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LEGO

INDIANA JONES



All New!
**LEGO® Indiana Jones™
Adventures**

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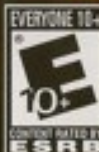
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LEGO

INDIANA JONES 2
THE
ADVENTURE CONTINUES



LEGO
games

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CONTROLLER DIAGRAM

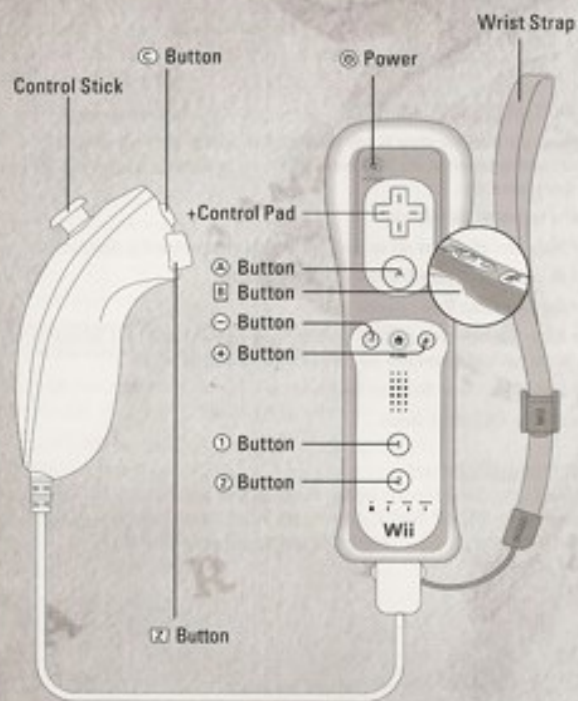


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WELCOME

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

PLAYSETS



STORY PLAYSETS

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

Free Play

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

Build your own adventure

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

Build your own level

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

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

THE MOVIE HUBS

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

STORY MODE

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

TREASURE MODE

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

CHARACTER PURCHASER

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

RED BRICKS

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

SPLIT SCREEN

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

CONTROLS

Character / Vehicle Navigation / Highlight Menu Option / Move Target	Control Stick
Jump / Select Highlighted Option	A Button
Attack / Hold to Target	Swing Wii Remote or press the B Button
Pause / In-Game Options	+ Button
Freeplay Character Toggle	1 / 2 Buttons
Free Tag	C Button
Use Ability / Tool / Pick Up / Switch Weapon / Cancel	Z Button

CHARACTER ABILITIES

BUILDING

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

THE WHIP



Whip Swing

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



Whip Tie

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

Whip Targeting

When armed with the whip, press and hold the **B** Button to begin Whip Targeting. While Indy is spinning his whip, point the Wii Remote at the screen in order to guide the targeting reticule to grab objects and target bad guys that may otherwise be unreachable.

COMBAT

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

RANGED TARGETING

When armed with a weapon or tool that can be thrown (such as a spear), you have to hold down the **B** Button and point the Wii Remote at the screen in order to guide the targeting reticule. With this you can aim at objects more accurately.



ROPE CLIMB /SWING

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

OBJECT THROWING

Out of ammo? Characters can use their environment to assist them in their fight. Pick up chairs, bottles, spears and more with the [Z] Button. Hold down the [B] Button and point the Wii Remote at the screen in order to throw an item.

BANANAS & MONKEYS

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

ITEMS

SILVER LEGO® OBJECTS

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

MOVEABLE OBJECTS

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

TORCHES

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

PHOBIA

Certain characters have fears that won't allow them to move forward. For example, Indiana Jones is afraid of snakes, Dr. Jones Sr. is afraid of rats, and Willie is afraid of bugs. Find a torch to clear the critters from your path and conquer the character's fears.

SAVING & LOADING

When you first complete a level or purchase an item you will be asked to select a save-game file. Choose which one and press the to confirm.

You will be asked if you wish to enable auto-save, which is recommended. If you do so LEGO® Indiana Jones™2: The Adventure Continues will save your progress into this file automatically at the end of each chapter.

MULTIPLAYER

Indy's adventures often succeed because of a helping hand. To have a second player join in the action press the [Y] Button on the second Wii Remote. If you want to drop out, press the [Y] Button and select Drop-Out from the Pause Menu.

CUSTOMER SUPPORT

WHERE TO FIND US ONLINE

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

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