

CONTROLS

KEYBOARD

CONTROL	PLAYER 1	PLAYER 2
Move Character	W A S D	↑ ← ↓ →
Jump / Select / Flip Vehicle	Y	I
Attack / Target (hold)	G	J
Build / Use / Special / Switch Weapon	H	K
Switch Character / Enter/Exit Vehicle	J	L
Character Toggle Up	Q	U
Character Toggle Down	E	P
Start / Pause	RETURN	DEL

GAMEPAD

Character Toggle



Character Toggle

Switch Character / Enter/Exit Vehicle

Move Character



Attack / Target (hold)

Build / Use / Special / Switch Weapon

Jump / Select / Flip Vehicle

Start / Pause

PRODUCT KEY



INDIANA JONES 2

THE ADVENTURE CONTINUES



EPILEPSY WARNING

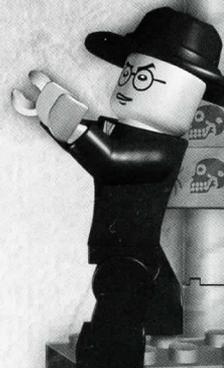
A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult a physician before resuming play.

PRECAUTIONS TO TAKE DURING USE

- Sit a good distance away from the monitor.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.

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INSTALLATION & ACTIVATION

It is important that the game is installed correctly before playing. Installation is a one-time process that only takes a few minutes. Please follow the instructions below:

1. Insert the **LEGO® Indiana Jones™2 DVD** into the DVD drive and wait for the **LEGO® Indiana Jones™2 DVD icon** to appear on your desktop.
2. Double-click on the **LEGO® Indiana Jones™2 DVD icon** to open it.
3. Before doing anything else, read the file called **ReadMe** found in the **English folder**.
4. Drag the **LEGO® Indiana Jones™2 folder** onto the **Applications folder** that appears next to it. It will start to copy across.
5. Once installation is complete, double-click on the **LEGO® Indiana Jones™2 application icon** in the **LEGO® Indiana Jones™2 folder**, which is found in the **Applications folder** on your hard drive. The pre-game Options window will appear showing the Activation Panel.
6. Enter your Product Key into the six empty boxes. Your Product Key is printed on the back of this manual. Once the Product Key has been entered, the *Save* button in the right-hand corner of the Panel will activate.
7. Click the *Save* button to save your Product Key. You now have a choice to activate the game online or to play with the DVD in the drive.

PLAYING USING THE DVD

Once you have completed step 7 on the previous page you may play the game by clicking the *Play with Disc* button. In order for the game to launch, the **LEGO® Indiana Jones™2** disc must be present in your Mac's DVD drive.

PLAYING USING ONLINE ACTIVATION

If you prefer to play without the game DVD in the drive, then you may do so by activating your game online. Click the *Activate Online...* button in the Activation Panel. A dialog will appear confirming that your Product Key will be sent to Feral's servers. Click the *Activate Online...* button in the dialog. The Activation Panel will update showing you the number of machines you are allowed to activate the game on and how many machines you have currently activated. You can now play your game without a DVD in the drive or an internet connection.

You may now move onto the "Getting Started" section below, which will take you through playing the game for the first time.

GETTING STARTED

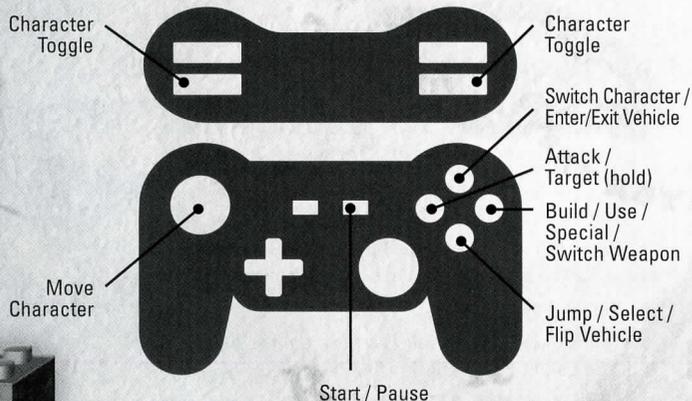
1. If **LEGO® Indiana Jones™2** is not already running, double-click on the **LEGO® Indiana Jones™2 application icon**. By default this is to be found in the **LEGO® Indiana Jones™2 folder** within the **Applications folder** on your computer's hard drive.
2. The pre-game options screen will appear. Click on the *Play* button. The game will launch.
3. When the title screen appears, press a key on the keyboard or button on a gamepad to select the game input device.
4. Select *New Game*.
5. You will be asked to select a *Save Game* slot. Choose a slot, select *Yes* to confirm and then *OK*.
6. You will be taken to *The Kingdom of the Crystal Skull* Playset. Press **(RETURN)** to open the Playset and then select *Start Story* to begin your **LEGO® Indiana Jones™** adventure...

GAME CONTROLS

KEYBOARD

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Build / Use / Special / Switch Weapon	H]
Switch Character / Enter/Exit Vehicle	J]
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Start / Pause	RETURN	DEL

GAMEPAD



USING A GAMEPAD

LEGO® *Indiana Jones™2* works fine with your Mac's keyboard, however we recommend using a dual analog stick gamepad with at least 6 buttons. The diagram above is based on a standard controller layout; all gamepads have similar button positions but some may differ slightly from those shown above. You may customize your gamepad controls in-game. This can be done in *Control Configuration* via *Options* in the Main Menu.

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 colourful 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.

CREATOR PLAYSETS

Quick Play

Open the Quick Play box to mix up characters from different movies. Choose your favourite characters, 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

Choose the "Level Builder" 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 "Test 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 has 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.

