



## LEGO Indiana Jones 2 Guide



The newest coupling of Indiana Jones and LEGO bits finds the famous archaeologist and adventurer working his way through four of his greatest known adventures. There are a lot of treasures to find, so that's where we can help. We'll guide you through everything, but you can get help where you need it most by jumping to one of the sections below.

Whether you're playing through alone or with a friend, count on the above sections to make your experience a pleasant one. Adventure awaits!

- **BASICS** // There's more to finding treasure than swinging a whip. We walk you through the basic game mechanics and give you the information you need to make the most of your time in this newest LEGO world.
- **WALKTHROUGH** // If you need detailed assistance with any area in the game, you'll find it right here. We divide things up by episode, then break things down so that you can clear every area with the rank and loot that you deserve!
- **Q & A** // Have a quick question? This is a big game, but some general tips can go a long way toward helping you navigate it with ease.

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## LEGO Indiana Jones 2 Basics

LEGO Indiana Jones 2: The Adventure Continues is a large game that should take you a long while to clear if you're anxious to collect every last item. However, it's not terribly complex once you get a feel for how everything progresses. Below, we'll outline the general information that you need to know. If you need further assistance, look either to our walkthrough or to your instruction manual.

### An Episodic Approach...

Your time with LEGO Indiana Jones 2 will likely be spent mostly within six episodes. The game prominently features stages based on the fourth Indiana Jones film. Three of those six main episodes are devoted to that flick, while each of the remaining three are devoted to Raiders of the Lost Ark, The Temple of Doom and The Last Crusade.

Besides the six main episodes that we've mentioned, you'll find a Super Bonus Levels area (which consists of six bonus stages relating to each of the main episodes) and a Creator mode that allows you to fashion your own creations using the LEGO pieces that you find throughout your main adventure.

The six main episode stages each have large, interactive hub areas. These grant you access to each of five Story Mode levels that must be completed in the order in which they are presented. To a certain extent, you can run freely around the stage to amuse yourself between stages, but when you actually attempt the Story Mode stages you'll do so under the game's terms.

Besides Story Mode stages, you'll find five Bonus Level stages. Each of these conclude when you find a treasure chest hidden at the end, which usually involves solving some devious puzzles along the way.

Treasure Mode stages serve as the final attraction in each hub. You access these by returning to Story Mode stages that you've already completed. You'll find that the areas look similar to their previous incarnation, but certain elements may have seen minor or significant changes. You can clear these stages only by finding a treasure chest hidden at the end.

Each episode features 10 treasure chests. When you find all 10, you'll gain access to a Super Bonus Level where you must find a massive number of LEGO pieces without the benefit of any multipliers that you may have purchased in the main hub. Once you complete a Super Bonus Level, it becomes accessible through the Super Bonus Level episode crate that is available at the title screen warehouse.

The six main episodes all end with their own credits sequences and you can obtain a 100% completion rating for each episode. Doing so requires that you complete each stage, purchase every upgrade, find every hidden block and purchase all characters and vehicles. It can be quite the undertaking.

### Characters Working Together...

The game is designed so that two players can work through each of the stages in concert. If you have a friend who is interested, that's going to be a fantastic way to play because then you can communicate with your pal and some of the puzzles will be easier to solve as a result. However, there's nothing in the game that you can't work through alone. At all times, whether you have a friend along for the ride or not, there should be two or more characters close at hand.

Characters tend to have special attributes. For example, some can fire projectile weapons, some are good at repairing broken machinery and some can jump especially high. You'll be able to choose whoever you like from your available roster of characters as you explore each hub, but you'll need to use specific characters when clearing other stages.

Naturally, characters are only available once

### True Adventurer Ways...

As long as you can overcome the occasional puzzle, most of the stages in LEGO Indiana Jones 2 are simple enough that you should have little or no trouble completing them. Issues arise, however, when you decide that you would like to finish a zone with a 'True Adventurer' rating.

To receive that rating, you must fill the LEGO piece meter at the bottom center of your screen. It typically isn't visible, but you'll see it every time you collect pieces throughout a given stage. The meter will slowly fill with yellow as you progress, and when you have met a certain requirement you'll know it. Once you receive the rating, it can't be taken from you even if you die within the stage. Just remember to save your progress before you turn off your system and all will be fine.

Until you have purchased some multipliers, there are times when achieving the rating can be quite difficult. Each time your character meets an untimely end, you'll lose numerous LEGO pieces. If that happens a few times within a stage, you'll have to come back and make another attempt. Another potential issue is that sometimes

you find them while playing through the Story Mode, or after you pay to unlock them in a given level hub. The characters on your team are specific to a single hub, so you'll have to unlock new helpers each time you proceed to a new hub. Some of them can be quite costly, so you need to be ready to find hidden LEGO pieces that will boost your score.

When you want to modify which players are under your control, you need only walk around the hub. Most buttons will allow you to jump from the body you currently occupy to another friendly form, so you just need to face the character that suits you and press the appropriate button. You'll gain control over that character and retain control of your previous main character. The previous secondary character will be left to wander around the hub, since you can never control more than two characters at once. If you're trying to make a change in the middle of a crowd, it can take several attempts to build the team that you want. Be sure to look at the name below your character, which appears briefly below your icon whenever you take over a different body.

the pieces you need are deviously hidden. You need to explore every corner of some stages to find the required pieces. Sometimes you'll reach the apparent end of a Treasure Mode stage and see the treasure chest, but you don't have the proper rating. It may be time to keep going to see if there's a final stash of pieces, or you may need to backtrack to find some that you missed.

One helpful tip when you access a potentially tough stage is to not worry about collecting LEGO pieces until you've cleared hazards (such as gun-toting goons) out of your way. Then you can go back through and bust open crates or ascend to risky ledges to collect the pieces without worrying that you'll lose them all in an upcoming brawl. Also, remember that if you have purchased any multipliers in previous episodes, you'll need to activate them when you enter a new area. Multipliers make it far, far simpler to achieve the 'True Adventurer' ranking. Once you have a few of them stacked, you won't have to worry at all because grabbing even a few pieces will be enough to satisfy any requirements.

We'll provide helpful tips for specific early stages in the 'Walkthrough' portion of this guide, so be sure to consult it if you're stuck on a particular stage. Otherwise, collect a few multipliers and then revisit early stages to easily clear them closer to the end of the game.

Once you enter an actual stage, you may still need to jump from one character to another. That's because numerous puzzles in the stage require that you have certain attributes. For example, an early boss battle requires Mutt to repair a mechanical arm and requires Indy to affix a hook to that arm. The two characters must work in concert or there's no way to defeat the boss. Another example comes in the very first stage, where you need to have two characters grab scepters. One can then step onto a patch of light and you can aim his light beam before switching to the other character and repeating the process on a different patch of light. You'll find puzzles like that throughout the game, so it's important to remember that you're never going to get stuck if you're willing to use your head.

Note that some stages have very specific requirements, as well. When you enter Treasure Mode stages, you may see text flashing on the bottom of the screen to let you know that a certain character requirement is in effect. You may need someone in your group with security clearance, for instance. Some stages have more than two requirements, which can force you to do some real thinking as you work to decide who you should bring along. In our walkthrough, we include our recommendations for each stage to make that process simpler.

## LEGO Indiana Jones 2 Walkthrough

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As you work your way through LEGO Indiana Jones 2: The Adventure Continues, you'll find your adventures broken down into six distinct episodes. Three of these relate to the fourth film in the series, while the other half are devoted to the first three. You'll unlock new chapters as you play through existing ones. Our walkthrough for each episode will cover first the Story Mode areas, then the level hub and finally the Bonus Levels and Treasure Mode segments. Follow along from start to finish or skip directly to the portion where you are seeking assistance!

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When you first begin playing, you'll need to begin your adventures exploring the first chapter of content related to the fourth movie. We'll start by walking you through the Story Mode segments in the order in which they are presented, then give you an overview of hub activity followed by specific information on how to clear each Bonus Level and Treasure Mode stage accessible from that hub.

### Hangar Havoc (Story Mode)

Grab a banana from a building to the right of the area entrance, then toss it at a monkey sitting in a nearby tree to receive a key. Now use the key in a lock to raise a gate so that you can enter a train that serves as the entry point for the first action stage.

Once the level entry cutscene concludes, you'll find yourself in a new warehouse environment. The way forward is to the right, up a series of crates, but you can't reach the first one. Look behind you and there's a short wooden crate. Grab it and set it on the green patch. This allows you to climb along the crates. Do so. You'll quickly come to a drop-off leading back to the floor below. Ahead, there's a grappaling point. Follow the on-screen instructions to swing your whip out toward that grappaling point, then swing along it to reach the crates on the far side of the gap.



(Above Left) Find a banana on the rooftop and take it to the monkey in the tree. (Above Right) You'll have to swing from the grappaling point to cross the gap.

After reaching the far stack of crates, note the checkered space along the bottom side of the screen. There's a green crate on its right side that you can push left to topple over a trash bin as it reaches the far left side of the crates. Then you can drop down and use the scattered pieces of rubbish to form a series of footholds along the wall of crates to the right. You'll also be able to collect a life-replenishing heart before hopping back up to high ground. The main reason to bother with any of that is to acquaint yourself with how the game functions, as you'll be putting a lot of this stuff to use in later and more demanding stages.

Continue right from the top of the crates. Drop down to the floor in that direction and bust open the crate immediately ahead of you to reveal a smaller block that you can carry and set on the first of the two green patches ahead of you. Now proceed to the right, around the base of a stack of crates, and you'll find another individual crate that you can bust apart. Grab its contents, another smaller crate, and carry that crate over to the second of the green patches. Set the object down on that patch. Now switch characters to Mac, as prompted by the on-screen directions.

As Mac, fire at the object positioned atop the high vertical crate that looks like a coat closet. This will cause it to break open, revealing its contents. You can now switch back to Indy. Positioned between the area where you dropped the two crates, there's a taller object that you can break down with a few cracks of the whip. Doing so reveals a tall statue. Now

you can step near to the debris to either side and assemble the quivering LEGO pieces to form arms on the statue.



(Above Left) Use the rods to fire beams of light at the statue's saucer-like eyes. You'll need to do so with both characters at once.  
(Above Right) Extinguish the flames with water bottles so that you can proceed.

Now that you have a completed statue, it's time to bring it to life. Head to the right as either Indy or Mac and grab one of the rods from the vertical crate. Now switch to the other character and grab another rod. Once both adventurers are equipped with a rod, have one of them stand on the left patch of light and use the rod to direct light into the statue's left eye. Quickly switch characters and have the second character repeat the process on the right eye. This will bring the robot to life and it will run quickly to the right, crashing against a pile of crates and bursting into pieces as flames consume the higher crates.

Walk over to the statue's remains and turn the pile of blocks into some stairs. This will allow you to climb the crates, but there's still the problem of the flames. You need to extinguish them before you can proceed, which you can do by grabbing water bottles and tossing them at the blaze. The water bottles are on the concrete floor, just left of the container where you found the two rods. Grab one, toss it up to the fire, then grab another and repeat the process. Now you can hop up the steps and to the top of the crates. Continue toward the right from there.

As you drop down to the new area, you'll find it to be a wide open space with a lot of crates scattered along the floor leading toward a wall to the right. You can run along the ground level, busting open these crates for the LEGO pieces that they contain. Otherwise, there's not much to do. When you're ready to proceed, you need to turn your attention to the area near where you first dropped down after putting out the fire to the left. You'll see some crates with sockets leading up along the nearby wall. Switch to Mac and shoot open the structure just in front of those sockets, which is a large crate. Doing so will reveal a rack that contains several spears.

Grab one of the spears and look to the wall with the sockets. Heave a spear at one of them and it will jab into the wall, then remain in place. Toss another spear at the second socket, then another at the third. Now head to the spears and climb up them to reach the platform above, where a crate is resting. Push it along the checkered floor and it will spill over the side of the platform. The contents of the crate will float over to a ledge to the right, forming an object of interest atop a pile of some crates.



(Above Left) Use spears and sockets to reach the high platform, then push the green crate to the edge of the space to spill its contents. (Above Right) You need to position the vehicles so that you can reveal a hidden space in the wall to the right.

Climb up the crates indicated by the sequence that you triggered by spilling the contents of the crate. When you reach the top, you'll see some chains dangling from a nearby platform. Swing across these to reach the top of a stack of crates

to the right. There, you'll find another of the green crates positioned along a checkered patch. Push the crate to the side of the ledge to drop it over the side. This will trigger a cutscene.

When the cutscene concludes, you'll find yourself on the ground level of the warehouse once more. Now there are enemy units positioned around you, so it's important to pay attention to him as you continue working to find a way out of your predicament. The first thing that you should do is hop into the available Jeep. Ride it toward the right portion of the warehouse, where there's a tile switch positioned near a huge square crate. Position your vehicle on that tile (so that it turns an olive green color), then hop out of the vehicle. The crate nearby should open to reveal a motorcycle that you can confiscate for your use. There's another of the floor switches just to the right, so roll the bike onto that switch until it also turns green.

