

HOW TO USE THIS GUIDE

LEGO Indiana Jones 2: The Adventure Continues lets you relive some of the most exciting adventures by the famous archaeologist and explorer. You will face danger and mystery while traveling to the far corners of the world. This is not an easy task. Our guide will help you learn how to fight against enemies that try to prevent you from reaching your objectives. It will also show you the skills necessary to solve perplexing puzzles left behind by ancient civilizations so you can get to the artifacts and treasure. Here's how we have organized all of the information in this guide for easy reference.

How to Use this eGuide

This LEGO Indiana Jones 2: The Adventure Continues eGuide has a custom navigation system to allow you to easily find content within the eGuide and move between sections as you choose.

The main menu puts all of the eGuide sections for LEGO Indiana Jones 2: The Adventure Continues at your fingertips. You can select the Menu button from any eGuide page to return to the main menu at any time.

Of course, you can also use the "page forward" and "return to beginning" icons to navigate through the eGuide.

For any other questions about your LEGO Indiana Jones 2: The Adventure Continues eGuide, check out the help button.



Enter keywords to find a specific word or phrase.

Within each LEGO Indiana Jones 2: The Adventure Continues eGuide section, all sub-sections are displayed for easy navigation.



Table of Contents

How To Use This Guide 3

Chapter 1: Adventurer's Handbook 4

Chapter 2: Characters and Vehicles 4

Chapters 3 through 8: The Play Sets..... 5

Chapter 9: Creator 5

Concept Art Gallery..... 6

Appendix 6

Adventurer's Handbook 7

The Play Sets 7

Playing the Game 9

Characters & Vehicles..... 12

Unlocking Characters and Vehicles 12

Characters 13

Vehicles..... 19

The Kingdom of the Crystal Skull Part I ... 22

The Maps 22

Checklists 24

Hangar Havoc 25

Doom Town 30

Cafe Chaos..... 34

Motorbike Mayhem..... 35

Crane Train..... 37

Treasure Mode..... 38

Bonus Levels 44

Super Bonus Level: Rocket Ship 50

Events 51

Other Unlockable Vehicles 53

The Colored Bricks 53

The Kingdom of the Crystal Skull Part II ... 55

The Map..... 55

Checklists 56

Peru Cell Perusal 57

Tomb Doom..... 58

Mac Attack 60

Rainforest Rumble..... 63

Dovchenko Duel 65

Treasure Mode..... 67

Bonus Levels 73

Super Bonus Level: Bike Fright..... 80

Events 81

Other Unlockable Vehicles 83

The Colored Bricks 83

The Kingdom of the Crystal Skull Part III .. 84

The Map..... 84

Checklists 85

Repair Scare..... 86

River Ruckus 88

Temple Tangle 89

Ugha Struggle 91

Akator Ambush 93

Treasure Mode..... 96

Bonus Levels 101

Super Bonus Level: Alien Ship 107

Events 108

Other Unlockable Vehicles 110

Colored Bricks 110

The Raiders of the Lost Ark 111

The Map..... 111

Checklists 112

Raven Rescue..... 113

Market Mayhem 115

Map Room Mystery 117

After the Ark..... 119

Belloq Battle..... 121

Treasure Mode..... 123

Bonus Levels 129

Super Bonus Level: Lost World..... 135

Events 137

Other Unlockable Vehicles and Characters . 139

The Colored Bricks 140

Other Fun Stuff 140

The Temple of Doom..... 141

The Map..... 141

Checklists 142

Lao Chase 143

Monkey Mischief 144

Malice in the Palace 147

Temple Tantrum 148

Mola Rampage 150

Treasure Mode..... 151

Bonus Levels 157

Super Bonus Level: Treasure Trap 163

Events 164

Other Unlockable Vehicles and Characters . 166

The Colored Bricks 166

The Last Crusade 167

The Map..... 167

Checklists 168

Coronado Caper 169

Brunwald Blaze 170

Berlin Brawl..... 172

Cannon Canyon 174

Trial and Terror 176

Treasure Mode..... 178

Bonus Levels 184

Super Bonus Level: Lionheart..... 190

Events 191

Other Unlockable Vehicles and Characters . 193

The Colored Bricks 194

Fun Stuff..... 195

Creator 196

Level Builder..... 196

Character Creator 201

Build Your Own Adventure..... 201

Quick Play..... 202

Concept Art Gallery..... 203

Appendix 207

Achievements and Trophies 207





Characters

Character Abilities

Some characters have abilities that allow them to perform acts that other characters can't. For some Treasure mode levels, you must take along a character with an ability that is required to complete that level.

