**

- To reduce the likelihood of a seizure when playing video games:
  1. Sit or stand as far from the screen as possible.
  2. Play video games on the smallest available television screen.
  3. Do not play if you are tired or need sleep.
  4. Play in a well-lit room.
  5. Take a 10 to 15 minute break every hour.

### **▲ WARNING - Radio Frequency Interference**

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

### **▲ WARNING - Repetitive Motion Injuries and Eyestrain**

Playing video games can make your muscles, joints, skin or eyes hurt. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. Parents should monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing, or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

### **▲ WARNING - Battery Leakage**

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

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REV-E

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Nintendo does not license the sale or use of products without the Official Nintendo Seal.

THIS GAME CARD WILL WORK ONLY WITH THE NINTENDO DS™ VIDEO GAME SYSTEM.



Wireless DS  
Multi-Card  
Play

THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES WITH EACH DS SYSTEM CONTAINING A SEPARATE GAME CARD.



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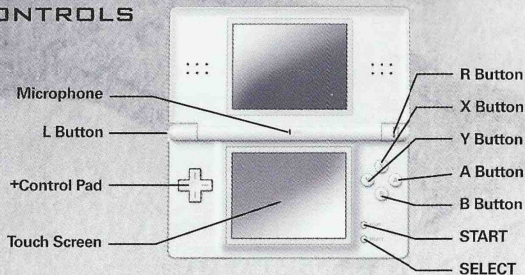
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### ▲ CAUTION - Stylus Use

To avoid fatigue and discomfort when using the stylus, do not grip it tightly or press it hard against the screen. Keep your fingers, hand, wrist and arm relaxed. Long, steady, gentle strokes work just as well as many short, hard strokes.

## CONTROLS



+Control Pad	Change Setting / Character & Vehicle Navigation / Move Vehicle / Highlight Menu Option
B Button	Jump / Go Back / Cancel
Y Button	Attack
A Button	Use Whip / Select highlighted options
L / R Buttons	Non-active character
X Button	Tag
Touch Screen / press and hold A Button	Use Ability / Tool
START	Pause / in-game options

## WELCOME

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

## THE ISLAND

Indy and Marion begin another riotous adventure together! Having just escaped the clutches of Indy's life-long adversaries, they find themselves cast away on a remote desert island. To make matters worse, pages from his precious Journal have gone missing! Help our daring hero recover all of these pages as, in true Indy style, he finds himself smack in the middle of another whirlwind adventure.

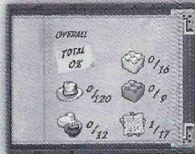


## THE JOURNAL

To get right to the action, you start exploring the Island and looking for Indy's lost journal pages. Scattered throughout the island, these pages are your keys to unlocking the different chapters of the game.

Each Journal page, or collection of pages, will unlock a new chapter or challenges that can be played through.

Touch the Journal Icon to open the Journal. Use Left / Right on the +Control Pad to view the left or right pages of the manual.



## Story

Once collected, Indy's latest adventures in **The Kingdom of the Crystal Skull** will be available.

You can also view your progress on these levels by viewing the right page of the Journal. The amount of Artifacts, Studs, Red and Gold Bricks can be viewed here, as well as an overall progression percentage.

## SAVING AND LOADING

When you first complete a chapter or purchase an item, you will be asked to select a save-game file. Choose where you want to save and press the A Button to confirm. You will be asked if you wish to enable auto-save, which is recommended. If you do so, LEGO® Indiana Jones 2: The Adventure Continues will then save your progress into this file automatically at the end of each chapter.

Note that during the levels, the Journal button is replaced by a Nintendo DS Lite Button. Touching this Button brings up the in-game options.

### STORY MODE AND FREE PLAY MODE

There are two different ways to play the game, Story Mode and Free Play Mode. When you open the Journal and select a level to play you'll initially have the option only to play in Story Mode, taking control of a pre-set group of characters.

Once you've completed the level in Story Mode, you'll then be able to play it again in Free Play Mode. This time around, you'll be able to play with a larger party of characters and use their individual abilities to reach new, and previously inaccessible areas.

### GAME OPTIONS HUT

Many of the game's functions can be accessed here. Approach the Hut to see what it contains. Cycle through the options with the +Control Pad.



### Build Your Own Adventure

Indy gets into and out of all sorts of scrapes and adventures. Now you can play your favorites over and over once you've unlocked them.

### Multiplayer

Adventures aren't meant to be enjoyed alone. You can play LEGO® *Indiana Jones™ 2*. The Adventure Continues together with a friend if they also have a Nintendo DS and their own copy of the game. To join forces, one player must select the "Host Game" option then, once the "Waiting for player..." message appears, the second player then selects "Join Game" on their own Nintendo DS. After the host player confirms the selection you can both begin your new adventures!

### CHARACTER CUSTOMIZER HUT

Here you can create two unique playable characters by mixing and matching parts from other LEGO® *Indiana Jones 2* characters.

### THE CAVE

In the Cave you can view the LEGO® vehicles and creatures that finding all 10 Artifacts in a level will unlock.

### TAGGING

Two playable characters are always visible on screen. Switch to take control of the other on-screen character at any time by moving close to face them and pressing the X Button.

### CHARACTER ABILITIES

#### THE WHIP

Everybody knows Indy is an ace with his bullwhip! Swipe the whip in the direction the whip is pointing with your thumb or stylus from handle to tip on the Touch Screen whenever you're on a "whip point" to discover its many uses.

No one gets left behind. Now you can also use the whip as a makeshift rope to pull your other character up.

