

PSP



INDIANA JONES 2

THE ADVENTURE CONTINUES



T
games



LUCASARTS™

For safe use of this product, carefully read the following section of this manual and the precautions section of the instruction manual supplied with the PSP® (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

▲ WARNING: PHOTSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

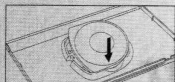
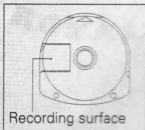
- Use in a well-lit area and keep a safe distance from the screen.
- Avoid prolonged use of the PSP® system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker.

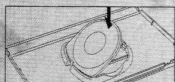
Use and handling of UMD®

- This disc is PSP® (PlayStation®Portable) format software and is intended for use with the PSP® system only. If the disc is used with other devices, damage to the disc or to the device may result. • This disc is compatible for use with the PSP® system marked with FOR SALE AND USE IN U.S. AND CANADA ONLY. • Depending on the software, a Memory Stick® Duo or Memory Stick® PRO Duo (both sold separately) may be required. Refer to the software manual for full details. • If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen. • Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity. • Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc. • Do not block the opening with paper or tape. Also, do not write on the disc. • If the opening area does get dirty, wipe gently with a soft cloth. • To clean the disc, wipe the exterior surface gently with a soft cloth. • Do not use solvents such as benzene, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc. • Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction. • SCE will not be held liable for damage resulting from the misuse of discs.



Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.



Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc. Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.

Net BSD

The communications function of this product includes software developed by the NetBSD Foundation, Inc. and its contributors. For a complete list of contributors please see <http://www.scei.co.jp/psp-license/pspnet.txt>

TABLE OF CONTENTS

GETTING STARTED	2
WELCOME	3
ON-SCREEN INFORMATION	5
CONTROLS	5
CHARACTER ABILITIES	6
ITEMS	8
SAVING AND LOADING	10
CUSTOMER SUPPORT	10
SOFTWARE LICENSE AND LIMITED WARRANTY	11

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Updating the PSP® (PlayStation®Portable) system

Updating the PSP® system software

This UMD® includes the latest update data for the PSP® system. If a screen prompting you to update the system software is displayed when you start the UMD®, you must perform an update to start the software title contained on the UMD®.

Performing the update

When you insert the UMD®, an icon (as shown on the right) is displayed under **[Game]** in the home menu. Select the icon, and then follow the on-screen instructions to perform the update.

Before starting the update:

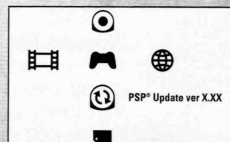
- Fully charge the PSP® system battery.
- Connect the AC adaptor to the system and plug it into an electrical outlet.

During an update:

- Do not remove the AC adaptor, turn off the system or remove the UMD®.
- If an update is canceled before completion, the system software may become damaged, and the system may require servicing to repair or exchange.

Checking that the update was successful

After the update has been completed, select **[System Settings]** under **[Settings]** from the home menu, and then select **[System Information]**. If the System Software field displays the version number of the update, the update was successful.



GETTING STARTED

Setting Up Your PSP® (PlayStation®Portable) System

Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. INSERT the **LEGO® Indiana Jones™ 2: The Adventure Continues** disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP® system's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the \times button of the PSP® system to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTICE: Do not eject a UMD® while it is playing.

MEMORY STICK® DUO

Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo into the memory stick slot of your PSP® system. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.

Saving Profiles and Settings

Your profile and settings are automatically saved after changing settings and options and when you return to the Main Menu.

Auto Save

As you progress, a message will appear on screen indicating your profile and settings are being saved. While this message is on screen, DO NOT remove the Memory Stick Duo™ or Memory Stick PRO Duo™ or turn off your console.

Loading Saved Game Settings

Your saved game settings will automatically be loaded when first booting up **LEGO® Indiana Jones™ 2: The Adventure Continues**.

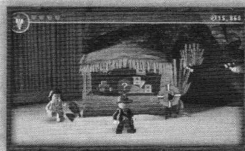
Wireless (WLAN) Features

Software titles that support Wi-Fi functionality allow you to communicate with other PSP® systems, download data and compete against other players via connection to a wireless local area network (WLAN). You can adjust the network settings to allow connection to a wireless local area network (WLAN). There are two WLAN modes: Ad Hoc and Infrastructure mode.

Ad hoc Mode: Ad hoc mode is a wireless feature that allows two or more individual PSP® systems to communicate directly with each other.

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!



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 new chapters or challenges that can be played through.

Story

Once collected, Indy's latest adventures in *Indiana Jones and 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.

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.

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 to play only 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 that level 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.



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 PSP® system and their own copy of the game.

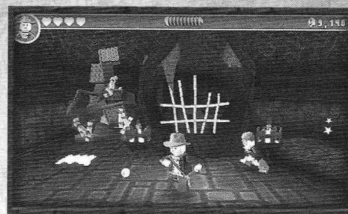
CHARACTER CUSTOMIZER HUT

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.

ON-SCREEN INFORMATION



CONTROLS

Character / Vehicle Navigation / Highlight Menu Option	Directional buttons / analog stick
Jump / Select Highlighted Option	⊗ button
Attack / Hold to Target	□ button
Pause / In-Game Options	START button
Freeplay Character Toggle	L / R buttons
Free Tag	△ button
Use Ability / Tool / Pick Up / Switch Weapon	○ button

TAGGING

Two playable characters are always visible on screen. Take control of the other on-screen character by moving close to face them and pressing the △ button.

CHARACTER ABILITIES

BUILDING

In the world of LEGO® *Indiana Jones* you'll often need to build an object out of LEGO® pieces to overcome an obstacle. Just approach a bouncing pile of LEGO® bricks and hold the \otimes button to build.



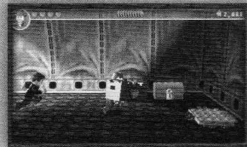
THE WHIP

Everybody knows Indy is an ace with his bullwhip! Press the \odot button whenever you're on a "whip point" to discover its many uses.

Now you can also use the whip as a makeshift rope to pull your other character up!

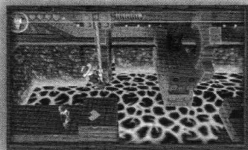
COMBAT

Almost every character in the game has a unique combat style – choose the one that fits you best. Do keep in mind that some characters possess abilities to help you through a chapter.



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 \odot 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 Directional Pad/ analog stick to access higher platforms.



BOOST

Need a lift? Step onto the special green pad to give your other onscreen 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 *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.

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, press \odot button to dig it out. The shovel also acts as a tool for prying open crates.

MONKEY

Monkey carrying characters can transform into a small monkey when they stand on a red monkey pad. Monkeys can climb special vines to access new areas.



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  button to begin building.



MOVABLE OBJECTS

Some objects in the game can be pushed by walking into them. Pull blocks can be dragged backwards by pressing the  button to

grab on and the analog stick to move.

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.

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.

BAMBOOM 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.



Artifact Pieces

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.

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 \otimes 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.

CUSTOMER SUPPORT

Where to Find Us Online

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

Yoda's Help Desk

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

Product Support Mailing Address

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

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