Ability Descriptions

Academic: Characters with this ability can solve the hieroglyphics locks to open doors.

Excavate: These characters carry around a shovel with them at all times and can dig up buried objects from ground that is lit up with sparkling lights.

Repair: Characters with this ability always have a wrench on hand and can fix broken vehicles and machinery.

Repel Critters: This ability is available only to a character who is carrying the crystal skull. Ants, scorpions, and snakes will scatter away from this person.

Security Clearance: Need to get past a guard post? Characters wearing a uniform often have this ability to get into places others are not allowed.

Super Jump: All female characters can jump higher than the male characters. Look for flowery icons to show you where Super Jump is necessary.

Thuggee Chant: Thuggee characters in The Temple of Doom play set can move large statues by using this ability.

Tiny Size: Young characters have the ability to climb through small passageways to reach places adult characters can't.



Characters armed with weapons have unlimited ammo for that weapon. If they throw their personal spear or sword, it will be replaced. Other characters can pick up weapons or equipment dropped by others. However, they have limited ammo, and if thrown, weapons are not replaced.

Agent

Ability: None
 Cost to Buy: 25,000 studs
 Weapon/Equipment: Pistol
 Play Set: The Kingdom of the Crystal Skull—Part I



Bazooka Trooper (Raiders)

Ability: Security Clearance
 Cost to Buy: 30,000 studs
 Weapon/Equipment: Bazooka
 Play Set: Raiders of the Lost Ark



Agent Spalko

Ability: Super Jump
 Cost to Buy: 1,000,000 studs
 Weapon/Equipment: Sword
 Play Set: The Kingdom of the Crystal Skull—Part III



Belloq

Ability: None
 Cost to Buy: 500,000 studs
 Weapon/Equipment: Staff
 Play Set: Raiders of the Lost Ark



Bandit Swordsman

Ability: None
 Cost to Buy: 27,000 studs
 Weapon/Equipment: Sword
 Play Set: Raiders of the Lost Ark



Brawler

Ability: None
 Cost to Buy: 20,000 studs
 Weapon/Equipment: None
 Play Set: The Kingdom of the Crystal Skull—Part I



Bazooka Trooper

Ability: Security Clearance
 Cost to Buy: 30,000 studs
 Weapon/Equipment: Bazooka
 Play Set: The Last Crusade



British Commander

Ability: None
 Cost to Buy: 30,000 studs
 Weapon/Equipment: Bazooka
 Play Set: The Temple of Doom



College Town Detail Map



Story Mode Levels

- 3 Cafe Chaos
- 4 Motorbike Mayhem
- 5 Crane Train

Treasure Mode Levels

- 3 Diner Distraction
- 4 Bike Hike
- 5 Target Training

Vehicles

- 5 Fridge Car
- 6 Motorbike
- 7 Hotrod
- 8 Tricycle

Bonus Levels



















- 5 Marshall College

- Red Brick
- Green Brick
- Blue Brick



Checklists

Characters

- | | | | | |
|--|--|--|---|--|
| <input type="checkbox"/>  | <input type="checkbox"/>  | <input type="checkbox"/>  | <input type="checkbox"/>  | <input type="checkbox"/>  |
| <i>Indiana Jones
(Crystal Skull)</i> | <i>Mac</i> | <i>Janitor</i> | <i>Mutt</i> | <i>Russian
(US disguise)</i> |
| <input type="checkbox"/>  | <input type="checkbox"/>  | <input type="checkbox"/>  | <input type="checkbox"/>  | <input type="checkbox"/>  |
| <i>Russian Digger</i> | <i>Hangar Guard</i> | <i>Agent</i> | <i>Brawler</i> | <i>College Female</i> |
| <input type="checkbox"/>  | <input type="checkbox"/>  | <input type="checkbox"/>  | <input type="checkbox"/>  | <input type="checkbox"/>  |
| <i>Greaser</i> | <i>Stanforth</i> | <i>General Ross</i> | <i>Taylor</i> | <i>Mannequin Man</i> |
| <input type="checkbox"/>  | <input type="checkbox"/>  | <input type="checkbox"/>  | | |
| <i>Mannequin Woman</i> | <i>Mannequin Boy</i> | <i>Mannequin Girl</i> | | |