A panel along the wall to the right will open to reveal a recess in the wall. Step into that space, bust open the crates for LEGO pieces, then activate the switch. This will cause a ladder to unfold along a wall above, at the top of the series of crates. Now hop up onto the crates and swing across the chains again (while avoiding grenades tossed at you by the soldier above) to reach that ladder. When you do, you can hop along some ledges leading left to where the soldier is positioned. He'll retreat to the ground level. Follow him to the ring of pedestals and when you step into that space to fight him, the lot of you will fall through the glass and to an area below.



(Above Left) Circle your opponent as he fires at you from his perch on the super weapon. (Above Right) Position your characters on the two switches to make the machine belch flames that can damage your enemy if he's on ground level.

Following a short cutscene, you'll find yourself battling the troublesome soldier.

During this encounter, you'll need to use Indy. It's not a bad idea to begin by busting open all of the crates surrounding the machine for some easy LEGO pieces. Then when the area is clear, it's also easier to see what you're doing as you mount an attack.

To defeat your foe, target him with your whip and then drag him down to ground level. Look toward the upper right portion of the area and there are two switches. If Indy and Mac stand on these switches (a process that's easy even in single-player mode, since your AI buddy will follow you to the switches when you approach them), they'll cause the weapon to spin in wild circles belching flames. The soldier that you drug down to floor level will take damage if you positioned him properly, then will hop back up onto the machine. Repeat the process as necessary (two more times will likely do the job) to win.

When you win, you've completed the game's first stage.

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### Doom Town (Story Mode)

There's an area surrounded by a high fence that looks like a miniature suburb. A pathway leads through this area to a house with a green arrow pointing into its entry. Just pass through the doorway to enter the stage.

Upon entering this stage, you'll trigger a cutscene in which you find a couple of people sitting on a bed. Following that cutscene, you'll be free to explore the room. It is full of easily collected LEGO pieces. You can head to the back of the room where the cowering couple is positioned to grab a pile of junk from a bureau with Indy's whip. Now place that along the floor on the green tile patch. With that done, you can break apart more furnishings along the lower left portion of the room and carry more rubble over to the same patch. Set it down and then you can use the pieces to send a bunch of debris flying into an opening to the right. You'll receive a nice bunch of LEGO bits for your trouble.



(Above Left) You can make a mess of the room for LEGO pieces. No one seems to mind. (Above Right) You need to make a ladder appear so you can reach the attic.

Next, stand beneath the device, which appears to be an oven, and push against it so that you're facing toward the room's back wall. You'll slowly start it sliding in the direction of that wall, which reveals some checker tiles along the floor. Stand on it and through the wall you should be able to tug at a gate on the opposite side of the wall, removing it so that you can head to the opposite side of that wall and make your way up some stairs.

When you arrive at the rooms above, head through the door leading to the room to the left. Along the back wall, you can fiddle with some valves to collect a bunch of pieces, then head back to the room to the right and along its left wall, you can press and hold your 'change weapon' button to make a trap door lower from the ceiling. Let it lower all the way, then use Indy's whip to tug at it and bring a ladder down to your level. Ascend the ladder and you'll arrive in the attic.

In the attic, head right and break apart a bunch of boxes to reveal some LEGO bits. You can assemble these to form a rocking chair that you can then break apart. Now head left and there are more pieces lying on the floor. Assemble them to form a crate, which you should then push along the floor behind it and to the right (on the opposite side of a wall of bars). When you slide the box to the far right, you can jump from it to reach a dangling chain. This will cause a large bed to fall down from above. It crashes through the floor to the right, allowing you access to a room below that was previously unavailable.





(Above Left) The red block is key to continuing through the building, (Above Right) There are many, many LEGO pieces at the end of the area.

When you arrive in that room below, note that you can pass left through a doorway to rooms that you've already explored, plus you can push the bed back along the floor and use it to springboard back up to the attic if needed. That's useful if you missed something, but otherwise your attention should be focused on the here and now. Along with the bed, a red block fell. You can press and hold the 'Build' button to turn that into something a little more useful (and gain a bunch of pieces for your meter), then carry the resulting item over to the green patch along the lower right portion of the room. Set the new block there and you will have created a handle for some sliding doors to the right. Now push against the handle to open them.

Passing through those doors brings you to a second-floor balcony. There's some furniture and other breakable stuff here, so destroy everything as usual and then lift the crate that's located along the lower left side of the balcony. Carry it over to the opening to the right and drop it through that opening. Now drop down to a rail and from there to the ground below.

On this lower level, it's easy to collect a bunch of LEGO pieces to quickly fill the rest of your meter. There's a hose nozzle against the building's lower left side. Turn the faucet to send water rushing through that will water a bunch of flowers and cause them to sprout from the soil. Now you can stomp through them for a bunch of tiny pieces. You can also assemble some LEGO pieces that should gather nearby to create a ladder so that you can climb the wall, plus the crate that you dropped should be available (it will reappear if not) and you can carry that over to a green square. Set it down to unleash a lawnmower that leaves a bunch of pieces in its wake. It crashes into a door to the left, gaining you access to a room in that direction.



(Above Left) You can reach this room by crashing the lawnmower against its door. (Above Right) You'll need to grab a shovel from the shed to clear the stage.

Enter that room and grab whatever pieces you can find by breaking apart furnishings, then go back to the right. You should see some gold-colored scooters on ground level, so hop on one and ram it into any remaining piles for more LEGO pieces. By now, you should definitely have all of the pieces that you need for the stage. It's time to clear the area. To do so, simply head toward the back shed. The handle can be lassooed with your whip, which then allows you to pull open the door. Inside, there's a shovel.

Grab the shovel with your secondary character and have him carry it to the flower bed in the lower right portion of the area. There, you can dig up the glowing flowers. Doing so will reveal some dynamite sticks. Head left through the opening into the kitchen and toss some dynamite at the refrigerator. This will blast it open so that you can climb inside. Do so and you'll trigger a cutscene, after which you'll resume play in the area level hub.

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### Cafe Chaos (Story Mode)

Work your way through the main level hub and you'll start around a street corner with a green arrow pointing into a cafe. As you get within range, you'll automatically cause the stage to begin.

This level is just one big brawl. You'll need to battle your way through a bunch of bruisers at first, which is as simple as running in small circles and mashing the 'Attack' button. You should be able to wipe out a few fellows in fairly short order.

When they're gone, three gun-toting goons will arrive and hop onto the counter. That's the perfect vantage point from which to spray bullets, which is what they'll do. You need to take care of each one by targeting them with whip attacks, pulling them down to the floor and then knocking them about with old-fashioned fisticuffs. If you don't eliminate them quickly, they can make short work of your life meter. You'll reappear with full health to keep beating on them, but losing lives is a hassle if you're trying to complete the stage with 'True Adventurer' status, since your meter empties each time you fall in battle.



(Above Left) The fight begins as a simple brawl. (Above Right) Three guys with guns accompany the car, so be careful as you eliminate them!

Once you've taken care of that introductory force, more will crash through the building's door in an automobile. Now you'll have to go up against a whole array of goons. They don't really fight any differently than the ones with which you've already dealt, so keep up the same strategy while being careful to watch for sprays of bullets that can quickly cut through your life meter. It's easiest if you approach from a sharp side and chip away at the enemy units in that manner.

When you have removed three gun-toting individuals from the hood of the car, you can make your way around the outer portions of the cafe and clean house in whatever manner suits you. Once the last of your enemies go down, you'll trigger a cutscene and another stage is complete.

Note that if you're having difficulty clearing this stage with the 'True Adventurer' rank, the trick is to start with the jukebox. There's some junk in front of that, so clear that out of your way and then take care of any goons in the immediate vicinity. Once you have a moment to breathe, assemble the jukebox and you'll receive a valuable blue LEGO piece. Now you need to hop behind the bar and clean up any valuable pieces waiting there, then make a circuit along the outer edge of the room, smashing tables for a last few pieces. As long as you do all of that without falling in battle too many times, you'll get enough pieces gathered to attain your rank. It's actually a lot more difficult than it probably should be at this early stage in the game, but it can be done!

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### Motorbike Mayhem (Story Mode)

Along the same street as the cafe at the corner, continue around the elbow bend and follow the street as it leads north. There's some debris to the right with an arrow pointing down. Head over to that space and use a character with a wrench to repair it. This will allow you to initialize the stage.

To clear this new area, you'll need to eliminate your numerous pursuers. You do this by riding vehicles around the streets that comprise the general course. There's no real finish line. The stage merely concludes when you've rammed all of your attackers enough that their vehicles explode.



(Above Left) Begin your adventure by collecting a bunch of LEGO pieces to improve your level ranking. (Above Right) Make sure that you commandeer a car when it comes time to ram the black sedans and motorcycles.

As you race through the streets, you should focus first on collecting plenty of LEGO pieces. You can find these by destroying various structures (particularly the pews in the church that you can ride through) and by flying over the ramps that are conveniently located all over the place. Continue doing so until you earn yourself the "True Adventurer" ranking, then spend the remainder of your time chasing down those vehicles.

Though there are plenty of black sedans and motorcycles zipping through the area and firing bullets at you, only certain ones count toward your required total. You should see coin-shaped symbols indicating cars and motorcycles. These initially will be easy to see but will fade out of sight as you eliminate targets (which is what you want). When you've taken out the first group, another one will appear and the process repeats as you continue through the stage. Though you can keep riding motorcycles around the area, note that everything will go much more smoothly if you take over a more durable car.

Red arrows will point you to your next vehicular target, giving you ample opportunity to find it as you race through the streets. You can most easily take out your opponents if you catch them from the side. They tend to follow a fairly set course, so it's particularly easy to eliminate them if you ram them from the side as they are starting around a corner and you've cut in to the side. You can also hit objects that will boost your speed, but that shouldn't be necessary.

Once the last vehicle has gone down, the stage concludes.

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### Crane Train (Story Mode)

After completing the fourth story-based stage, you'll be able to enter the train that is located just to the lower right of the building positioned at the hub's starting point.

This stage is one big boss battle. You're positioned on one set of speeding train cars, located along the bottom of the screen. Your adversary is a safe distance away from your whip, riding in a crane box that has been affixed to the top of a train riding on tracks that run parallel to the train on which you are riding.

If you're after the 'True Adventurer' ranking, the first thing you should do in this fight is collect the two purple LEGO pieces that are hanging in the air to either side of the train. You can leap out from the left side, grab a piece and make it back to safety just barely, but only if you time the jump properly. The same is true along the right side, leaping from its nose. Then you can return to the center portion of the train, leap out toward the crane and dangle from its extended beam to collect a few final blue pieces that will increase your supply by enough to earn the ranking. That leaves you free to focus on the actual battle.



(Above Left) There's a point that you can target which extends from the distant platform. (Above Right) Beat on the mechanical arms when they collapse into position.

The trick to winning is to dismantle the two mechanical arms that periodically will crash down on the train where you are positioned. Typically, the arms won't stay in place long enough for you to inflict any damage. However, you can change that using some daring whip maneuvers.

Jump out toward the distant crane's center point and lash out with your whip. You should catch onto a central post of sorts that will then slowly recede toward the crane. Wait for its movement to stop. From there, you can jump out toward either the left or right, where pulleys are positioned. Grabbing onto one of those will prompt a loud whistle and you'll be returned to the main train as the arm on the left or right (depending which pulley you pulled) crashes down into place. Then you can wait on it for a short time before it retreats.

Once you have beat on the left crane arm for long enough (around three good rounds), a metal disc should materialize. Now focus your efforts on the arm on the right side. When it finally falls in place and remains there, have Mutt use his wrench to work on the device so that its tip turns green. When that happens, Indy can affix the metal disc to the end of the arm. Then the arm will retreat.

You're almost through with the battle now. Use your whip to latch onto the modified arm. You'll dangle from it as it retreats into the background. From there, you can jump to the side to land on the crane box where the operator is

positioned. Drop through a hole in its roof and swing your whip around a bit to knock the operator out of his booth and clear the stage.

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## Level Hub

It's not a bad idea to wait to fully explore a given hub until you have completed its story stages. In this walkthrough, we'll assume that you're completing all of those stages (five in each hub) before seeking out special bonuses.

For the most part, exploring the hubs should be fairly natural. Your first order of business in this first hub is to search for blocks. There are 10 of each color of block (red, blue and green) and they tend to be hidden in obvious objects. Blue blocks are hidden in bright green cactus plants, red ones are hidden in fire hydrants of the same color and green ones are harder to find because you need to break apart bunches of flowers that tend to blend in with the environment better. Those basic tips should enable you to find everything as you traverse the map.



(Above Left) Cactus plants such as this one often hide Blue Blocks. (Above Right) Fire hydrants play host to Red Blocks.

Remember as you explore the hub that you can interact with some objects. For example, you can use your whip to open bay doors that face out from the line of warehouses toward the train tracks. Behind one of those doors, you can find some dynamite, while there are flowers hidden behind the other that you can destroy for a **Green Block**. There are other attractions along the way, such as a fruit vending cart that allows you to grab a banana if you find yourself needing one.

You can find the **Tricycle** vehicle right near the start of the stage. There's a wall of glass, square panes. Punch it down and you'll find the Tricycle waiting for you to purchase it for 5000 LEGO pieces.