PURCHASING CHARACTERS AND VEHICLES

As you progress through the Hubs, you'll be able to purchase new characters and vehicles. When approached, these special characters and vehicles will display their name and cost in LEGO® studs. Press **[Y]** to buy them.

Some characters will be easier to purchase than others. For example, a friendly character will become available to buy in the Hub after you have met them in a previous level, whereas an enemy may put up more of a fight before you can buy. Likewise, some vehicles will require you to complete a task before you are able to get in.

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.

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 **[H]** to build.

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 **[A]** or **[D]** in the intended swing direction will help you gain more momentum.



Whip Tie

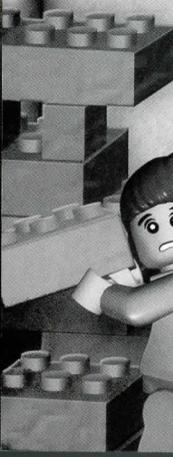
Indy can entangle enemies using his whip, rendering them helpless. Once an enemy is tied up, pick him up with **[H]** or drag him wherever you want! Be careful, enemies can eventually wriggle free of the whip. They are also more vulnerable to attacks when entangled in this way.

Whip Targeting

When armed with the whip, press and hold **[G]** to start Whip Targeting. While Indy is spinning his whip, you can guide the cursor across the screen 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 **[H]** 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), press and hold **[G]** to bring up the targeting cursor. 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, you should hold the key for the direction you want to swing (If you want to swing to the left, **[A]** must be pushed and held). Ropes can also be climbed by pressing **[W]** 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 **[H]**. Press and hold **[G]** to bring up the targeting cursor and throw it.

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

It is recommended that you create a Saved Game before beginning your adventure.

Once a saved game has been created, your game will be automatically saved at the end of each completed chapter. Your game will also be automatically saved when you purchase an item in a Hub.

To continue a previously saved game, choose *Load Game* from the Main Menu.

MULTIPLAYER

To have a second player join in the action press **[F2]**. If you want to drop out, press **[RETURN]** and select *Drop-Out* from the Pause Menu.



SPLIT SCREEN

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

REMEMBER: If you are using a recent Apple keyboard, you will need to hold down the **fn** key before using your function (**F**) keys.

TECHNICAL SUPPORT

Every effort has been made to make **LEGO® Indiana Jones™2: The Adventure Continues** compatible with current hardware. However, if you are experiencing problems with running the game, please read on. The following information **MUST** be obtained **BEFORE** contacting Support:

1. The error message displayed when the problem occurred (if any).
2. A **LEGO® Indiana Jones™2 Report.txt** file, this contains:
 - An Apple System Profiler Report of your Mac.
 - Any Crash logs that exist.
 - List of all the files in the relevant game folder.

All the information required can be obtained by loading **LEGO® Indiana Jones™2: The Adventure Continues** and clicking on the support tab in the pre-game options window. In the support tab click on the **Generate Report** button. Once the report is generated it will appear as a file on your desktop. Now click on the **Create Email** button.

Remember to attach the report called **LEGO® Indiana Jones™2 Report.txt** to your e-mail.

CONTACT US

ONLINE SUPPORT

Visit our website at www.feralinteractive.com

Here you will find extensive product support and other information. In addition, this site provides answers to Frequently Asked Questions (FAQs) plus patches, updates and demos.

E-MAIL SUPPORT

If you cannot find an answer to your question on the website, email to the following address: legoindyiisupport@feralinteractive.com

The subject line of your e-mail must include the words "**LEGO Indiana Jones 2**".

Remember to attach the report called **LEGO® Indiana Jones™2 Report.txt** to your e-mail.

PHONE SUPPORT

If you prefer to speak with a member of the support team, call on the following numbers:

If you are in the UK – Tel: **020-8875-9787**

If you are outside the UK – Tel: **+44-20-8875-9787**

Telephone support is available between 9 am and 6 pm GMT, Monday to Friday. Outside of these hours, please leave a message with your name, telephone number and the game for which you are seeking support.

WARRANTY

Feral Interactive Ltd. guarantees to the original buyer of the multimedia product that the digital video disc (DVD) supplied with this multimedia product shall not show any fault during a normal-use period of ninety (90) days from the invoiced date of purchase, or any other longer warranty time period provided by applicable legislation.

Please return any defective multimedia product together with this manual by registered letter to:

Feral Returns
64 Kimber Road
London SW18 4PP
United Kingdom

Please state your full name and address (including postcode), as well as the date and location of purchase.

If a disc is returned without proof of purchase or after the warranty period has expired, Feral Interactive Ltd. will choose either to repair or to replace it at customer expense. This warranty is invalid if the disc has been damaged through negligence, accident or misuse, or if it has been modified after acquisition.

The User recognizes expressly that he uses the multimedia product at his own risk. The multimedia product is provided as is, without any warranty other than what is laid down above. The User is responsible for any costs of repairing and/or correcting the multimedia product.

To the extent of what is laid down by law, Feral Interactive Ltd. and its licensors reject any warranty relating to the market value of the multimedia product, the User's satisfaction or its capacity to perform a specific use.

The User is responsible for all risks connected with lost profit, lost data, errors and lost business or other information as a result of owning or using the multimedia product. As some legislations do not allow for the aforementioned warranty limitation, it is possible that it does not apply to the User.

CREDITS

Originally developed by: **Traveller's Tales Games**

Originally published by: **LucasArts**

Macintosh development by: **Open Planet Software & Feral Interactive**

Macintosh publishing by: **Feral Interactive**