Vehicles

- | | | | | |
|--|--|--|---|--|
| <input type="checkbox"/>  | <input type="checkbox"/>  | <input type="checkbox"/>  | <input type="checkbox"/>  | <input type="checkbox"/>  |
| <i>Army Jeep</i> | <i>Sabre Jet</i> | <i>Motorbike</i> | <i>Hotrod</i> | <i>Tricycle</i> |
| <input type="checkbox"/>  | <input type="checkbox"/>  | <input type="checkbox"/>  | | |
| <i>Ice Cream Van</i> | <i>Fridge Car</i> | <i>Fire Truck</i> | | |



Hangar Havoc



While searching for an artifact in the southwestern United States, Indiana Jones and Mac are abducted by Russian agents disguised as American troops. Led by the mystic Irina Spalko, the Russians take Indy and Mac to a secret U.S. military base in the desert. Here, Spalko orders Indy and Mac to find a crate containing a rare and powerful artifact with mysterious magnetic properties.

Story mode characters: *Indiana Jones, Mac, Janitor*
 True Adventurer stud requirement: 59,000



After an artifact at Marshall College was damaged, Indy was given train tickets to the southwest to recover a replacement artifact. However, before Indy and Mac can board the train, they must first raise the crossing guard arm. A monkey in the nearby tree holds the key to the crossing guard mechanism.



The monkey will trade the key for a banana. Hit the nearby blue mailbox to open it and pick up the banana inside. You can also find bananas on a rooftop and at a fruit cart, but the mailbox is the closest.



Now target the monkey and throw the banana up to him. The monkey will then throw the key down to you.



Take the key to the mechanism by the railroad tracks and insert it. Turn the key to raise the crossing guard arm. Move toward the train to climb aboard and make your way to the southwest.

Hangar 51



After the cutscene, begin your search for the mysterious crate. There are plenty of breakable items in this area near the hangar's entrance, so take a few moments to smash some items and collect studs. Next, grab the small unbreakable box and drop it on the green floor plate next to the stack of crates. Use this box as a step to reach the top of the crate stack on the right.



If you are going for your True Adventurer award, it is a good idea to smash all the crates you can in each section of the warehouse before continuing on.



From the top of the crate stack, use Indy's whip to grab the orange handle beneath the light to the left. Climb up the whip to grab the blue stud at the lamp's top; then swing across to the adjacent light to grab two more blue studs. To reach the second light, jump, then whip to automatically grab hold of the orange handle.



From atop the crates, use Indy's whip to swing across this aisle—but be sure to grab the blue stud at the lamp's top before jumping across. Since Mac doesn't have a whip, you'll need to find a way to help him across this aisle.



To do this, approach the tiled floor section at the top of the crate stack and slide the green box toward the edge on the left. As the green box reaches the edge, it tips, spilling a small wooden crate onto the floor below.



Drop to the floor where the small crate landed to find a small LEGO pile. Assemble the pieces to form a makeshift ladder along the side of the large crate stack. You earn a blue stud upon completing the ladder. Mac and Indy can now use these pieces to reach the top of the crates. Simply jump from one rung to the next until you can grab the handle on the green box to reach the top. However, before heading back up to the top of the crates, smash all the smaller crates to find some more studs.



Continue to the next area and start smashing crates and gathering studs. The three largest crates contain components of a robot that you must assemble. But at the moment, continue smashing anything that breaks to earn some studs.



Smash the equipment next to the blue fan on the floor to reveal a red pressure switch. Have Mac stand on the switch to activate the fan while Indy rides the current of air skyward to grab several studs, including one blue stud and one purple stud.



