LEGO INDIANA JONES
THE ORIGINAL ADVENTURES

LUCASARTS

Tt games

EVERYONE 10+
E 10+
CONTENT RATED BY ESRB

Tt games

LUCASARTS

WARNING: PHOTOSENSITIVITY/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 television 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, or
- 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 as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PLAYSTATION®3 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.

NOTICE:

Use caution when using the SIXAXIS™ wireless controller motion sensor function. When using the SIXAXIS™ wireless controller motion sensor function, be cautious of the following points. If the controller hits a person or object, this may cause accidental, injury or damage. Before using, check that there is plenty of space around you. When using the controller, grip it firmly to make sure it cannot slip out of your hand. If using a controller that is connected to the PS3™ system with a USB cable, make sure there is enough space for the cable so that the cable will not hit a person or object. Also, take care to avoid pulling the cable out of the PS3™ system while using the controller.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PLAYSTATION®3 system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.
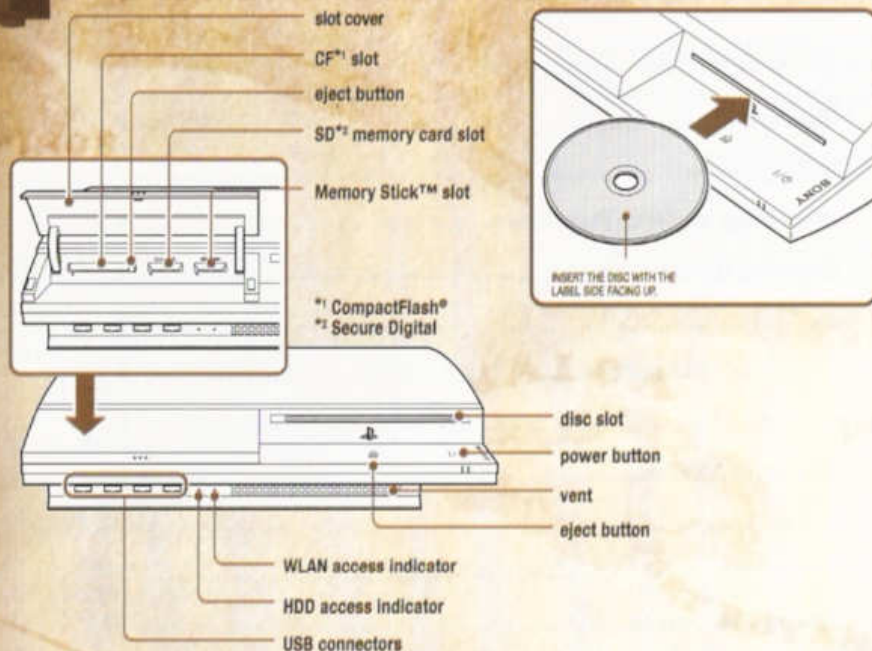
HANDLING YOUR PLAYSTATION®3 FORMAT DISC:

- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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PLAYSTATION®3 SYSTEM FRONT

- slot cover
- CF*¹ slot
- eject button
- SD*² memory card slot
- Memory Stick™ slot

*¹ CompactFlash®
*² Secure Digital

INSERT THE DISC WITH THE
LABEL SIDE FACING UP.

- disc slot
- power button
- vent
- eject button
- WLAN access indicator
- HDD access indicator
- USB connectors

Note: Some models of the PLAYSTATION®3 system do not include media slots. For specific features included, refer to the instructions for use of your model of the PLAYSTATION®3 system.

Starting a game

Before use, carefully read the instructions supplied with the PLAYSTATION®3 computer entertainment system. The documentation contains information on setting up and using your system as well as important safety information.