Near the area where you first appear in the level hub, you should find a **Hot Rod** for sale for 35,000 LEGO pieces. If you purchase it, you can drive down the paved road a short distance to find a starting line. As you pass through it, you'll trigger a countdown timer that gives you several seconds to reach a checkpoint further down the road. Drive through a series of these that takes you to the air strip. If you make it to the end, you'll have the opportunity to purchase the **Stanforth** (40,000 pieces) and **Greaser** (15,000 pieces) characters, who will appear back near where you found the Hot Rod. There may be another use for pieces in this area, as the **Brawler** character is likely available for 20,000 pieces.

The game's first bonus stage is available right near the level hub's entrance, at the college building. To make it accessible, you'll need to control the scholarly fellow who walks around carrying a large book. Have him stand on the large patch of light in front of the building and he can decipher some runes. Press the 'Action' button as indicated on-screen and you'll need to repeat a pattern of light. Input the proper sequence and the nearby door will open, allowing you to access the Marshall College bonus stage.

Once you clear the fourth stage, the **Motorbike** vehicle is available for 20,000 LEGO pieces where you find the entrance to that fourth stage. In the same general area, the **Agent** character is available for 25,000 after you beat down enough of his cohorts (who are dressed in black and will attack you several at a time).

Head to the lower side of the gas station building, which is a mostly solid wall, and there you'll find what looks like a propane tank. With a wrench, you can fix this and gain access to the shed. There, you'll find a **Fire Truck** that you can purchase for 40,000 pieces. Drive it around the front side of the building and park it on the brown grating. You'll reveal the Gas Station bonus level.



(Above Left) Soldiers will rush you when you first parachute down from the jet. (Above Right) You can unlock the Russian Digger in exchange for 30,000 LEGO pieces.

In the construction yard with a crane, you can find a nearby terminal to operate it. You'll be able to guide it through a series of procedures that result in a nearby grating being raised so that you can drop into a recess and smash some flowers to obtain another **Green Block**.

In the same southern vicinity as the construction crane, there are a few other attractions. The **Sabre Jet** can be made available to purchase (though at a hefty price of 250,000 pieces) if you work on the gear just to the right of its runway. There's a **Russian** disguise available here if you beat down the nearby guard and pay 15,000 pieces, as well. Then you can head toward the lower right from there to find a locked gate with a malfunctioning switch nearby. Use the wrench on that to access the Interrogation Room bonus level.

While you are thinking of the Sabre Jet, make sure to let it pilot itself up into the air and toward a set of airborne gates. When you pass through one, you'll find yourself provided with several seconds to pass through another set of gates. You need to continue in a path that approximates a wide oval as time ticks down between each checkpoint. If you make a full circuit, two characters will appear on ground level near where you first boarded the jet. You can purchase **Taylor** and **General Ross** for 25,000 and 35,000 LEGO pieces, respectively. The general has a bazooka, so use him to blast open the doors of the nearby building (straight ahead of the earthbound jet) for the **Army Jeep**, which you can buy for 35,000 LEGO pieces.

Another bonus level is also available to you now that you have the Sabre Jet. You can launch from its runway and fly toward the skies over the base directly ahead. That base is protected by barbed-wire fencing, but when you fly overhead you can parachute down to the ground. When you land, you'll need to take care of several soldiers. Once they're gone, you can break apart a fire hydrant for what is likely to be the hub's last **Red Block**, as well as a set of flowers that will contain what is probably the last of the **Green Block** items that you need to gather. If that is indeed the case, crates will arrive by air and land just on the opposite side of the fenced area, so you can investigate those later. Before you do that, you can tend to some soldiers that will continue arriving on the scene. When you knock one of them around for a bit, you'll have the opportunity to spend 30,000 LEGO pieces to unlock the **Russian Digger** character. Make sure that you use the gear near the gate to open it so that you're no longer forced to parachute down from your jet if you want to enter the restricted space. Then you can enter the base from which he came to find the Hangar 52 bonus stage.

The **Hangar Guard** will set you back 15,000 LEGO pieces and the **Ice Cream Van** costs 30,000 LEGO pieces. You can find these near the gas station, but only after you meet certain requirements. Head to Hangar 52 and take control of the man who wanders around there with a shovel (the Russian Digger), then head over to the nearby field where there is a glowing point near the center of a ring of rocks. Pry up the object with your shovel, then whack the moles that pop out of the ringed holes. When you hit the last one, you'll be able to head over to the gas station building to make your purchases.



(Above Left) You have to control someone who carries a book around with him to make an attempt at the puzzle. (Above Right) Input the proper sequence on the panels and you'll open a door leading to a bonus stage.

With a shovel in hand, head to the area near where you found the fourth story-based stage. To the left from there, the refrigerator that you rode from the second stage will be partially embedded in some soil. Dig it out and you can buy the **Refrigerator Car** for 35,000 LEGO pieces. Drive it down to Doom Town, where there's a starting line painted into the soil. Circle around the two flags so that you're facing back toward the gate you just passed through a moment ago. Proceed through the two flags and a trail of small LEGO pieces should appear that lead outside the test site and up the hill beyond. Follow along the trail, passing through several sets of markers. If you make it through the last one in time, the **College Female** character will appear at the cafe entrance. Head over to where she is waiting and you can add her to your group in exchange for 30,000 LEGO pieces. You can take her back to the Doom Town area to find a new bonus stage.

Also in the Doom Town area, there's a building on fire. Near it, you should see an open box stocked with water bottles. You can grab these and throw them at the flames to extinguish the blaze. When you've put out the last of the fire, you'll be attacked by a group of **Mannequin** characters. Keep battling them for awhile and eventually, they'll have '?' icons overhead. You can buy four of them at various rates: a boy, a girl, a man and a woman. Now take control of one of the female characters (and make your secondary character the one with the wrench) and head to the cafe where you completed the third story stage. With a female under your control, you'll be able to complete the stage.

There's one final point of interest in the hub. Travel to the Doom Town area a final time. As you've visited that space, you've likely noticed outlines of treasure chests. Each time you find a treasure chest in the area, it becomes solid. There are a total of 10 in this hub and in every one to come. When you find the last of the chests, head to the area at the edge of the site. You'll be able to open all of the treasure chests to reveal pieces waiting inside. Then you can use all of these to build a rocket. Once the rocket has been built, you can board it to blast off into space.



(Above Left) The rocket is your reward for finding the treasure chest at the end of 10 stages within this particular episode. (Above Right) It'll take you into space, where you must collect one million LEGO pieces.

When you arrive in space, you'll find yourself instantly placed within the Space Rocket stage. Here, the goal is to collect one million LEGO pieces. There's no time limit, though the game will keep track of your best performance. You can't leave until you collect the full million, which you do by tearing apart the landscape, kicking soccer balls into goals and generally having a good time destroying everything in sight but the buildings.

Once you have collected the required number of pieces, you'll see the game's closing credits again and a new crate is unlocked in the warehouse: Super Bonus Levels. You can visit that crate whenever you want to repeat any super bonus

levels that you have unlocked during the course of playing through the game. With that tended to, you're likely done with this portion of the game. Go back through levels to earn the 'True Adventurer' ranking if you don't have it and want it on any stages, make sure you've purchased every character, vehicle and upgrade, then move on to the next episode.

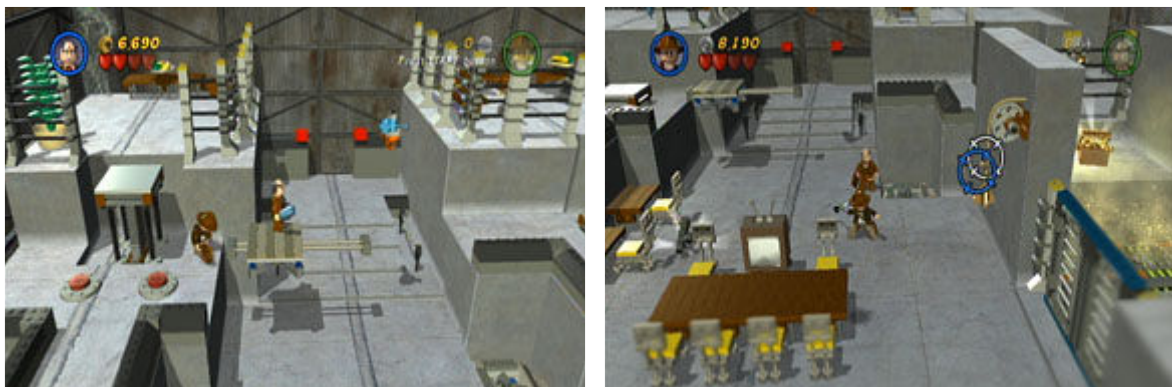
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### Marshall College (Bonus Level)

As a book-carrying character, stand on the circular patch of light near the building where your adventure in the hub begins. Solve a puzzle by inputting the proper sequence of tiles, which opens the door and allows you to access the bonus stage.

When you first appear in the stage, you'll be under fire from a variety of gun-wielding foes. Take care of them right away with a few quick slashes from your whip, then grab any LEGO pieces that they leave behind. You should also see a bazooka lying on the ground, but you have no use for it just yet.

Along the room's right side, a fan is positioned on the floor. It will blow you up to a higher ledge, where you'll see two more goons standing around on a still higher ledge. You can't reach them just yet and for the most part they can't hit you, so face left toward the wide gap in that direction. You can jump out and latch onto a hanging ledge with your whip, then use it to swing across to another raise ledge on the opposite side of the room. You'll find a large brown crate here. Push it along the tiled floor so that it drops down to a patch of tiled floor below.



(Above Left) Activate the moving platform and use it to cross the high gap while carrying a water bottle. (Above Right) Toss your sword to sever the rope on the high wall.

As Indy, head back to the two blue switches where you found the crate. You need to have Indy stand on one, then make sure that his cohort stands on the other. When both switches are depressed at the same time, this will cause a floating platform to glide back and forth over the gap to the right. This in turn allows both characters to cross over to the other side of the gap, but first you need some equipment. Hop up to the higher ledge, taking care of any goons if necessary, and grab the bottle of water. Now cross the gap using the moving platform. Toss the water onto the fire to extinguish it, then stand on the patch of light. Pull the lever to activate a nearby column that will rise and fall so that you can access the narrow area above where three goons are waiting.

Carefully hop up to the higher ground and tend to the goons. Note the guy to your upper right, who is particularly good at shooting you while your attention is diverted. When you've tended to the three guys with guns, you are safe to grab a sword from the highest level. This will enable you to cut some ropes down below. Drop back down to the base level and look along the wall to the right. You should notice a grated gate there, and above it a frayed rope. You can hold the 'Attack' button and move your reticule so that it turns white while hanging over the rope. Release your button to toss the blade and sever the rope. This will open the gates to the right so that you can pass through and take out the goon.



Now it's time to put the bazooka to use. Head left and grab that weapon, then head right through the gate and aim at the glowing orange circle on a higher ledge. Release a blast and you should cause a metal guard to fall away. Now you can lash out with your whip and pull on a switch that was waiting behind the guard. Doing so will raise a ramp that you can climb along. It will help you to gain enough elevation over nearby gas vapors to leap safely to a treasure chest and complete the stage. Not that before you do so, you may want to head to the room's left side and destroy some furnishings, then drop down to collect a few last blue LEGO pieces to earn your "True Adventurer" rank if you haven't already. Then open the afore-mentioned treasure chest to clear the bonus stage.

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### Gas Station (Bonus Level)

Park a heavy vehicle (such as the fire truck) on the square plate to the left of the gas station to open the building so that you can enter it and attempt a bonus stage challenge.

This bonus stage is a great place in which to accrue LEGO pieces. You start just in front of two vehicles and should hop immediately into one, then speed along a course full of numerous sharp turns. Your vehicle has horrible steering and you will slide around a course that is littered with balloons that you can break open to obtain showers of LEGO pieces. It's not difficult to gain more than 50,000 in a single run through the course, which can take just over three minutes once you get good at it.



(Above Left) Judging by your vehicle's apparent steering capabilities, the dirt in this course must be made of ice. (Above Right) You've reached the end with a decent time. Try again!

There's no real need to describe each turn you need to take to proceed through the course. Simply watch for the telltale gates and pass through them as you continue popping balloons. When you pass through the last gate, a golden treasure chest will appear on a nearby pedestal. If you're worried about a good time for the stage, as this is a timed course, rush over to that and claim your prize and time record. Otherwise, take a moment to ride the nearby columns up and collect more LEGO pieces before you finish the stage (the lower left one is especially worth your time, as the piece at the top is purple and worth several thousand of its smaller brethren).

You can repeat this bonus stage as often as you like and each time, any pieces gained will go toward your total funds so that you can unlock content in the main hub.

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### Doom Town House 2 (Bonus Level)

Head to the Doom Town area near the lower right corner of the hub while the College Female character is under your control. There, you'll find a flowery spot located near a fence. The character can leap over the fence, then head through an open door to the left to enter the bonus stage.

When you first appear in this bonus stage, you'll be in a long, rather narrow corridor with a green floor. Start by heading down that corridor and knocking around several waiting goons. There's no point in collecting LEGO pieces until you've cleared the area. Then you can and should go back through and collect any pieces out in the open, as well as many more than you can find by demolishing the plants in the fenced area along the back wall. Doing so reveals a hidden item, which you can grab and take to a station positioned along that same wall but to the left.

