Controls

CONTROL	PLAYER 1	PLAYER 2
Move left	A	ARROW LEFT
Move right	D	ARROW RIGHT
Move up	W	ARROW UP
Move down	S	ARROW DOWN
Tag (switch character)	K	NUM 3
Special (build/use/whip)	J	NUM 2
Jump	U	NUM 5
Action (attack)	H	NUM 1
Character toggle up	SPACE	NUM 0
Character toggle down	CTRL	NUM .
Start/Pause	ENTER	NUMPAD ENTER

Freeplay Character Toggle

Freeplay Character Toggle

Tag

Attack

Character/ Vehicle Navigation/ Highlight Menu Option/ Change Setting

Use Ability/ Tool/Use Whip/Go Back/Cancel

Jump/Select Highlighted Option

Pause/ In-Game Options
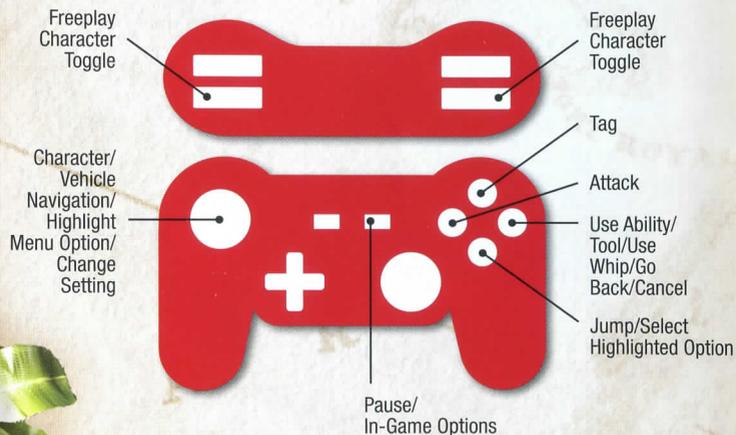
Using a Gamepad

LEGO® *Indiana Jones*™: The Original Adventures 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 and some gamepads may not map the controls indicated to the same buttons. In such cases the controls need to be set manually. See the FAQs document on the game disc for information about how to do this.

LEGO INDIANA JONES
THE
ORIGINAL ADVENTURES

Tt games

LUCASARTS™

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

• This game disc is intended for use exclusively on Macintosh computers with the minimum configurations specified on the system requirements of the game purchased.

• 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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GETTING STARTED

Installing the Game

1. Insert the **LEGO®** *Indiana Jones*™**: The Original Adventures DVD** into the DVD drive and wait for the **LEGO®** *Indiana Jones*™**: The Original Adventures DVD icon** to appear on your desktop.

2. Double click on the **LEGO®** *Indiana Jones*™**: The Original Adventures DVD icon** to open it.

3. Before doing anything else, read the file called **ReadMe** found in the **EN folder**.

4. Drag the **LEGO®** *Indiana Jones*™**: The Original Adventures folder** onto the **Applications folder** that appears next to it. It will start to copy across.

5. Once the copy has finished, the **LEGO®** *Indiana Jones*™**: The Original Adventures** installation is complete.

Installation is a one-time process that will only take a few minutes.

Playing the Game for the First Time

1. Insert the **LEGO®** *Indiana Jones*™**: The Original Adventures DVD** into the DVD drive and wait for the **LEGO®** *Indiana Jones*™**: The Original Adventures DVD icon** to appear on your desktop.

2. Double-click on the **LEGO®** *Indiana Jones*™**: The Original Adventures application icon**. By default this is to be found in the **LEGO®** *Indiana Jones*™**: The Original Adventures folder** within the **Applications folder** on your computer's hard drive.

3. The pre-game options screen will appear. Click on the **Play** button.

The game will launch.

4. When the title screen appears, press a key on the keyboard or button on a game controller.

5. Select **New Game**. After the intro movie you will find yourself in the jungle on the first level "The Lost Temple"… Good luck!

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.

STARTING UP

Barnett College

Step into the halls where some of the greatest minds have discussed the most important discoveries of all time. 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 AND 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 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 **K** key.

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 into 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 **F2** key on the keyboard. If you want to drop out, press the **Enter** key and select Drop-Out from the Pause Menu.

ON-SCREEN INFORMATION

LEGO Stud Total

Player 1 Health

Player 2

Free Tagging

You need teamwork to solve puzzles, so at any time, press the **K** key 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 **J** key 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 **J** key 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 **J** key.

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 **J** key 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 and climb up 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. Look for buried objects and tap the **J** key to start digging and uncover secret treasures and materials.

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

Have you run out of ammo? Start throwing the room at them! Most characters can throw chairs and bottles at enemies. Press the **J** key to pick up the object and the **J** key again to throw it at the target.

Bananas/Monkey

It's time to get down to monkey business. If you see a monkey holding something you might need, toss him a banana and he will give it to you.

Mechanics

Certain characters have the ability to fix any non working machine. Look for the sparks and tap the **J** key 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 of a guard post or Thuggee Statue and press the **J** key 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 **J** key to begin building. Some build-its have "special" properties. When using special build-its, the three blue rocks must be found and placed on the blue 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 gunpowder kegs 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 moving in the opposite direction to drag it.

Special Torches

You can use torches to clear your path of critters and blow up obstacles. Light a torch by standing near an open flame.

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 credits   Gold – 100 credits   Blue – 1,000 credits

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 or shaken. 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 **Enter** key 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.

TECHNICAL SUPPORT

Every effort has been made to make **LEGO®** *Indiana Jones*™**: The Original Adventures** 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 Report.txt** file, this contains:

   • An Apple System Profiler Report of your Mac.
   • Any Crash logs that exist for **LEGO®** *Indiana Jones*™**: The Original Adventures**.
   • List of all the files in the relevant game folder.

All the information required can be obtained by loading **LEGO®** *Indiana Jones*™**: The Original Adventures** 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 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:

legoindysupport@feralinteractive.com

The subject line of your e-mail must include the words "LEGO Indiana Jones". Remember to attach the report called **LEGO Indiana Jones 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. Outside of these hours, please leave a message with your name, telephone number and the game for which you are seeking support.

Please do not contact Feral's technical support staff in search of game hints. They are neither permitted nor qualified to supply such information.

OWNERSHIP

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
3 St. George's Court
131 Putney Bridge Road
London SW15 2PA
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 recognises 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. rejects 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.