

STAR WARS

THE CLONE WARS



COMING FALL 2008

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LUCASARTS

NINTENDO DS™ Wii™

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RATING PENDING
RP
CONTENT RATED BY ESRB
Visit www.esrb.org for rating information



INDIANA JONES

THE ORIGINAL ADVENTURES



EVERYONE 10+
E
10+
CONTENT RATED BY ESRB

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games

LUCASARTS™

PLEASE CAREFULLY READ THE Wii™ OPERATIONS MANUAL COMPLETELY BEFORE USING YOUR Wii HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS MANUAL 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 Eye or muscle twitching Altered vision
 - Loss of awareness 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 - 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 tendonitis, 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.

⚠ CAUTION - Motion Sickness

Playing video games can cause motion sickness in some players. If you or your child feels dizzy or nauseous when playing video games, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

IMPORTANT LEGAL INFORMATION

This Nintendo game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

REV-E



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This game is presented in Dolby Pro Logic II. To play games that carry the Dolby Pro Logic II logo in surround sound, you will need a Dolby Pro Logic II, Dolby Pro Logic or Dolby Pro Logic IIx receiver. These receivers are sold separately.



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⚠ CAUTION: WRIST STRAP USE

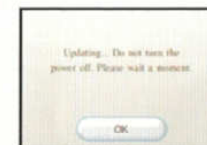
Please use the wrist strap to help prevent injury to other people or damage to surrounding objects or the Wii Remote in case you accidentally let go of the Wii Remote during game play.

Also remember the following:

- Make sure all players put on the wrist strap properly when it is their turn.
- Do not let go of the Wii Remote during game play.
- Dry your hands if they become moist.
- Allow adequate room around you during game play and make sure that all areas you might move into are clear of other people and objects.
- Stay at least three feet from the television.
- Use the Wii Remote Jacket.

SYSTEM MENU UPDATE

Please note that when first loading the Game Disc into the Wii console, the Wii will check if you have the latest system menu, and if necessary a Wii system update screen will appear. Press OK to proceed.





CONTROLLER DIAGRAM

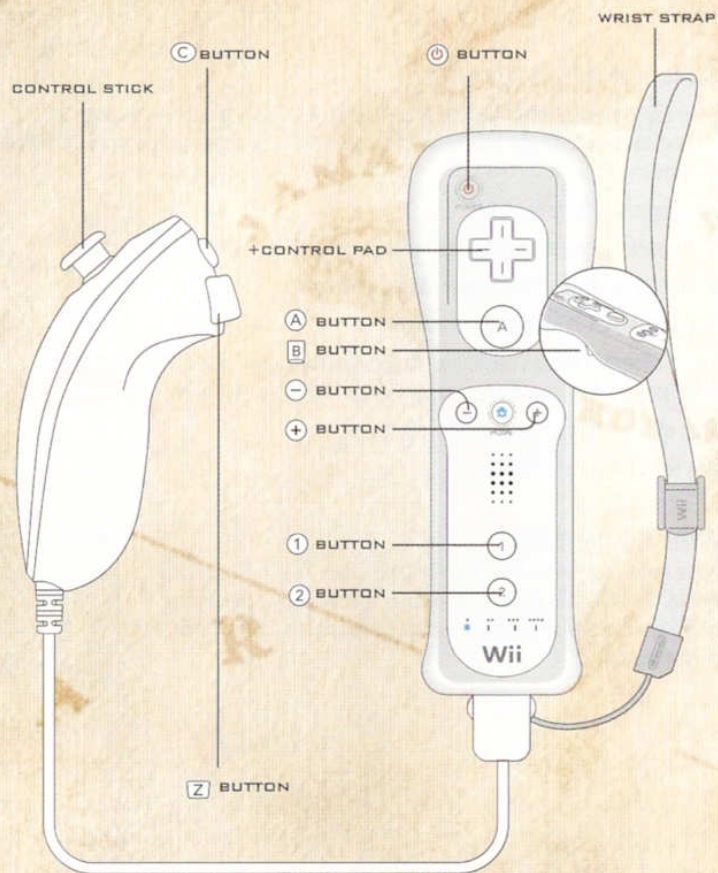


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WELCOME

He's smart, he's daring, he's brave, and 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

Setting Up Your Wii™ Video Game System

1. Set up your Wii™ video game system according to the instructions in its Instruction Manual.
2. Press the Power Button and the status indicator light will light up.
3. Place the LEGO® *Indiana Jones: The Original Adventures* disc in the Disc slot with the label side facing up.
4. Follow on-screen instructions and refer to this manual for more information about playing LEGO® *Indiana Jones: The Original Adventures*.



To avoid damage to discs or the disc drive

- Insert only Wii™-compatible discs into the disc drive.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not apply labels, stickers, or other foreign objects to discs.

Saving Data

Edited data must be manually saved to your Wii™ video game system. For more information on saving and loading, see page 9.

BARNETT COLLEGE

Indiana's Classroom

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, check out the three maps that lead to the three *Indiana Jones* adventures: *Raiders of the Lost Ark*; *The Temple of Doom*; and *The Last Crusade*. Each map has 6 locations that lead to different chapters. 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.

EXPLORING BARNETT COLLEGE

The Library

Visit the Library to see history come to life! Talk to the Librarian to increase your collection of Free Play characters. Tag other characters in the library to take control of them, by pressing the  Button.

The Art Room

In a LEGO® world, anything is possible. In the Art Room, express your creativity by creating your own customized characters – then take them in to a Free Play adventure!