One of your characters should be able to open the gate leading onward through another hallway and then you'll want to be ready to fight as more goons are waiting. Take them out, then head quickly toward the right and into a larger room. There's a guy firing shots at you from above and to the left now, but you can't reach him just yet and should do your best to simply keep moving so that none of his shots connect. Head to the right and at the center of the area, there's a sword on the ground near a table. Grab it and then head back left so that a wall blocks your adversary from shooting at you. Look high on that wall and there's a frayed rope. Toss your sword to sever the rope, which raises a ramp. Now climb up the ramp, hop up to the area above and take out the meddlesome guy with the gun.



(Above Left) Get medieval on the plant life to find a hidden item that you'll need in order to proceed. (Above Right) Dig at all of the sparkling points to find a bazooka and other loot.

With that guy out of your way, drop down and use the console near what looks like a television at ground level. Now climb back up and flip a switch that the guy with the gun was guarding. This will open a grated gate toward the right side of the open area below. Cross over toward the gates but be prepared for some enemies to rush you. Whip them apart, then continue advancing.

You'll now be able to continue along another passage, where another guard is waiting. Take care of him and grab the nearby shovel, then proceed into another wide room with a green floor. This room is essentially just a treasure chamber. With your shovel, you can dig at each of the sparkling points and also break apart anything that you unearth (as well as any surrounding plants) for LEGO pieces. You should be able to receive the "True Adventurer" designation in this fashion, provided you haven't lost or ignored too many pieces up to this point. You can also jump from the trampolines to snag some valuable pieces.

One of the back digging points will reward you with a bazooka, which is your ticket to the end of the stage. First, though,

kick a soccer ball through a goal along the left side of the screen (it's blue with a note about '0/1') and have Indy pull at a device along the right wall. Your actions will cause a ledge to rise along the left side of the room so that you can find some precious LEGO pieces, plus you'll cause an item to appear on the floor that will send cyclones of air spiraling upward.



(Above Left) With the circuit completed, the path to the small room is open. (Above Right) A treasure chest is your reward for all of that effort...

Grab the bazooka and carry it into the room with the gray floor where all of the mannequins were gathered. There's a laser firing at a block along the top right side, and just beyond that a gate. Aim at the block with your bazooka and blast it apart. This will allow the laser light to finish the circuit, which in turn causes the gate to open. You'll notice that the room waiting beyond has a pad for a vehicle, so head back into the room you just left and hop on board the tricycle. Now ride it back to the laser beam and be careful to zip straight through the beam so that your vehicle isn't disintegrated. Then you'll trip a new switch.

Now all you have to do is dismount from your tricycle and head over to the column that slowly rises and falls to the left. Stand on it and let it carry you upward to a waiting treasure chest to complete the stage.

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### Interrogation Room (Bonus Level)

Southeast along the map from where the Sabre Jet is located, there's a malfunctioning device near a ramp leading down to a heavy bay door. To open the door, use a wrench on the device. Then you can enter the door once it rises.

When you first appear in this stage, you'll find yourself near the left edge of an area filled with metal walkways and molten lava. There are some crates to your left that contain LEGO pieces, but don't grab them yet because you may lose them to tricky lava pits if you do. Instead, start immediately toward the right.

You'll come almost immediately to a lava pit with spinning propeller devices dangling overhead. You can jump toward one and lash at it with your whip to dangle from it, then leap to the next and lash with your whip again to repeat the process. Swing quickly from the second one out toward the distant ledge, where waiting enemies will be standing. They have projectile weapons, so dangling for too long over the lava isn't an option. They'll shoot you down if you attempt that.



(Above Left) A wide pit of lava is an imposing sight, but you can use the platforms to swing across. (Above Right) You'll need to use the moving ledges to reach the back portion of the concrete cavern.

When you land on solid ground, dispatch of the goons and then press and hold the 'Action' button near the panel. You'll cause a metal bridge to rise from the molten soup. Now you can cross the gap more safely, and your friend on the far side can reach you without dying, as well. With that done, continue toward the right and use your explosives-wielding companion to bust open some metal containers. This will reveal a small piece that you can use on the device to the left of the locked door built into the back wall (just behind the brown grating on the floor). Now some nearby ledges (positioned just over the lava to the left) will begin moving. You can use these to cross over to the distant back wall.

Once you reach the far side of that new gap, you'll need to quickly defeat a waiting enemy. Then you'll need to negotiate another series of the dangling ledges suspended over lava. This grouping is more difficult, as it can be difficult to judge the depth. Make sure that you don't follow the back wall, but instead step out from the closer grating and make the leaps from that depth. When you reach the far side of the lava pool in one piece, stand in front of the panel and use the 'Action' button to bring the nearby ledge closer so that your comrade can cross over with you. You may have to guide him manually. There's another goon in this area, so watch for him also and take care of him with a crack of your whip.



(Above Left) Even with the ledge moving along the gap, the jumps can be difficult to negotiate. (Above Right) A golden treasure chest is yours for the taking!

As it turns out, the goon was guarding a point on the wall that you can blast with your comrade's rocket launcher. Doing so will open a gate that was just behind you as you started the stage. There's an automobile in sight now. Work your way back to the beginning of the stage and climb into the vehicle.

Once you're in the vehicle, drive over to the right. You will want to park the automobile so that it is positioned on the brown, square piece of grating. The weight of the car causes a gate in the background to open. You can step through and activate a switch that lowers the lava positioned in the center pool. The receding lava reveals a golden treasure chest, along with some crates and a bunch of LEGO pieces. Before you drop down to collect them, return to where the crates were that you ignored at the start of the stage. Bust those open for some pieces, then head to the lower level and bust open more crates. Collect enough pieces to receive your "True Adventurer" ranking, then grab the treasure chest to complete the stage.

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### Hangar 52 (Bonus Level)

Launch the Sabre Jet from its runway and fly toward the skies over the base directly ahead. You can parachute from the air as you pass over some barbed-wire fencing. Land on the ground and enter the large opening that leads into the hangar to find the bonus stage.

Start this stage by heading to the right. There's an orange-tipped switch on the wall there, just ahead of a gate. Grab it with your whip and give it a tug to open the gate.

Don't pass through the gate just yet. Instead, look to the left. There will be some LEGO pieces shaking on the floor near a bit of checkered tile. Stand on the tile and press and hold the 'Action' button to assemble to separate bits of flooring. Now push the nearby crate along the track that you have created. Hop up from it to find an area where you can break open crates and earn a bunch of LEGO pieces.



(Above Left) You will need to piece together the flooring so that you can push the crate. (Above Right) The blast when the barrels explode is extremely powerful, so make sure that you stand at a safe distance (not demonstrated).

Now head back toward the right along that same ledge. You should see a floating device hanging in the air to your right. You can leap out and latch onto that with your whip, then swing to the other side of the gap. Do so. When you land, look into the recess that waits. Press the 'Action' button to grab an explosive stick of TNT, then drop down to the lower level. Head through the gate that you opened to the right a moment ago and step toward what appears to be a set of barrels. Press the 'Action' button again to place the TNT, then quickly pass back through the gate to the left and seek shelter to avoid the blast. Now rush back to the right and collect any LEGO pieces before they vanish.

Where the barrels formerly stood, you should now see a whirring fan positioned along the floor. Step on that to float magically to a ledge above it. When you arrive there, grab a bottle from the crate, then drop back down to the ground level. Press and hold the 'Attack' button with the bottle equipped and a target reticule should appear on the screen. Move it over what appear to be small jets of flame on the floor and toss the bottle. It'll extinguish the blaze to reveal a patch of light underneath. Step onto that light and press and hold the 'Action' button to use the device. You'll open a gate in the background.

Pass through the gate. This area has an open crate from which you can grab a bazooka, as well as a scooter. You can't use either of those right now. However, you can break open the assorted crates to gather a bunch of LEGO pieces. Then you should look to the right, where you can stand near a device and use the 'Action' button again to activate a column just ahead of the gate. With that column in place, you can now return to the area where you found the bottle of water. Look to the right and you will see floating ledges. Before, you couldn't use them to cross the wide gap. With the column

now in place, you can. Do so.



(Above Left) Open the gate to access the scooter. (Above Right) Park the scooter on the brown switch to turn it green.

When you reach the other side of that gap, you can use the console to raise a ramp on the lower level. Now head back to the waiting scooter. Ride it up the ramp that you raised a few seconds ago and park it on the brown switch on the floor, which should turn green. To the right, you'll see some shaking LEGO pieces. Assemble them to form a ladder along the wall to the right. Climb that ladder and walk to the back side of the ledge, behind the gas vapors that should be visible near where you parked the vehicle. In a recess in the wall, you'll see another fan. You can ride this one up to the golden treasure chest to complete the stage.

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### Forklift Fun (Treasure Mode)

**Recommended characters:** General Ross, Mutt

Begin by hopping up along the stack of crates behind you. At the top, there's a wooden crate that you can push along a checkered track. When it reaches the end, it'll topple over onto a lift and force it down before the whole structure falls. You can collect some LEGO pieces when that happens. Break apart any other debris along the floor level while you're at it, since you'll want to collect a nice number of pieces as you work through the stage.

When you're done smashing things, note the shaking pile of blue pieces. You can assemble these to form part of a vehicle, but it's not ready for operation. Head to the right side of the warehouse and you can climb a ladder to bust apart more junk. Then you should make sure that you are in control of General Ross. Have him walk over to what looks like a very tiny house positioned to the left of a gate. Knock on the window and a guard will open it, see that you have the proper credentials and open the gate for you so that you can proceed.



(Above Left) For a good time, push the crate over to the lift. (Above Right) This is why you needed the military clearance.

Pass through the gate to the right and you're in another large area with plenty more debris to destroy. Do so and collect the LEGO pieces as you go, then look around. You should find that all you have left is a forklift positioned near two small green pads, a box of supplies positioned on a platform with a ladder leading up to it and another box of supplies resting atop a stack of crates. You'll need to grab those two boxes and set them on the two green patches next to the forklift. Doing so will allow you to bring the forklift's engine to life.

Drive the forklift over to the left portion of the warehouse and park it on one of the two vehicle pads positioned just ahead of the gate. Now turn your attention to the other forklift. Have Mutt use his mechanic skills to reassemble the remaining forklift's engine. Then drive it over to the remaining vehicle pad and set it in place. The gate leading to the nearby treasure chest will open.

Though it's easy enough to collect the treasure chest by climbing the available ladder to where it is located, don't do that just yet. Walk around and to the left of the pile of crates and jump at the fence. You should find yourself dangling from a bar. Creep to the far left side of the bar, and from there leap left to another handhold. Now you can hop up from there to grab some precious LEGO pieces that will improve your rank for the stage and allow you to complete it as a True Adventurer. Grab the treasure chest to exit.

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### Dummy Run (Treasure Mode)

**Recommended characters:** Russian Digger, Mutt

Doom Town is in worse shape now than it was when you visited previously, but there's treasure lurking somewhere in its bombed-out bowels and you mean to find it! Begin your hunt by having Russian Digger do his thing at the sparkling point to the lower right from where you first appear in the stage. You'll unearth a light blue gear. Carry it over to the nearby pile of junk that looks a bit like a rocket. Fasten it to the right side.



(Above Left) Carry the gear over to the pile of scrap metal that you dig up and fasten it on the right edge. (Above Right) After defeating some mannequins, use their remains to construct a ladder on the wall.

Your next move is to head toward the red exit arrow, but stop just to its left. There's a circular patch of light in front of a small checkpoint building. Knock on the window and a guard will check your credentials, then grant you access to a shed just to the left. There, you can grab a box of supplies. Carry it around your makeshift rocket that you're building and set it down on the green pad. Now you can assemble the pieces to bring your rocket closer to an operational state. Then Mutt should use his wrench on the device until it whirs to life.

It turns out that what looked like a makeshift rocket is a sonar device. It'll begin sending out waves that bring the nearby mannequins to life. In thanks, those folks will rush to attack you. Switch to Russian Digger if you like, since his shovel has better attack range than Mutt's wrench. Beat off the attackers until the last of them are gone, then head toward the left. You can use the pile of rubbish there to form a ladder along the wall. Climb it to the top, break apart more junk, then press onward toward the left.

You'll next need to defeat another wave of mannequins and break apart some more debris while you stay away from a gaping hole in the floor. You'll drop through that opening soon enough, but first you should head to the far left wall and there are some stairs that you can partially descend for some valuable LEGO pieces. You can't reach their bottom, though, because the way is blocked. Head back up to the top of the stairs and to the right, where you should now drop through the hole that you previously skirted. You'll arrive at the room below. There, you can destroy still more rubble, though you should watch to the left because still more mannequins will shuffle toward you from that direction. You can grab a pistol along the floor if you need to keep at a distance while battling the mannequins. Then when the last of them are gone, proceed toward the left once more.



(Above Left) There are some nice LEGO pieces along the far left side of the building's roof. (Above Right) Be sure to grab all of the pieces that you need before you snag the chest and complete the stage.