#### CARRY

Pick up and carry objects from one place to another. You can also pick up enemies. Once you have floored an enemy, press the A Button to pick him up.

#### ROPE CLIMB / SWING

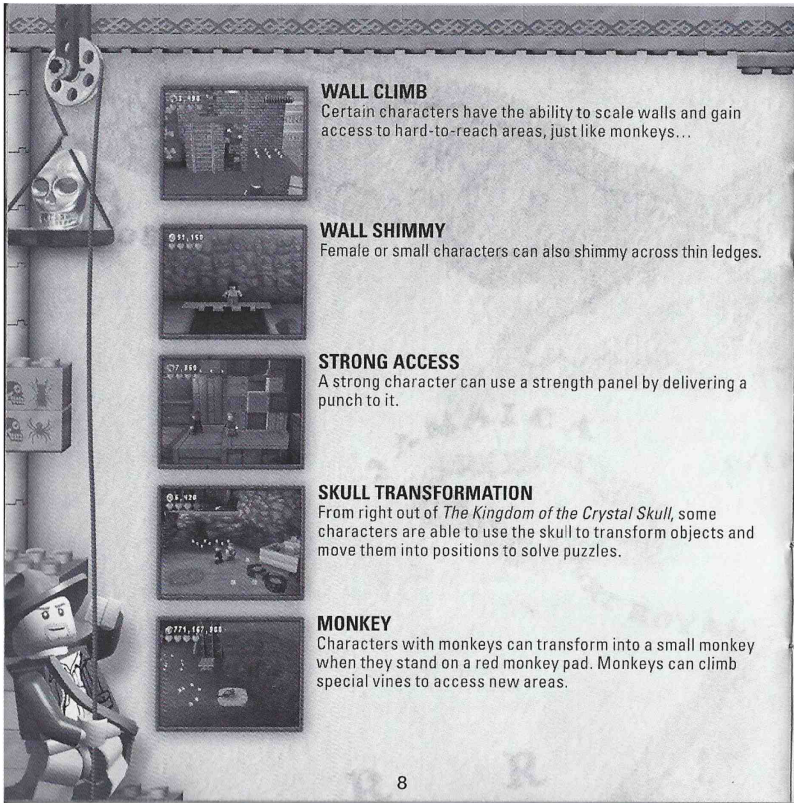
Any character can climb to new heights with ropes. Jump into the rope to grab on, then use the +Control Pad to access higher platforms.



#### BOOST

Need a lift? Step onto the special green pad to give your other on-screen character a needed boost to hard-to-access areas.

This move can only be used on female and small characters



### WALL CLIMB

Certain characters have the ability to scale walls and gain access to hard-to-reach areas, just like monkeys...



### WALL SHIMMY

Female or small characters can also shimmy across thin ledges.



### STRONG ACCESS

A strong character can use a strength panel by delivering a punch to it.



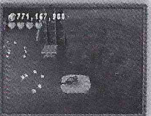
### SKULL TRANSFORMATION

From right out of *The Kingdom of the Crystal Skull*, some characters are able to use the skull to transform objects and move them into positions to solve puzzles.



### MONKEY

Characters with monkeys can transform into a small monkey when they stand on a red monkey pad. Monkeys can climb special vines to access new areas.



### EXCAVATE

Excavation characters like Sallah and Satipo have the ability to dig up objects or entrances to new areas of the level using their shovel. When standing on a buried object, swipe the shovel. The shovel is also a tool for prying open crates.

### ITEMS

#### BLOW-UPS

Blow-ups are destructible objects that can be destroyed by whip, gun or melee attack. Blow-ups reveal LEGO® studs and/or buildable elements when destroyed.

#### BUILD-ITS

Build-its are piles of LEGO® bricks that can be constructed to make level objects such as switches, levers and steps. When standing near a pile of bricks that jiggle, press and hold the A Button to begin building.

#### MOVABLE OBJECTS

Some objects in the game can be pushed by walking into them.

#### SWITCHES

Keep an eye out for switches to open doors, activate machines, and help Indy discover relics and artifacts. Some switches can be activated by standing on them, while others can be pushed, pulled, whipped, or rotated by using the Touch Screen.

#### MICROPHONE OBJECTS

In Indy's world are special objects that make use of the microphone. Blow into the microphone to interact with these objects. You can blow out torches to open doors and find studs!

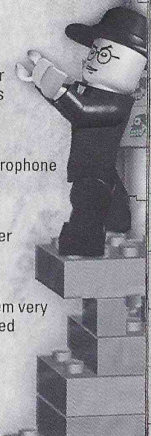
#### SPECIAL TORCHES

Pick up unlit torches and run to a flame. Use the lit torch to reveal secret areas, uncover treasure and blow up obstacles.



#### BAMBOO BOXES

These crates contain an explosive concoction which makes them very unstable, particularly around fire. They can be carried and placed near locations where explosives may be needed.



## COLLECTIBLES



### STUDS

There are three types of LEGO® Studs, each with a different value: Silver – 10 credits, Gold – 100 credits, Blue – 1,000 credits



### RED BRICKS

Red Bricks unlock special extras for you to purchase at the Beach Hut, and can be located in your Island exploration.



### ARTIFACTS

Collect all ten Artifact pieces to complete the Artifact.



### MAP PIECES

Uncover all three map pieces hidden throughout each chapter to receive one of the ten Artifact pieces.



### JOURNAL PAGES

Collect journal pages in the Island challenges to unlock new games.



### HEARTS

Some items and enemies will reveal heart tokens when destroyed or shaken. Pick these up to restore your health.



### GOLD BRICKS

Gold Bricks are rewarded for completing the 16 Challenges in the game.

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