The Mail Room

In your adventures across the globe, look out for hidden packages containing ancient artifacts of great power. Whenever you find them, pick them up and take them to a mailbox. When your travels are complete and you return to the College, go to the Mail Room and make a collection – once you've paid for the shipping, of course! You can activate or de-activate these "Extra" powers using the Extras Menu, from the Pause Menu.

The Math Classroom

Got a secret code? Congratulations! Write it on the blackboard here.

Explore And Discover

Rumors abound of hidden areas in the College – perhaps, it is said, there are even secret levels, somewhere, waiting to be discovered. Can you uncover the truth?

MULTIPLAYER

Archeology isn't just about discovering lost tombs and hoping "X" marks the spot. It's a social science! Indy's adventures often succeed because of a helping hand.

To have a second player join in the action press the **+** Button on the second controller. If you want to drop out, press the **+** Button and select Drop-Out from the Pause Menu.

ON-SCREEN INFORMATION

- Player 1
- Player 2
- LEGO Stud Total
- Health
- Adventurer Status



CONTROLS

Character / Vehicle Navigation	Control Stick
Jump	A Button
Attack	Swing Wii Remote or press the B Button
Use Ability / Tool	Z Button
Use Whip	Z Button
Pause / In-Game Options	+ Button
Freeplay Character Toggle	1 / 2 Buttons
Free Tag	C Button
Highlight Menu Option	Control Stick / + Control Pad up / down
Select Highlighted Option	A Button
Change Setting	Control Stick / + Control Pad left / right
Go Back / Cancel	B Button

Free Tagging

You need teamwork to solve puzzles, so at any time, press the **C** Button to switch characters.

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 **B** Button to build.



The Whip

One of the best parts of playing as Indiana Jones is his mastery of the bull whip! Use it to gain access to areas of levels that he cannot reach by walking or jumping. Look for wooden whip platforms to discover many of the ways you can use the whip. Press the **B** Button to drag, topple, pull, activate, and destroy objects using this technique. The whip can be used to disarm your enemies. This ability will be activated with the **Z** Button.

Combat

Almost every character in the game has a combat style, find out what 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! Whenever you are close to an object, press the **Z** Button to pick up that object. Look for special green pads to drop these objects on.



Rope Climb / Swing

Any character can climb to new heights with ropes. Jump toward the rope to grab hold and use the Control Stick to access higher platforms. Press jump again to jump off.

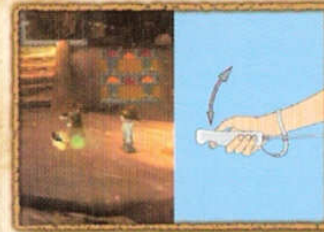


Academic

In the Indiana Jones world academic characters, like Prof. Jones Sr. and Marcus Brody, have the ability to access areas of the level by translating special jumbled pictures. Pick up books to allow any character to use this ability.

Excavate

Excavation characters like Sallah and Satipo have the ability to dig up objects or entrances to new areas of the level. Pick up a shovel to allow any character to use this ability.



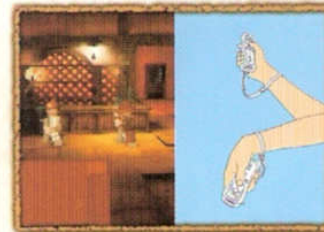
Small Access

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



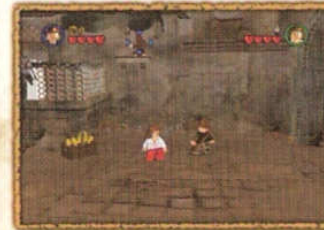
Object Throwing

Ammo problems? Start throwing the room at them! Most characters can throw chairs and bottles at enemies. Press the **Z** Button to pick up the object and the **Z** Button to throw it at the target.



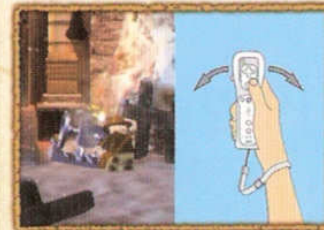
Bananas / Monkey

It's time to get down to monkey business. When you can't get to an area because it is too high or the path is too small, throw a banana at what you want and get a monkey to do it.



Mechanics

Certain characters have the ability to fix any non working machine. Look for the sparks and tap the **Z** Button when your character has a wrench in their hands.



Special Character Access

Certain areas can only be accessed by soldiers or Thuggees – but you can trick your way in by wearing the correct headgear. Pick up hats from defeated enemies to disguise yourself, then stand in front a guard post or Thuggee Statue and press the **Z** Button for access.

ITEMS

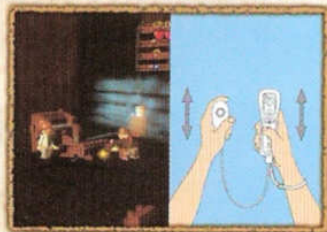
Blow-ups

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

Standard 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 **Z** Button to begin building. Increase the speed of building by using the motion above.



Silver LEGO® objects

Silver LEGO® objects can only be destroyed by large explosions. Look for dynamite or a bazooka take out these objects.



Movable objects

Some objects in the game can be pushed by walking into them. Pull blocks can be dragged backwards by walking into the pull handle and thumbing the Control Stick in the opposite direction to move.



Special Torches

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

Phobias

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

Dynamite

Dynamite can be used to create large explosions by using specially lit torches next to them. These explosions will often destroy silver LEGO® objects that cannot be destroyed by regular weapons.

Collectibles



Studs

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

Silver – 10 points Gold – 100 points Blue – 1,000 points Purple – 10,000 points



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.



Hearts

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

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.

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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.

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San Francisco, CA 94129
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