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THE CLONE WARS



COMING FALL 2008

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NINTENDO DS™ Wii

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NINTENDO DS™

NTR-YLJE-USA

LEGO

INDIANA JONES

THE ORIGINAL ADVENTURES



games

INSTRUCTION BOOKLET

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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, such as while 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 when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	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 after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes 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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THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES WITH EACH DS SYSTEM CONTAINING A SEPARATE GAME CARD.



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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.

WELCOME

He's smart, he's daring, he's brave, he's plastic! Welcome to **LEGO® Indiana Jones™: The Original Adventures**. Along with a colorful cast of friends and enemies, Indy seeks the greatest archaeological finds of all time. Use your whip to crack open the fun and swing into action in this all new LEGO® adventure.

GETTING STARTED

Barnett College

Main Hall

Step into the halls where some of the greatest minds have discussed the most important discoveries of all times. One of the most famous of them all, Indiana Jones, has become the most popular professor the school has seen. Along with his teaching duties, it's here that Dr. Jones plans for his next great archeological adventure!



Game Modes

To get right to the action, you should head to one of the academic halls. These should be familiar to those of you who have already done their homework! Once you complete studying the first chapter of Indy's *Raiders of the Lost Ark* adventure, Lost Temple, other chapters will be unlocked allowing you to move, in parallel, between all three of Indy's adventures.

STORY MODE & FREE PLAY MODE

Story Mode is where you can relive Indy's most action-packed moments. You can follow the events of his adventures and play as the original characters from the films. And don't forget about Free Play mode! Sure, it's a blast to play as the original characters, but think about how fun it would be to play those same amazing adventures with any character you want!

You'll need to play each chapter with the original characters in story mode first before you can go around playing with anyone else in Free Play.

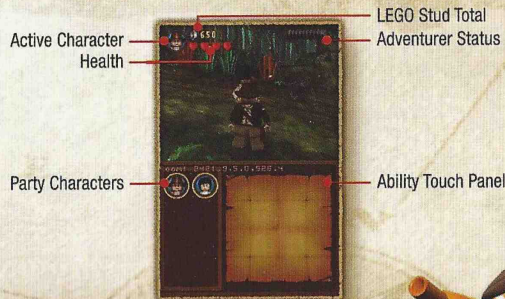
Please note that the Dean of Archeology has deemed Free Play mode levels to be too much fun and has only provided you with a few characters to play with. If you want more characters for Free Play mode, you'll have to unlock them.

MULTIPLAYER

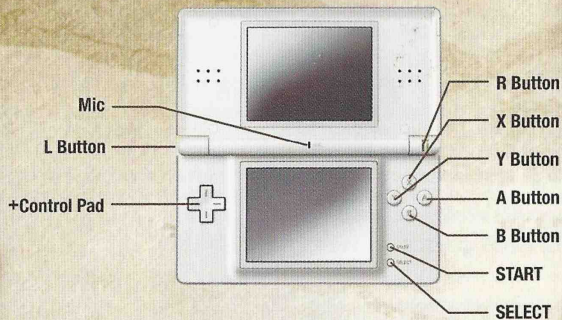
Archeology isn't just about discovering lost tombs and hoping "X" marks the spot. It's a social science! You can play **LEGO® Indiana Jones: The Original Adventures** together with a friend if they also have a Nintendo DS and their own copy of the game.

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 DS. After the host player confirms the selection you can both begin your archeological journey!

ON-SCREEN INFORMATION



CONTROLS



+Control Pad	Character Vehicle Navigation
B Button	Jump
Y Button	Attack
Touch Screen / Press and Hold A Button	Use Ability / Tool
A Button	Use Whip
START	Pause / in-game options
+Control Pad	Move vehicle
L / R Buttons	Non-active character
X Button	Tag
+Control Pad: Up/Down	Highlight menu option
A Button	Select highlighted option
+Control Pad: Up/Down	Change Setting
B Button	Go Back / Cancel



Tagging

You need teamwork to solve puzzles, so when you're close enough to another on-screen character press the X Button to switch to that character.

Character Switching

On the left-hand side of the Touch Screen you'll see all the portraits of the characters currently in your party. To switch control to other party members simply touch their portrait on the Touch Screen.

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 pile of LEGO® bricks and hold the A Button to build.



The Whip

One of the best parts of playing as Indiana Jones is his mastery of the bull whip! By whipping across gaps or up cliffs, Indy can reach those impossible to get to places. Swipe the whip with your thumb from handle to tip on the Touch Screen whenever you are on a "whip point." The whip can interact with the environment when near these special points. Drag, topple, pull, activate, and destroy objects using this technique.