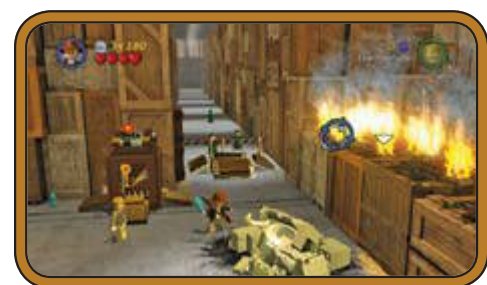
Now turn your attention to assembling the robot. Pick up the two boxes of parts you find when smashing crates and place them on the green plates flanking the robot. Once both boxes are in place, assemble the robot's arms. Although the robot is assembled, it isn't activated.



Locate the large crate with a red and yellow target on top of it. Use Mac's pistol to shoot the target; this opens the crate. Inside the crate are familiar-looking staves. Make sure Mac and Indy both grab a staff and return to the robot.



With a staff in hand, interact with the two small circles of light in front of the robot. Once the staff is in place, a beam of light is emitted from it. Focus the light beam on one of the gold discs on the robot's torso. Once both gold discs are illuminated, the robot comes to life and crashes into the stack of crates on the right, setting off a chain reaction of explosions that make the crates catch fire.



Follow the robot's path to survey the damage. The robot has been reduced to a large LEGO pile, and the crates near it are on fire. Grab one of the bottles of water next to the crate containing the staves. Now hold down the Throw button, place the blue targeting crosshairs over the white reticule that appears over the fire, then toss the water bottle at the fire. White inverted triangle icons appear over areas of the fire that you can target. It takes two bottles of water to completely extinguish the fire, clearing a path to the next area.

Now assemble the pieces from the destroyed robot to create a set of steps leading up to the next stack of crates. Climb onto the crates, pick up some studs, then drop to the area below.





There are plenty more items to smash in this next area, so don't hesitate. Once you've done some damage and collected a few more studs, climb onto the large crate to the right and stand on one of the pressure switches. Mac will stand on the other, and the crate will open to reveal a tricycle. Park the tricycle on one of the large orange pressure pads.



Now head back to the left and use Mac's pistol to shoot this target. Doing so causes the adjoining crate to open, revealing three spears.



Grab a spear and locate the three spear sockets in the wall of crates just ahead. Aim and toss a spear into each of the three sockets. Once all three spears are in place, jump from one spear to the next to reach the top of the scaffolding on the right.



Once atop the scaffolding, push the green box along the tiled floor section. As the box reaches the ledge, the metal contents spill out. But instead of tumbling to the floor, the metal objects fly off to the right, attaching themselves to a wooden crate in the distance.



After smashing all the crates you can and collecting the studs, climb to the crate stack to the left of the hanging chains; then swing across the chains. Leap from one chain to the next, gathering blue studs along the way. From the fourth and final chain, leap to the stack of crates on the right. Another box of metal objects awaits atop these crates. Push the green box along the tiled floor until you reach the edge, then spill its contents.



Like before, the metal objects fly through the air and attach themselves to the same crate. It looks like you found whatever Spalko is looking for...



Spalko and her men reveal the mysterious artifact in the crate as it attracts more and more metallic objects. The two Russians hand over some money to Mac. It turns out he was working for the Russians all along. Now Indy is vastly outnumbered.



As Spalko and the Russians examine the artifact, Indy attempts to escape, teaming up with a Janitor and his jeep. But Colonel Dovchenko has other plans. He stands atop a crate ready to stop Indy from getting away.



Dovchenko Showdown!



Following the cutscene, immediately hop into the jeep and drive it onto one of the large orange pressure pads on the hangar's right side. During this phase, it's important to keep moving to avoid getting hit by one of the Dovchenko's incoming grenades. Once the jeep is on one pad and the tricycle is on the other, a large door opens on the hangar's right side, revealing a small room.



Enter the newly revealed room and pull the switch on the wall. This lowers a ladder leading up onto a catwalk. Once you've pulled the switch, smash the crates in this room to collect a few more studs.



Now it's time to go after Dovchenko. Charge toward his position, dodging grenades while climbing to the stack of crates. As you get close, he retreats, taking up a new position on the catwalk above the room.



You can't reach the catwalk from this side of the room, so swing across the four chains and leap to the stack of crates, where the newly unfurled ladder awaits. Climb it up to the catwalks.



Jump from one segment of the catwalk to the next, avoiding grenades as you go. Once again, Dovchenko retreats to the floor as you draw near, standing on the circular piece of glass below. Follow him to the ground to trigger the next phase.