In the next room, you'll find another swarm of mannequins. There's a pistol along the far left lower floor if you need it, though your shovel should be more than up to the task of keeping you safe. Once the mannequins are gone, you can assemble the pieces near where the pistol is located to form two bits of furniture. You can bounce on them to fly up through a hole in the ceiling to the floor above you. Don't be tempted to pass through an opening to the left, which looks like it should lead to treasure but actually is instantly fatal. Just assemble the sofa and chair and let them carry you upward.

On the higher floor, many of the walls around the outer edge are weak to your melee attacks. Break them apart for more LEGO pieces, ride a burst of steam upward yet another floor (once you break the pipes so that the steam appears) and



be sure to hold to the far left side near the edge closest to the screen, where you can find some especially valuable pieces.

Head to the right once you have enough pieces and you will see the treasure chest in plain sight. However, you may not yet have the True Adventurer rating for the stage. If you want that, continue past the chest and collect the pieces that wait to the right. Then when you have your desired rank, return to the left and grab the goods to finish the stage.

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### Diner Distraction (Treasure Mode)

**Recommended characters:** College Female, Mutt

Move around on the floor level, collecting LEGO pieces and smashing apart tables as you go to ensure that you don't miss any. Along the back wall, you can use your female character to jump up and grab a bar, then jump up again from there to work your way up to some precious LEGO pieces up high that are easy to miss otherwise. It's important that you collect those if you want to clear the stage.



(Above Left) Smash furniture to scare out rats and LEGO pieces. Collect every LEGO piece you can find (though some may disappear, which is fine). It's a requirement! (Above Right) Repair the jukebox with your character's wrench, which is also a requirement to clear the stage.

Also, you can use your wrench to repair the jukebox in the cafe's lower left corner. Once it is functioning, you can feed it some of the silver discs that should be visible along the floor from where you smashed furniture (one along the room's right center, where a table was, and another along the front of the counter where you demolished a barstool). When the two discs have been inserted, the jukebox will become operational.

Another point of interest in the cafe is a mobile one: rats that swarm into the area as you destroy furnishings. There are a total of ten of them, but they don't all come out at once. As they do arrive, smack them around and then wait for more. You definitely want to make sure that you've cleared the space of all ten of them. When you've done that and when you've collected all visible LEGO pieces plus activated the jukebox, you will see a treasure box appear. Grab it to finish the stage.

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### Bike Hike (Treasure Mode)

**Recommended characters:** Indiana Jones, Mutt

This stage is filled with vehicles that you can use, but only if you have unlocked them in the stage hub area. Your goal is to hit ten blue balloons. There is no time limit and you don't even have to be riding in a vehicle when you do so. Simply find the balloons, pop them and when you have popped the last one, a treasure chest will appear at a high point (along an awning that extends from a place where two ramps form a peak near a wall) in the central park area.



(Above Left) Aim toward the screen and launch yourself out the church window to reach an important portion of the park.  
 (Above Right) You've found all ten balloons. The treasure chest awaits you!

Finding balloons for the most part is a simple process. Make a circuit around the streets that border the park first. For the most part, you can stick to the outer edges. There are a few ramps lined along the streets here and mostly those will carry you through the few stray balloons.

Once you've cleared the outer area, it's time to venture into the park. The park itself is approximately divided in half, with a high wall running down its center so that the only way to easily cross from one side to the other is by plowing through the church building. This isn't all bad, anyway, since you'll probably also want a 'True Adventurer' rating on the stage and that requires that you rack up a lot of damage to the environment to collect all of the precious LEGO pieces.

As you ride through the church, note that you can find a ramp along the side nearest the screen. You actually need to propel yourself from this ramp to reach some of the balloons, which are located around the base of that ramp. Pay close attention to your environment, keeping in mind that there's hardly a ramp in the whole area that you won't need to hit at some point. If you find yourself just barely missing a ramp, you can also make an attempt on foot and that likely will work just as well for you. This really isn't a difficult stage at all.

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### Target Training (Treasure Mode)

**Recommended characters:** Hangar Guard, College Female

This mission is a fantastic place in which to build up a large supply of LEGO pieces, since you can obtain 41,000 of them without ever putting yourself at any real risk. Simply make sure that one of the characters you bring is the College Female. Then have her walk from the right to the left, hopping to grab the valuable pieces (the purple ones in particular) that dangle in the air over the speeding train. Then you can exit by dropping through the hole in the roof near the left end of the train and repeat as necessary.



(Above Left) The College Female can jump high enough to easily snag the precious LEGO pieces. (Above Right) You'll see white target reticules if your shot is going to contribute to your effort.

When you're ready to complete the stage the proper way, switch to the Hangar Guard character and run to the center of the train. What you need to do now is shoot the blinking lights that are positioned along the top of the train's three main cars. You have to quickly cycle through a total of ten lights and if you miss one during the process, you'll have to start over from the beginning. The order in which to shoot them is as follows:

1, 3, 2, 4, 6, 5, 7, 9, 10, 8

Once you've hit the lights in that order, you'll hear the sound of a lion growling. Head to the right along the train and a treasure chest should have appeared. Collect it to complete the stage.

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A train ride takes you to South America and new adventures. We'll cover the Story Mode stages, Treasure Mode stages, hub and Bonus Level stages in the same order that we did for the previous episode.

### Peru Cell Perusal (Story Mode)

From where you first appear in the hub, head down along the screen and you should find a narrow path leading in that general direction. It can be difficult to see, but it's there. Follow that path to find a green arrow leading into the building that is your first destination.

You start this stage in a short passageway with no obvious means of escape. Start by collecting any LEGO pieces close at hand, then break apart any furnishings that will allow you to do so and collect still more loot. In this area, Indy can fasten his whip to the ceiling fan and haul himself up to easily collect some pieces, as well.

When you're ready to proceed, Mutt should use his wrench to repair the blue device along the back wall. This will cause an electrical current to flow through it, then follow some lines leading to the right. Head in that direction and you'll find a chain dangling from the ceiling ahead of an iron gate. Jump and hang from the chain to raise the gate, then switch to the other character and have him walk through to the other side. A stack of crates waits for you there. Push it left along the checkered tile so that it comes to a rest beneath the gate. Then your partner can pass safely through the opening.



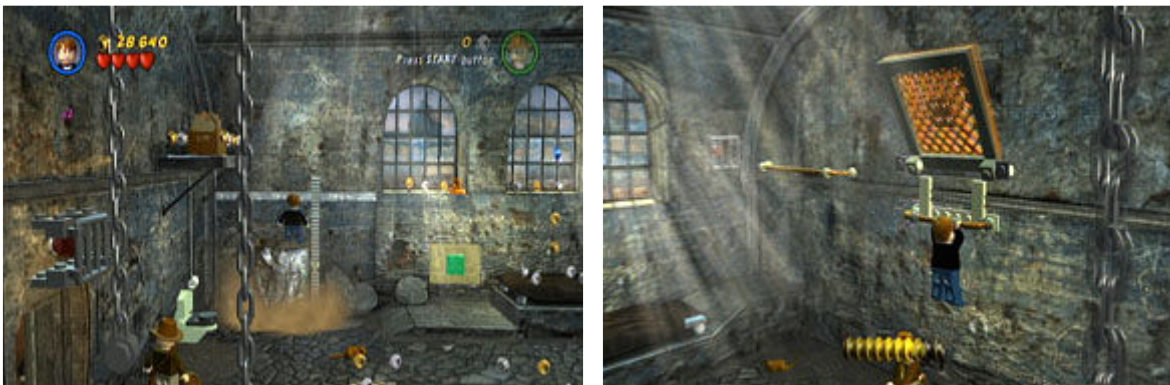
(Above Left) It's easy to miss the entrance to this first stage. (Above Right) Place the crates so that they hold up the gate.

Now that you're through the gate, resume your efforts to break apart the environment, as more LEGO pieces await you. At first, this area can appear to be a dead end, but watch the prisoners in the cells that line the back wall. If you get a fair distance away, they'll run forward and drop items outside of their cells. Then when you approach, they'll grab them and retreat. The trick is to have Indy stand a distance away from the cell. Let the prisoner on the right side leave his sparkling golden object outside of his cell, then aim at it with your whip and pull it to you.

It turns out that the gold item is a key. Place it in the machine along the right side of this hallway, then have your character turn it to open the next gate. Pass through the resulting opening into the next portion of the hallway, where you should break apart more debris for more precious LEGO pieces.

In this new chamber, you'll notice a column along the back wall that rises and falls. You can step onto it and ride it to the top, then hop onto a shelf where a crate rests. Push the crate over the end of the short ledge to send its contents toppling to the floor below. Assemble those to form what looks like part of a sign on the floor, just to your right. Then head past that to the far right side of the cell and assemble some pieces that you find there to form some poles that will extend from

the nearby wall. Now you can bounce from the bed to reach that extension and leap from it to the next extension to grab some more LEGO pieces to help toward the 'True Adventurer' rating, though by now you likely already have that if you have a score multiplier activated. As you hang from the rightmost one of those two bars, you'll cause a grating to drop open and spill out some pieces onto the floor.



(Above Left) Ride the pillar up to the box of junk and push it over the ledge. (Above Right) Dangling from the bar causes a grating to fall open along the wall above you.

Assemble those pieces to form another portion of your in-progress sign, but you're still not done. Clearly, there's room for a third portion. You can get to work on that by having Indy aim at an orange hook on the back wall. Pull it down with your whip, then place it on the green panel positioned lower on the wall. Tug at the hook now with your whip to pull open a cranny that will allow more pieces of sign to pour out onto the floor. Now assemble them to form the final piece of the sign.

With the sign now complete, you can collect a few final pieces and then the end-of-stage cutscene will automatically commence.

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### Tomb Doom (Story Mode)

When you complete the first Story Mode stage in this hub, you'll appear along the lower right side of a building. From there, just follow the rubble-strewn pathway leading toward the right. Push a tall stone structure out of your way and into a hole to pass around a gate, then head down some stairs to the right to find a rocky ledge with an arrow pointing downward. The door you need to enter is buried, so you need a shovel. Head back up the stairs and to the right to find a shed. Indy can open it by latching onto the handle with his whip and tugging. Grab the shovel that waits inside, then head down to the rocky area and dig at the sparkling points several times to reveal the opening.

From where you first appear in this stage, there are obvious paths leading both left and right. Head left first and break apart the debris you find there. You can punch the carving on the back wall for LEGO pieces. Do so several times and it will break apart into smaller pieces, which you can then smash apart for still more loot. There's a ladder that you can descend to reach a pit below now, so do that and collect any final treasure. Then it's time to head to the right from where the stage began.



(Above Left) You'll need to do some digging if you want to enter this Story Mode stage. (Above Right) Anticipate a brawl as you head right from the area entrance.

In this direction, you'll quickly find yourself under attack by thugs dressed in black suits. There are four of them and they can quickly inflict some pretty hefty damage if you let them fight you from a distance, so move in close and take care of them with fisticuffs. Then break apart any other rubble. You should be left looking at two rather obvious orange hooks attached at various points along the wall to the right. Pull on the back one to pull a pallet into place so that you can hop from it to a small opening and grab some valuable LEGO pieces. Pull on the front one to open a gate so that you can proceed to the right.

As you continue toward the right, you'll next arrive at a mossy vine suspended over a deep shaft. Jump over to the vine, then from there to the ledge on the other side. Once you land, you can smash apart a carving for some easy LEGO pieces and to reveal a hidden shovel. Grab it, then return to the vine and descend toward the area below. You can head to a small space to the left, but note that there's a spike trap that will descend from the ceiling to inflict moderate harm if you're not paying attention.

At the bottom of the shaft, you should start toward the right but do so carefully. You will be attacked by a group of angry miners. As before, they can inflict some hefty damage if you give them a chance, so make sure that you attack aggressively and collect any hearts they drop to keep up your own life meter. When they are done, you can smash up any nearby rubble, then pull at the hook on the back wall with your whip. Have Mutt fix that device, which opens a door leading to the right.



(Above Left) Another brawl awaits you at the bottom of the shaft. (Above Right) Dig at the sparkling point to find a statue of a large head.

Through that opening, you'll see a sparkling point along the floor. Dig at that point with your shovel to unearth a hefty stone statue. Carry it down the slope that descends to the right, where you will find a large wheel with a gear spinning nearby. Set your statue on one of the green spots on the wide wheel, then grab another statue that's sitting in a recess along the back wall. Place it on the other green patch, then climb up the wheel to the right where a vine should have lowered.

Use the vine to cross a gap, then descend the slope toward the right. At the base, watch out for two scorpions that will attack you. They are capable of harming you quite easily, so tend to them before you worry about breaking apart any rubble. Once the pests are gone, then you should demolish everything to reveal several objects. You can place two of these along green patches just to the left of what looks like some sort of gear. The third object that you find (in a recess to the lower right portion of the screen) is a spear. Toss it at the target along the back wall, then use it to climb to higher

ground. Smash apart the waiting junk to find another object that you can carry with you as you drop back down below. Place the new item on the final green patch. Debris will appear, which should assemble to activate a cutscene.

When the cutscene concludes, you need to chase after the fellow that appeared and snatched your treasure. He'll head to the left. To follow, climb up the slope and swing across the vine, then continue in that direction. Your enemy will continue until he reaches the bottom of the vertical shaft with the vine. He'll climb up that and then proceed toward the left, where you may recall encountering a ceiling spike trap previously.