The whip can also be used in combat. Whip an enemy with a gun and their weapon will pop out of their hands. If they don't have a gun, stun them with a strong crack of the whip. Finally, pull your enemies within fist range by pressing and holding the A Button.

Combat

Almost every character in the game has a combat style – find out which one you like best. However, keep in mind that some weapons have abilities to help you through a chapter. For example, the shovel can also be used to dig up treasure and pieces used to solve puzzles.



Carry

When you need to get an object from one place to another, what should you do? Pick it up of course! When a special build-it piece is revealed the player can pick it up and carry it to the build-it spot.



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. Press jump again to jump off the rope.

Umbrella Slide

Some characters, like Prof. Jones Sr. and Marcus Brody, have the ability to access areas of the level by using their umbrellas to slide along zip lines. Use the Touch Screen to activate this ability.



Excavate

Excavation characters like Sallah and Satipo have the ability to dig up objects or entrances to new areas of the level. When standing on a buried object, swipe the touch screen to dig it out.

Small Access

Sometimes the best character is the smallest! Small characters, like Short Round and the Maharajah, have the ability to use small access doors. Small characters can enter one and exit another in a different location and vice versa.



Monkey

It's time to get down to monkey business. Monkey carrying characters like the aptly named Monkey Man and Marion can take control of 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 activation A Button to begin building. Some build-its have "special" properties. When using special build-its, the three blue bricks must be found and placed on the blue special build-it pad before the special object can be built.

Grey and White LEGO® Objects

Grey and White LEGO® objects can only be destroyed by large explosions created by throwing bottles onto flames, igniting gunpowder kegs and triggering dynamite.

Movable Objects

Some objects in the game can be pushed by walking into them. Pull blocks can be dragged backwards by pressing and holding the A Button to grab on and the **+Control Pad** to move.





Activation Panels

To use an Activation Panel you must first take control of the correct character class for that panel. Stand in front of the panel and press the activation **A** Button. Some Free Play based activation panels will feature Mini-Games.

Overall, there are four types of activation panels.

- Military
- Brotherhood of the Cruciform Sword
- Scholar
- Thuggee

Microphone Objects

In Indy's world there are special objects that make use of the DS microphone. Blow into the microphone to interact with these objects. You can blow up life rafts that get Indy across waterways or blow out torches to open doors and find studs!

Special Torches

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

Gunpowder Kegs / Dynamite

Gunpowder kegs can be used to create large explosions by placing special lit torches next to them. With dynamite, look out for detonators and swipe the detonator icon on the Touch Screen when standing next to them.

Hat Cupboards

Hats can be put on by accessing hat cupboards. Wearing certain hats is like wearing a disguise and allows access panels to be used that couldn't be used before.

Collectibles



Studs

Studs are LEGO® currency and are used to purchase characters, abilities and hints. There are three types of LEGO® Studs, each with a different value:

Silver – 10 credits Gold – 100 credits Blue – 1,000 credits



Red Bricks

Once collected each Red Brick unlocks the ability for you to purchase a special skill in Barnett College. There is one Red Brick located in each chapter.



Artifacts

There are ten artifact pieces located in each chapter, some accessible in Story Mode, but the majority can only be collected in Free Play. You must collect all ten to complete the artifact.



Map Pieces

Discover all three map pieces hidden throughout each chapter to receive one of the ten hidden LEGO® artifact pieces.



Hearts

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



Gold Bricks

Gold Bricks are rewarded for completing portions of the game like finishing a chapter in Story Mode or getting Adventurer in a chapter. Collect every gold brick in order to up your overall percentage.

Extras

Indiana Jones seeks out powerful and ancient Red Bricks. When collected, these Red Bricks can unlock special secret abilities that can be activated in the Extras menu. After unlocking these Extras by collecting Red Bricks in the chapters, you can purchase them with LEGO® Studs. Once you've purchased an Extra, you can activate or de-activate it using the Extras Menu, located in the Pause Menu.





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: The Original Adventures* will then save your progress into this file automatically at the end of each chapter.

BONUS MINI-GAMES



In one of the rooms of Barnett College, there's a door marked with a Nintendo DS. Through here, you'll find the Mini-Game room Indiana visits to test his wits.

Against the wall is a chalkboard with a picture of a DS. Just stand in front of the chalkboard and press the **A** Button to play.

Good performances in these games will be rewarded with LEGO® Studs. The better you do the more studs you'll get!

NOTE: Before you can play the Mini-Games, you'll have to find them! Each Mini-Game is hidden in a Red Brick, placed somewhere in each of the chapters.

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Uses Bink Video.
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