Rocket Sled Control Room



Dovchenko, Indy, and the Janitor crash through the glass and land in a test room containing a rocket sled. After a tussle, Dovchenko climbs atop the rotating rocket sled and attacks with his machine gun and a chain.



Stick to the perimeter of this compact room and stay on the move to avoid getting hit by Dovchenko's machine-gun fire. It's important to stay away from the sled; otherwise Dovchenko will lasso you with his chain, leaving you vulnerable to the rocket sled's fire-spewing engine. Circle around the room and smash crates and other objects to gather studs before going after Dovchenko.



INDIANA JONES[®] 2

THE
ADVENTURE CONTINUES

PRIMA OFFICIAL GAME GUIDE

Written by: Michael Knight



The Prima Games logo is a registered trademark of Random House, Inc., registered in the United States and other countries. Primagames.com is a registered trademark of Random House, Inc., registered in the United States. Prima Games is an imprint of Random House, Inc.

LucasArts and the LucasArts logo are registered trademarks of Lucasfilm Ltd. © 2008-2009 Lucasfilm Entertainment Company Ltd. or Lucasfilm Ltd. & ® or ™ as indicated. All rights reserved. LEGO, the LEGO logo and the Minifigure are trademarks of The LEGO Group. © 2009 The LEGO Group. All rights reserved.

No part of this book may be reproduced or transmitted in any form or by any means, electronic or mechanical, including photocopying, recording, or by any information storage or retrieval system without written permission of LucasArts, a division of Lucasfilm Entertainment Company Ltd..

Senior Product Marketing Manager: Donato Tica
Associate Product Manager: John Browning
Manufacturing: Stephanie Sanchez & Suzanne Goodwin
Design & Layout: In Color Design
Copyeditor: Carrie Andrews

Prima would like to thank:
Charissa Li, Hez Chorba, Matt Vella, Matt Shell, Alex Doherty,
Virginia Villarreal & Bernie Lin

All other trademarks are the property of their respective owners.

Please be advised that the ESRB Ratings icons, "EC," "E," "E10+," "T," "M," "AO," and "RP" are trademarks owned by the Entertainment Software Association, and may only be used with their permission and authority. For information regarding whether a product has been rated by the ESRB, please visit www.esrb.org. For permission to use the Ratings icons, please contact the ESA at esrblicenseinfo.com.

Important:

Prima Games has made every effort to determine that the information contained in this book is accurate. However, the publisher makes no warranty, either expressed or implied, as to the accuracy, effectiveness, or completeness of the material in this book; nor does the publisher assume liability for damages, either incidental or consequential, that may result from using the information in this book. The publisher cannot provide any additional information or support regarding gameplay, hints and strategies, or problems with hardware or software. Such questions should be directed to the support numbers provided by the game and/or device manufacturers as set forth in their documentation. Some game tricks require precise timing and may require repeated attempts before the desired result is achieved.

ISBN: 978-0-307-465610

About the Author:

Michael Knight has worked in the computer/video game industry since 1994 and has been an author with Prima Games for ten years, writing over 60 guides during this time. Michael has used both his degree in Military History and experience as a high school teacher to formulate and devise effective strategies and tactics for hit titles such as the Tom Clancy's Rainbow Six and Hitman series. He has also authored several titles in the *Star Wars* universe including *Star Wars Republic Commando*, *Star Wars Episode III: Revenge of the Sith*, *Star Wars Battlefront II*, and *Star Wars: Empire at War*. Michael has also developed scenarios/missions and written game manuals for SSI, Red Storm Entertainment, and Novalogic.



When he is not busy at work on an upcoming strategy guide, Michael likes to spend time with his wife and six children at their home in Northern California. It was with their help that Michael used his abilities and experience to write three travel/strategy guides on Disneyland and Southern California, in which he developed tips and hints to help vacationing families save time and money while maximizing their fun.

We want to hear from you! E-mail comments and feedback to mknight@primagames.com

PRIMA GAMES
AN IMPRINT OF RANDOM HOUSE, INC.
3000 LAVA RIDGE COURT, SUITE 100
ROSEVILLE, CA 95661

PRIMAGAMES.COM