(Above Left) Assemble the device to find the Crystal Skull. (Above Right) Scorpions fear the skull's power.

Though the going is dangerous, you have no choice but to follow your enemy beneath the spike traps and along the waiting passage that has now opened beyond. As you do, note that more scorpions will attack. Take care of them quickly, then make careful leaps over the low points in the floor ahead of you, which are lined by deadly spikes. You can collect purple LEGO pieces as you leap, at least.

Your enemy will continue fleeing by way of a ladder that leads up a new shaft. Follow him up that ladder and you will find yourself back at the area entrance. Here, your battle can finally take place. You'll find that you have the easiest time if you attack with a short-range tool, such as Mutt's wrench or the shovel. You can get in close and beat your opponent repeatedly, which is actually what you need to do since the area around you is covered in scorpions. They won't harm you if you stay close enough to your foe, since they fear the power of the Crystal Skull. Just keep wailing on your opponent and when he finally goes down, grab the skull. Now make your way to the entrance, which is now open, and you'll be able to exit to the area hub with the stage successfully completed.

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### Mac Attack (Story Mode)

From where you exit the second Story Mode stage, in the cemetery, head toward the right and follow the archway that leads over the river (you'll need to jump to clear some ferns that grown along the left side). Continue in that direction and you'll find what looks like a wheel with a pole. Grab it and carry it toward the lower left, where you can put it in place to form an explosive device. Hop onto it and you'll blast away some rocks, clearing your path to a camp site below. Head through the site and near the upper left portion of that site you'll find a green arrow pointing into a tent where the next stage takes place.

Following a cutscene, you'll find yourself forced to fight your way out of another jam. At first, your enemies will number only six. They're the green-clad goons that try to fight you with fisticuffs. You can win pretty easily by punching them around as they get within range. As you do, you can also run around the stage and break apart the environment to easily collect LEGO pieces without worrying about tough opponents. That way, you should be able to earn yourself the 'True



Adventurer' ranking and then stop worrying about such concerns.



(Above Left) This ignition device will allow you to blast away some nearby boulders that block your path. (Above Right) Enemies rush you aggressively but can be knocked around easily.

While you move around the space, watch out that you don't step into any quicksand traps. They tend to blend in with the more solid ground, but you can spot it by its generally murky and light tan appearance. Besides, it tends to be bordered by foliage including the precious lavender flowers that yield so many LEGO pieces when broken apart.

When you have defeated the first six goons, six more will appear. These fellows are dressed in beige-colored uniforms and they will attack you from the far side of a shallow defile filled by squirming scorpions. If you try to leap across to fight them, you're going to die. If you stand on the bank and try to lasso them over with your whip, you'll likely get knocked around by the endless supply of green-clad soldiers that will continue to pour into the area as you deal with your main targets. The trick to winning is to aim at the boulders that prop up the scaffolding where the soldiers are standing. This will drop them down into the scorpion-infested pit ahead of them.

Once you've taken out all six guards in that fashion, eight more enemies will arrive on the scene. These fellows you can take care of however you like. Standard fisticuffs will work well enough. When they go down, however, you'll have to deal with a more significant threat: Mac.



(Above Left) Most of your battle will take place right here, in front of the pit with the scorpions. (Above Right) You can pull on the hook to make part of the bridge collapse.

You'll be able to find Mac if you head to the far right side of the area. He's standing on the opposite side of a short, wooden bridge. Enemy units flank him, but you can easily take care of them. Notice the bank? There's an orange hook positioned there. Pull it with your whip to make part of the bridge collapse. That will take care of one guard. Then you can cross over to the other side, get in close and hit Mac with melee attacks. That'll cause him to flee through the area, so you can follow and beat on him whenever you get within range while he makes for the platform where the guards formerly stood and fired shells at you.

Move around to that area and whip at one of the supporting boulders. As before, your enemy will fall down to where the scorpions are waiting. That should take care of the last of his life meter, allowing you to witness the end-of-stage cutscene before you return automatically to the episode hub.

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### Rainforest Rumble (Story Mode)

In the camp where you complete the third Story Mode stage, have Marion hop up the nearby rock wall to grab the crate. Now carry it carefully down to the camp level and set it on the green pad near the Jungle Cutter vehicle. Use the pieces that spill to finish assembling the vehicle, buy it for 5000 LEGO pieces and drive it toward the southwest. There, you'll clear away some overgrown ferns and reveal a path leading toward the southeast. Follow that to find a green arrow pointing to the next stage.

This is another vehicle stage. You'll appear in the Jungle Cutter and an on-screen indicator lets you know that you need to take care of four Jeeps. Though there are several such vehicles within your immediate line of sight, the game neglects to mention that not just any Jeep will work. You need to tend to the ones that are special for no apparent reason. Fortunately, red arrows flash on-screen to let you know the location of the nearest enemy vehicle that will count toward your total.

Start forward along the path, cutting down any of the particularly green trees that get in your way. They leave behind a lot of LEGO pieces, which you'll want to collect as you work toward your 'True Adventurer' rating. Spend the time to mow down most of the vegetation, but it's not really worth bothering with each specific one. Your main area of focus should remain the vehicles that are pursuing you through the lush environment.



(Above Left) The Jungle Cutter can cut through these trees like a hot knife through butter. (Above Right) You've cleared the gap with the Jungle Cutter. Now find some LEGO pieces and take care of those Jeeps!

When you have destroyed the first four Jeeps, you'll find yourself facing additional groups of the vehicles. Stay in your cutter as long as possible, since that's the best way to make quick work of your opponents. When you have destroyed enough of the weaker Jeeps, you'll also need to face enemy Cutter vehicles that ride through the area. Fortunately, if you find yourself on foot you can generally just press the button indicated on-screen to take over the nearest vehicle and resume your vehicular slaughter.

The last few enemies are an exception to that rule. You'll find six of your foes riding around on the trails and firing from turrets as they approach. To reach them, you need to ride your Jungle Cutter at full speed so that you clear a gap that gains you access to the high ground where your enemies are circling. If you're on foot here, you don't have a real way to harm them, since they're impervious to attacks from the whip or other melee efforts. You must have the cutter.

When you find yourself in the area, make sure that you take some time to explore. There's a cliff along the lower right corner of the map with a trail that you can follow for a bunch of silver LEGO pieces. Follow that trail as it snakes along the

side of the cliff leading north and you'll reach a plateau where some blue pieces wait, as well. This should go a long way toward helping you to achieve the 'True Adventurer' rating. Then you can get back to destroying enemy vehicles.

When you take out the last of the vehicles, a final foe will appear on-screen. It's an enemy Jungle Cutter, but you can easily tend to it by getting behind it and ramming it a few times with your blades. No special strategy is required. Take out that adversary and the stage concludes.

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### Dovchenko Duel (Story Mode)

After clearing the fourth Story Mode stage, you'll appear in the level hub. Head toward the northwest from there to find a place where ants are swarming. You will now be carrying the Crystal Skull, though, so you can proceed through them to reach the edge of a deep pit. Falling into that is fatal, so you'll have to improvise. Just ahead and to the left of the ants, you'll find a banana sitting on the ground. Carry that over to the edge of the pit, then throw it up to a monkey in a nearby tree. He'll toss down a key, which you can then use on the console positioned just ahead of the pit. That'll raise some boulders so that you can pass and enter the area marked by the arrow.

As this stage begins, you'll find yourself engaged in battle with a single enemy soldier. The guy is a wimp and can't do much to harm you, plus the ants that surround you will part like the Red Sea as you run around with the Crystal Skull in hand. Use that fact to your advantage. Dash around and grab several of the purple LEGO pieces to earn yourself the 'True Adventurer' ranking right from the start, then when you've done that you can turn your attention on the soldier. Hit him a few times and he'll disappear.



(Above Left) You'll have to bribe a monkey with a banana if you want to clear the gap and reach this episode's fifth Story Mode stage. (Above Right) Place construction cones over the anthills to damage your powerful opponent.

With that soldier out of the way, you're now left facing your true opponent. The red ants will produce a cyclone of activity and that results in a giant creature formed of swarming ants. It stomps around the area and even the Crystal Skull isn't enough to chase it away. You'll have to manage something more severe.

The trick to winning is to place cones over the ant hills. You'll notice that each hill is ringed by green. There are construction cones along the left side of the stage. A few are positioned along the ground. You can grab those and use them to plug the holes. When you've placed them, another soldier will appear. Knock him around until he is carried away by ants. Now you'll find that ants are carrying your cones around again. Track them down, grab the cones and place them over the holes again. That's not enough, though. You also need to find more cones. You can have Mutt use his wrench on the truck along the left side of the arena to jar one cone loose so that you can grab it, plus you can have Indy use his whip on the orange portion of the vehicle to the right to pull loose yet another cone. Place those and the ants will

temporarily recede as you are forced to battle another soldier.

When you defeat him, the ants will return in full force. Once more, find the cones and place them on the ant hills. Note that your enemy now adds a few attack patterns, including a wave that glides around in wide circles and homes in on your general location, plus a fish-shaped formation that leaps out of the ground like a fish leaping from the surface of a lake. None of the patterns should prove too difficult to avoid, and even if you get hit it's not a big deal because you should already have the 'True Adventurer' rating. Just focus on attacking. When you place the last one, you've cleared the stage.

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### Level Hub

The tall, spindly cactus plants that bloom with purple flowers when struck will sometimes yield Green Blocks. Blue Blocks are hidden within black chests that you can generally find by pulling on pieces of the landscape. Red Blocks are sometimes hidden within the beige-colored blocks that have a slight dome shape to them. The ones that contain anything worthwhile have what appears to be a red flower placed on them. You'll find some in the first plaza near the bus if you're having trouble figuring out what they look like. Then you can easily find and destroy others throughout the hub.

As far as the **Bus** goes, you'll find that you can buy it in exchange for 15,000 LEGO pieces. Not far to the right from there, you can find a **Motorbike** that can be purchased for 20,000 LEGO pieces. The race course nearby will spring to life if you pass through its starting flags while riding the motorbike that you just purchased. Pass through the checkpoints in time and when you reach the end, you'll cause the **Patient** to appear. You can add him to your team for 15,000 pieces. If you're having trouble clearing the course, know that the third gate can only be found by heading down an alley just beyond the second gate. You can fly over a ramp to wind up behind the airport hangar, where you'll continue to the right and pass through the final few gates in the process.

Note that you should also come back here when you have the Russian Officer, as he can shoot down the chain that keeps the plane tethered to its hangar. You can then purchase the **Biplane** for a hefty sum of 250,000 LEGO pieces. Take the plane up into the sky, then head west to find a starting checkpoint. Fly the plane in a wide circle through several checkpoints and if you reach the end, you'll make the **Peru Nurse** available for purchase at a price of 25,000 LEGO pieces.

To the left from the starting point, there's a series of short walls. Marion can leap up one and grab a chain. As she dangles from it, a gate will open to the lower left that leads to the Peruvian Market bonus stage.



(Above Left) The Motorbike is a good purchase. (Above Right) Have Marion climb to the high ground to open the lower gate.

Once you complete the second Story Mode stage, you'll emerge with the Crystal Skull in hand. If you didn't break it apart before entering the stage, make sure and break apart the dark chest that's just in front of the door and to the right. It contains a **Blue Block** that is ridiculously easy to miss because it blends into the wall. As you proceed toward the right from that pit, several thugs wearing black will pour out from holes in a rock wall. Defeat the stream of goons and when enough of your enemies go down, a final fellow will appear with a '?' over his head. Beat him up as you did his cohorts until a new indicator appears over his head. You can then purchase the **Cemetery Warrior** for 20,000 LEGO pieces. The

**Cemetery Warrior King** is eventually available in the same general area for 25,000 LEGO pieces, as well.

The **Soldier** character is available for 15,000 pieces if you beat up enough of his fellows in the area with all of the tents where you can initiate the third Story Mode stage. In that same area, there's a rust-colored cage on a rocky cliff. Indy can pull it down with his whip, freeing a bird that will then fly up to higher ground and knock over an iron strongbox. Bust that open to find a **Blue Block**.

After clearing the third Story Mode stage, you'll emerge in the camp where it takes place. Head south and you'll see a large vehicle with blades. Marion should be wandering nearby, so take control of her and leap up the nearby cliff. Grab the crate of goods, then return down the cliff without dropping too far. Drop off from the lowest possible point so that your crate isn't lost, then head over to the vehicle and set the crate on the green pad to its side. Now have someone assemble the pieces that spill out of the crate. You'll be able to buy the **Jungle Cutter** for 5000 LEGO pieces. Hop aboard and use it on the trees along the camp's left side to clear a path. Now you can clear paths to the southwest and the northeast. Note that if you head along the path to the northeast and clear the immediately available shrubs, you'll then see a bunch more spring up nearby. Follow along the route where those appeared, quickly mowing them down, and when you reach the end of that series of plants and hit the red switch at the end, you'll cause a new character to appear on the map near where you initially found the vehicle.

Don't head over to that character just yet. There's a narrow trail near the area where you just cut down all of the trees. Head up that trail and break apart the shrubbery to find a key. Use the key on the idol along the right side of the path. You'll cause a chest to fall down that you can open to obtain a **Blue Block**. Now you're ready to approach the character that appeared a moment ago in the camp. Walk over to him and pay 20,000 pieces to unlock the **Market Trader**.