Check that the MAIN POWER switch (located on the system rear) is turned on. Insert the **LEGO® Indiana Jones™: The Original Adventures** disc with the label facing up into the disc slot. Select the icon for the software title under [Game] in the PLAYSTATION®3 Cross Media Bar, and then press the ✖ button. Refer to this manual for information on using the software.
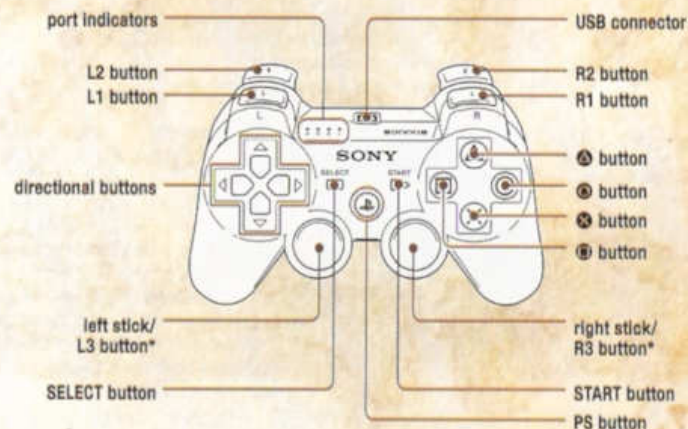
Quitting a game

During gameplay, press and hold down the PS button on the SIXAXIS™ wireless controller for at least 2 seconds. Then select "Quit Game" from the screen that is displayed.

Hint: To remove a disc, touch the eject button after quitting the game.

USING THE SIXAXIS™ WIRELESS CONTROLLER (FOR PLAYSTATION®3)

- port indicators
- L2 button
- L1 button
- directional buttons
- left stick/ L3 button*
- SELECT button

- USB connector
- R2 button
- R1 button
- ▲ button
- ● button
- ✖ button
- ■ button
- right stick/ R3 button*
- START button
- PS button

* The L3 and R3 buttons function when the sticks are pressed.

Note: To use the controller, you must first register or "pair" the controller with the PLAYSTATION®3 system and assign a number to the controller. For details, refer to the instructions supplied with the system.

Saved data for PLAYSTATION®3 format software

Saved data for PLAYSTATION®3 format software is saved on the system's hard disk. The data is displayed under "Saved Game Utility" in the Game menu.

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

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's 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 ⓐ 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 **START** button on the second controller. If you want to drop out, press the **START** button and select Drop-Out from the Pause Menu.

ON-SCREEN INFORMATION

LEGO Stud Total

Player 1
Health

Player 2

CONTROLS

left stick	Character / Vehicle Navigation
right stick	Camera View
X button	Jump
square button	Attack
circle button	Use Ability / Tool
circle button	Use Whip
START button	Pause / In-Game Pptions
L1 / R1 buttons	Freeplay Character Toggle
triangle button	Free Tag
left stick up / down	Highlight Menu Option
X button	Select Highlighted Option
left stick left / right	Change Setting
circle button	Go Back / Cancel

Free Tagging
You need teamwork to solve puzzles, so at any time, press the ⓥ button to switch characters.

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 ⓞ 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 ⓞ button to drag, topple, pull, activate, destroy objects, and even disarm enemies!

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 see a blue arrow over an object, press the ⓞ 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 towards the rope to grab hold and use the **left 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. Look for buried objects and tap the ⓞ button to start digging and uncover secret treasures and materials. 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 ⊚ button to pick up the object and the ⊚ 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

Is your engine sparking? Certain characters have the ability to fix any non working machine. Look for the sparks and tap ⊚ 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 ⊚ button for access. Overall, there are two types of activation panels:

• Military   • Thuggee

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.

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 ⊚ button to begin building. To use special build-its, boxes of parts must be found and placed on the green special build-it pad before the special object can be built.

Silver LEGO® Objects

Silver LEGO® objects can only be destroyed by large explosions. Look for dynamite or a bazooka to 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 **left stick** in the opposite direction.

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, Dr. 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 three types of LEGO® Studs, each with a different value:

Silver – 10 points   Gold – 100 points   Blue – 1,000 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 ✖ 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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Special Thanks
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Dylan Dawson, Emma and George, Stevie G, James Henderson, Heather Heathfield, Jane, Max and Charis, Donna Pardon-Gallagher, Ned and Sara Gray, Samantha Lacey, Perviglio, Alison and Evan Scragg, Stripey and Taylor, Lily-May, Gary Vibealite, Amanda, Charlotte and Heather Edwards, Molly-Rose and Grace, Jayne Stephen, Olivia Wahlen, Sonia Chabouni, Emily Thompson, Kristian Clarke, Ash, Symen, Leah Donohue, Dale Wilson, Kathryn Rennie, Barrie and Theresa Crofts, Rhoda Daly, Emma McHarrie, Harley, Keith Greene and Nikos Aspiotis.

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Special Thanks
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Very Special Thanks
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