After you clear the fourth stage, you can start back northwest along the trail. There's an opening along this trail. Russian soldiers will rush out to meet you and will hit you with explosive shells. Defeat several of them and their leader will appear. Pummel him until the '?' appears overhead. Then you can purchase the extremely useful **Russian Officer** for 30,000 LEGO pieces. With him in your group, you can knock on the window of the security booth in the starting area plaza. The guard will open a nearby gate for you, allowing you to access the Peru Airport bonus stage. You can also use the Russian Officer to blast open a gate along the cemetery wall to reveal the Graveyard Tomb bonus stage. As if that's not enough, the Russian Officer can also head toward the eastern corner of the map, up the long hill from the camp with all of the tents. There's a trail leading up there to where a rock slide has blocked the path. Blast it away with the bazooka, then continue up the slope. Grab the shovel along the way, which is positioned along the left side of the path. Now have Marion jump up some planking at the head of the trail to reach a chest that she can bust open for a **Blue Block**.



(Above Left) Climb the cliff for a crate that you can set near the Jungle Cutter vehicle. (Above Right) The Jungle Cutter can clear paths to areas that you previously couldn't access.

While you're in this area, attempt a ride down the rapids. You'll find the raft at the head of the falls. Hop onto it and steer it through the gate. You can then use the shovel to paddle faster as you proceed through checkpoints, steering wide of boulders along the way that will slow you down. If you make it through all of the gates in time on your way to the bottom, you'll make two vehicles appear for purchase: the **Nazca Drifter** and the **Nazca Racer**. They cost 25,000 LEGO pieces each. After purchasing the racer, take it to the outer edge of the area where you can purchase the cars. There's a track here. Pass through the checkpoint, then drive around a figure-8 course as you pass through checkpoint gates. If you make it all the way around the course, you'll make the **Russian Grenadier** character available for purchase up the hill in the camp site. He costs around 30,000 pieces if you want to add him to your crew.

Near the lagoon along the southwest portion of the area hub, positioned along the trail, you'll find the **Army Jeep**. You can purchase it for 30,000 LEGO pieces. Just past that is a statue with a green pedestal in front of it. Use Indy's whip to drag down a nearby box of junk, then set it on that green pedestal to lower some stakes that allow you to access a bonus stage.

Not far past that, you'll find a beach near where you can obtain the banana to feed the monkey. Head along that beach

and you'll see several sparkling points where you can dig with a shovel. The shovel is located nearby, in a shack that Indy can open with a tug of his whip. Use the shovel to dig up the earth beneath those glowing points to find a **Blue Block**. Continue along the beach and cross the lagoon to find another small shore on the opposite side. There's a blue propeller here. Have Mutt work on it with his wrench and he'll set it to spinning so that you can float to the ledge above and break open a chest to obtain another **Blue Block**. On that same beach, you'll notice a crank positioned near the water. Use it to drag in a chest that contains yet another **Blue Block**.



(Above Left) Dovchenko can't be recruited until you've almost finished the episode. (Above Right) You can purchase the bicycle once you have assembled the structure that rests at the center of the bay.

After clearing the fifth Story Mode stage, head to the area just in front of that stage's entrance with a shovel. There's a glowing point that you can dig up to produce a handful of LEGO pieces. Assemble them to form a character, **Dovchenko**. He'll immediately attack, so beat him up and when the '?' mark appears overhead, you can pay 500,000 LEGO pieces to add him to your team.

Once you've gathered all 10 treasure chests, head to the lagoon. You'll find the chests waiting along the boards. Open them to reveal the pieces they contain, then use those pieces to slowly assemble a tall structure. Then you can head to the lower left side and activate a switch (which you must first assemble from some of the pieces) to open the tower. Head inside and you can purchase the **Bicycle** for 7,000 LEGO pieces. Hop onto the vehicle, then ride it forward to the gust of air. Let the air gust carry you upward to the Super Bonus Stage in the sky. Once you're there, it's absolutely critical that you complete the stage before ending your game or the bike will be stuck over the gust of air and you won't be able to reach it or access the stage later.

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### Peru Airport (Bonus Level)

As the Russian Officer, head over to the small security booth just left of the airplane hanger, near where you first enter the area hub. Knock on the window and the guard inside will open up, see that you have proper clearance, then grant you access to the hangar.

Begin this stage by breaking apart any destructible objects on the floor level for LEGO pieces. Then when that's done, look to the brown crate at the center of the area. It's blocking a beam of light. Push the object left along the tiled strip so that the obstruction is removed. Now switch to the Russian Officer character. There should be a black chest on the floor, to the right of the crate that you just pushed. Blast it open with your bazooka to reveal a shovel.



(Above Left) Dig up some tile, then push the crate so that you can use it to climb to a ledge above. (Above Right) Pull the hook on the opposite side of the pool of water and you'll make a new ledge appear so that you can cross over to the room's right side.

Use the shovel to dig at the glowing spots to the left of the repositioned crate. You'll unearth more tile flooring that you can utilize to push the crate to the far left and against the wall. Hop onto the crate, then from there to the lower wall above. You now can reach a key. Grab that, then drop back down and use it on the terminal along the left side of the room. This will turn on another beam of light, but it's blocked because of where you positioned the crate. Get on the left side of the crate and push it back toward the right so that it blocks neither of two beams of light. A gate along the back side of the room will open.

Pass through the gate, then as you stand on the edge looking down toward a pool of water, have Indy swing his whip so that it latches onto an orange hook on the opposite side of that pool. Pulling will now cause a new ledge to materialize in the main room. You can use that to hop up to the ledge that runs from left to right at the room's approximate center point. Cross along that platform to the right half of the room.

Drop down and clear away the debris. There's a lot of it. When it has disappeared, you can dig at the sparkling points to reveal more of the checkered path. Then you should push the brown crate along the path to the end nearest the back wall. As the Russian Officer, also use your bazooka to blow apart a black chest on ground level. Grab the sword that appears, then head toward the back wall. Throw the sword at the cable that's positioned there to activate a ledge above. Now hop onto the crate that you pushed into place, then from there to the ledge above it.



(Above Left) The tile is revealed, so go ahead and push the crate into place. (Above Right) Use this switch to flood the area with water so that you can reach the treasure.

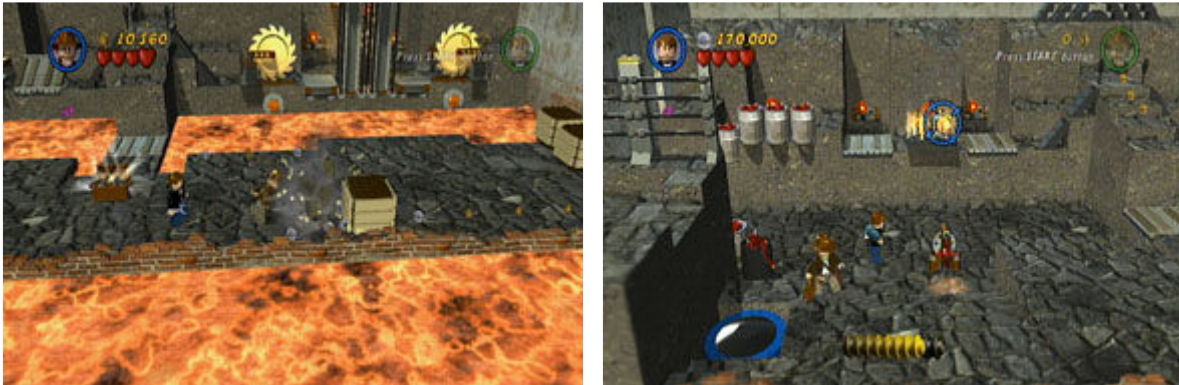
On higher ground, you'll find another switch waiting. Using this one will flood the area with water. Now you can swim down toward the bottom of the screen. You'll find a treasure chest waiting there for you to grab it.

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### Peruvian Market (Bonus Level)

Left from where you enter the hub, there are some short walls that Marion can scale to reach a chain. If she jumps and hangs from that chain, she'll open a gate to the left. You can enter the new opening to find the bonus stage.

When you first appear in this lava-filled area, you'll find yourself on a stone platform with numerous crates positioned to both the left and right. Begin by breaking through all of those. That will make it easier to see the area around you.



(Above Left) Start by demolishing all of the crates on the platform for easy LEGO pieces. (Above Right) Throw bottles of water to put out the fire so that you can aim at the targets with your gun.

Once the area is cleared up a bit, you should notice a circular patch of light in front of a switch positioned along the right wall. You can use the switch to lower the level of the lava. Then you should drop down to collect more LEGO pieces as you work your way left toward where another console and switch are waiting on that lower level. Use the switch to lower some grating on the far wall, which is positioned to either side of a blaze.

Now jump back up to higher ground and move toward the left, where you'll find a trampoline. Bounce from that to a higher ledge where there's a crate stocked with bottles of water. Grab one, then drop back down and head out on the ledge. Toss a water bottle so that it hits the blazing ledge and extinguishes some of the flames. Then toss another bottle to get any that were left.

By throwing the bottles of water at the fire, you've now made it possible to shoot at three targets on the far wall. Grab a gun from the crate at the center of the area and fire on those three targets to knock them back. Then head toward the right of the ledge. As Indy, whip the orange circles and tug them to set saw blades to spinning. They'll move in arcs that allow you to hit the targets behind them. Some platforms will rise and fall, as well. Shoot down each of the targets and grab another gun from the crate when you run out of ammunition.





(Above Left) Use Indy's whip to grab a stick of dynamite from behind the rising and falling columns. (Above Right) Once you've shot down the last of the targets, the treasure chest will appear.

Though you've now shot most of the targets, you still have one target that you can't reach. That's because barrels block the way. Where the blades are moving in arcs and the columns are rising and falling, you should also notice a glowing chest. Indiana Jones can aim at the chest and lash it with his whip. If he times it properly, the target reticule will turn white and he'll receive a stick of dynamite for his trouble. Now he can quickly head to the left and toss that stick of dynamite at the barrels on the lower level. They will explode, clearing the path to the final target.

Now just grab a gun from the crate at the center of the area and use it to shoot the target. When you do, you'll cause the treasure chest to materialize. Hop up the steps and claim your prize.

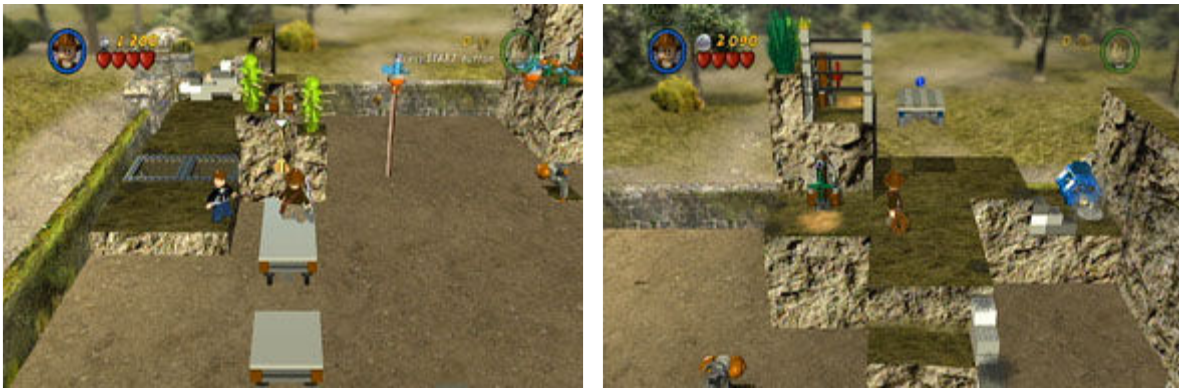
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### Graveyard Tomb (Bonus Level)

With the Russian Officer, head to the graveyard. There's a stone wall on one side of the graveyard with openings on the higher level. Between those and on ground level, there's a metal plate. Aim at the plate with your bazooka and blast it away to reveal the entrance to the bonus level.

When you appear in this area, you'll find yourself in charge of Indy and Mutt. Note that much of the ground here is covered in quicksand, aside from the ledge where you first appear, so you'll need to proceed cautiously.

Start by breaking apart any of the environment nearby that will fall to your whip. Then look left, where an orange hook is positioned along a high wall. Aim at it, then pull it with your whip. You'll cause a nearby ledge to appear from the quicksand ahead of you. It will periodically raise and lower. Crank the device again and you'll cause a second ledge to appear. Now wait for the closest one to dip into the soup, then reappear. You can leap across to it, then jump again to the more solid gray ledge behind it.



(Above Left) Make sure you turn the crank twice so that both ledges rise from the quicksand. (Above Right) Turn the handle to create another ledge so that Mutt can cross the quicksand.

Jump left from there to solid ground, then start toward the back portion of the area. There are two small holes that you'll fall through if you're not careful, so leap over them and smack the goons beyond with your whip. Then break apart any plant life and grab the sword that will appear. Carry it back to the gray platforms that you caused to rise from the quicksand and toss the sword to sever the rope that lines the nearby wall. This will cause a ledge to rise out of some quicksand to the right. Now you can jump out and swing from ropes to reach that ledge when it appears, then leap from there to solid ground again.

Climb up the platform where you find yourself positioned now and eliminate some more goons. Then turn a handle that is mounted on the wall to the left. Doing so will cause another ledge to rise from the quicksand so that Mutt can join you on higher ground. Now when he arrives, have him drop down to the right and work on the blue, cylindrical device. This will open a gate up above so that you can turn another crank that will produce a new ledge in some quicksand below your current position. Use that new ledge to cross over to more solid ground.

As you arrive on the lower platform, turn yet another crank to raise three more ledges from the quicksand. That's the last set of platforms. Hop along those to solid ground, defeat the waiting goon and be careful to leap over any holes as you make your way to the treasure chest. You should receive your 'True Adventurer' rank just ahead of grabbing the chest. If you don't, that just means you died too many times working through the stage. Try again if necessary.

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### Temple Tussle (Bonus Level)

Make sure that you have the Cemetery Warrior in your group. Head to the camp with all of the tents, then follow the path toward the northeast from there as it winds around in the direction that was cleared by the Jungle Cutter. As you continue around the bend, there's a narrow path that leads back up a slope, in the direction of the camp that you left a moment ago. Follow that path up past an idol to the right and soon you'll reach a large, locked door. Have the Cemetery Warrior chuck a spear at the circle on a column to the left of the door and then toss another spear at the circle to the right. Now both party members should jump up and grab a spear apiece. This will cause the door to open, granting you access to the bonus stage.

Once you appear within the bonus stage, you'll find yourself on another stone island at the center of a lava flow. As usual, begin by demolishing any nearby breakables, which will leave you with fewer distractions. Head toward the back wall, where some Cemetery Warrior characters will attack with their spears. Whip them into shape, then return to the area where you first entered the stage. There's a switch there that you can press to make ledges rise from the lava to your left and right.

Start by hopping onto the ledge leading left. Venture in that direction and you'll face more warriors. Defeat them, then repair the floor. Once it is fixed, push the crate along the track until it comes to a rest at the base of a high ledge to the left.



(Above Left) The Cemetery Warrior has to toss his spears before you can even gain access to the stage. (Above Right) With a key from this open crate, you can summon the lift that will carry you to the treasure chest.

Now cross back over to the main island where you began the stage. From there, head along the platform leading to the right. Here, you'll deal with more warriors. You'll also need to have Indy pull on a hook in the wall so that a gate will open. Through that gate, you'll find some trampolines that you can use to bounce up to a higher elevation. From the third trampoline, you can send yourself flying over to a ledge where a switch is waiting. Activate it to create a beam of light below. Then jump down to the left and land once more on the island where you began the stage.

Walk to the far side of that island and trip the switch that waits there. You will lower the lava flow. This allows you to easily collect LEGO pieces that are scattered about, but there's a more important benefit: you can now reach two ledges positioned along the back wall. Both of these have malfunctioning equipment, so let Mutt fix it. When you do, you'll gain access to a chest that contains a golden key.

Carry the key back toward the opposite end of the chamber, toward where you caused the two metal platforms to rise from the lava. Head left, to where you previously prepared the tile floor. There's a trampoline here that you can use to bounce up to higher ground. Place the key in the lock and you'll activate another light beam. Now you'll see a new pedestal rising and falling at the center of the island where you initially appeared in the stage. Head over to that pedestal and ride it up to the area treasure chest.

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### Gorge in the Jungle (Bonus Level)

Head down to the far southwest corner of the hub, just southeast of the lagoon area. There's a statue holding an empty green pedestal. Have Indy use his whip to drag down a nearby chest, then set that chest on the green pedestal. Some spikes that block the entrance to a nearby cave will lower, granting you access to a bonus stage.

As you begin this stage, your first order of business should be the removal of the resident snakes. There are several of them spaced along the ground level. They look almost like coiled green springs. Fire at them from a distance with your pistol to easily eliminate them without getting close enough that they can inflict any damage.



(Above Left) Take care of the snakes first or they'll take care of you! (Above Right) Repair the checkered flooring so that you can easily push the crate.

Once the snakes have been tended to, you can move through the area and break apart the foliage. The exceptions are the cactus plants, which will harm you if you get too close to them. Steer clear of them. Once you've gathered what LEGO pieces you can safely collect, turn your attention to the tiled strip along the ground. You'll notice sparkling points where the strip has been damaged. To the left, there's a shovel available along the wall. Grab it, then use it to dig up the buried pieces of the checkered strip. Assemble them so that the strip is whole again, then push the crate to the end of the strip.

With the crate thus positioned, you can jump onto it and then from there leap over the wall of flames just beyond it. That will give your jump enough height to clear the hazard. Beyond that fiery wall, you'll find a crate filled with bottles of water. Grab them, then toss them on the flames to extinguish them. Now your companion can safely cross.

Next, have Indy use his whip on the orange hook near ground level. This will pull a ledge down so that you can climb up and use the ledge to cross over to a grassy outcropping where a chest is waiting. However, you can't open the chest. Head back through the area and venture to the right side. There, you can jump out to a rope and swing over to a ledge where a crate rests. Grab a bazooka, then return to where you just lowered the ledge. Step onto the ledge and from there fire a shell at the nearby chest. It will burst open and you can grab the sword that it contains.



(Above Left) You should aim carefully and fire only when the blades move out of your way. (Above Right) Ride a platform up from the water to flip a final switch so that you can access the treasure box.

With the sword in hand, head back toward the right. Just to the left of where you grabbed the bazooka from the crate, there's a frayed rope positioned along the wall. Toss your sword so that it severs that rope. You'll cause a set of distant blades to whirl to life. They'll start moving in arcs that sometimes cause them to block the canyon ahead of you (as they were before you brought them to life) and sometimes clear your path so that you can see a target on the far end.

Stand on the ledge looking out toward that canyon and equip your bazooka. Aim at the target and wait for the blades to pull away from it. As they do, immediately unleash your shell. It should fly forward and hit the target, prompting a new platform to rise from the water nearby. It will rise and fall in a regular pattern, allowing you to swim over to it and ride it up to high ground, where you can flip a new switch. Doing so will bring yet another piston-like platform to life.

This newest platform is the one that you've wanted to activate all along. You can hop onto it, then let it carry you up to this particular stage's treasure chest.

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### Musical Mania (Treasure Mode)

**Recommended characters:** Indiana Jones, Russian Officer

This area hasn't changed much from your first visit. In the first segment, use the Russian Officer's bazooka to blow up some explosive canisters positioned along the back wall. You'll reveal an assortment of pieces that will fall onto the floor. Assemble them to engineer a jailbreak. The prisoners will dash out of their cells along the path ahead as alarms sound and doors open.



(Above Left) Use the bazooka to blast apart some explosive canisters. (Above Right) Depressing all five switches at once will take some planning.

Proceed to the right, collecting any LEGO pieces you can find along the way and breaking apart any objects that get in your way for still more pieces. Check inside the vacated cells and also patrol along the lowest wall toward the screen, since it hides pieces and also objects that can be broken apart.

When you pass through the open doorway leading to the right, you'll find an area with five switches positioned around a square board along the floor. Along the back wall, there's also a shovel. Grab that, then dig at the sparkling point in the earth to dig up a heavy block. You can carry that over and set it on the large green tile to the lower right from where the five floor switches are positioned. Next, head to the back right corner of the cell. On a low platform, there's some red rubbish that you can grab. Carry it over to the same place where you just dropped the large block. Then head to the left wall, near the entrance to this room. There's more junk there, so grab it and carry it over to where you have a pile building. Drop it on that space and you'll cause a bunch of blocks to start shaking. Assemble them to build a phonograph. You can hit it to make it eject some LEGO pieces and start playing music.

With the music playing, head left through the hallway. You'll see the prisoners dancing to the tunes. There are three of them. Lasso one with your whip, then drag him back to the room with the switches. Set up the prisoner so that he's sitting on one of the switches. Then go back and get a second prisoner, and a third. You need to place them each on switches. If the music stops playing along the way, just hit the phonograph again and continue the process. Once three prisoners are positioned, you can use Indy and the Russian Officer to press the last two. That will flip over the board to reveal the stage's treasure chest. Collect it to exit the area.

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### Tomb Time (Treasure Mode)

**Recommended characters:** Oxley, Russian Officer

This stage is initially a bit of a mystery, but things get easy once you figure out what to do. Begin your efforts by having Oxley walk around the area and bust apart any breakable items for LEGO pieces. Be sure to check the high recess on the right wall, which holds a valuable piece, and also to smash any rubble on the ground in that area and elsewhere.



(Above Left) Stepping on this switch initiates a ticking timer. (Above Right) You need to step on four switches. This one is the last one that you will touch, just before the timer expires.

As you work through the area, you should notice that there are three obvious switches on the floor. One is on the high ground to the left of where you first enter the stage, another is in the pit to the right and a third is in the area to the far right. Stepping on that last one does no good because it stays depressed only temporarily, plus you can't set any items on it and expect them to stay in place. Scorpions carry stuff away before it has a chance to even settle into place.

To clear the stage, head back up to the area where you first entered. Directly ahead of it is a large, stone box. Have the Russian Officer blast it with his explosives to reveal a fourth red switch. Ignore it for the moment and head to the far left switch in the area. Step on it and a timer starts. Quickly head to the right and drop down into the pit. Step on that switch, then rush up the ladder and leap to the solid ground above where you just blasted the stone box. Step on that switch, then quickly descend the steps to the right and head to the fourth and final switch. If you step on it before your timer expires, you'll cause a ladder to descend along the back wall. Climb up that to reach the treasure chest and complete the stage.

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### Mirror Mayhem (Treasure Mode)

**Recommended characters:** Oxley, Russian Officer

From where you first appear, look just to the left. There's a metal crate. Blast it open with some explosives, then follow a trail of LEGO pieces leading left to reach another crate. Blast it open as well and you'll reveal some more LEGO pieces in a shaking pile. Assemble them to form a statue and to receive a bunch of LEGO bits for your meter.

With that statue assembled, continue back toward the backdrop, where you'll see a bunch of ants. Make sure that you're controlling Oxley at this point, since he carries the Crystal Skull and that will scare away the nasties. As you head into the background, you'll come to a seesaw with a crate on the opposite end. This keeps a golden key out of reach. Blast the crate with the Russian Officer's weapon. He should be close to Oxley, who keeps the way clear from ants. The seesaw will tilt in the opposite direction and you can now grab the key.



(Above Left) Build a statue near the edge of the bed of quicksand. (Above Right) Use the key on the device so that you can spin the platter of statues around.

Use the key on the nearby platter with statues positioned on it. Then turn the crank so that the statues spin and a golden disc is showing. Hop over to the right, through more squirming ants, to where a device is sitting on a ledge. Take that and carry it back to the left, then head toward the screen to where a statue is standing. You can place the device within that statue's hands. From there, continue back toward where you first began exploring this area. Note the presence of another statue, plus another disc device lying on the ground. Grab that item and place it within the statue's hands.

Head back into the backdrop from there and you will see some raised scaffolding held in place by chains. Blast that with the Russian Officer's weapon to drop the scaffolding across a gap and form a bridge. Now you can cross over to the far side, where another statue is positioned. It's already holding a disc. Behind the statue, there's a lever along the wall. Pull it to send a beam of light flashing along the series of disc-holding statues. The light will reach the ledge at the end, where you turned the platter with the statues. There's a treasure chest below it now, but a grating covers it. Blast away the grating with the Russian Officer's weapon, then collect the treasure chest to clear the stage.

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### Forest Forage (Treasure Mode)

**Recommended characters:** Indiana Jones, Marion

In this stage, your goal is to find and destroy 10 blue balloons. You can do so using vehicles, though it's also possible to pop the balloons when you're on foot.



(Above Left) Head left from the start to ride a bumpy trail that leads to the first blue balloon. (Above Right) The fourth balloon is at the top of a steep drop-off.

From the start, jump into a Jeep and head up the hill leading left. Along that route, you'll find a blue balloon that's easily popped. Continue left from there and you'll roll past a sign. Then the hill begins to descend. You can leap outward from the top of the hill in your vehicle to fly through and pop another blue balloon. Continue following the course left from there and there's a trail that leads back into some brush where a third balloon is waiting. Follow that trail as it continues south, to the side of the main road leading in that direction.

As you continue south, the path will gradually start to turn toward the east. There's a vehicle parked toward the left, near a campfire. Head briefly in that direction to find another blue balloon, then return to the path and follow it as it wraps toward the east.

Continuing in that direction, you'll see a trail taking off to higher ground above. Follow that to find a 'Boost' power-up, then quickly head back down to the bend in the path where it heads east. This time, stay along the lower path as it heads downhill, then starts to ascend toward a natural ramp. Use your boost power-up to fly over the gap, collecting a blue balloon in the process. You should clear the gap.

Now you need to navigate a new portion of the jungle. The path ahead immediately forks, allowing you to head either north or toward the east. If you head north, you can boost over a ledge to grab another blue balloon. Now you'll be back in the first portion of the jungle and will need to clear the gap again. Now travel east at the fork. You'll continue along a path and eventually find a trail leading uphill while to the right there are construction signs indicating danger. Push through the signs and head up that treacherous trail to find a blue balloon. Then return to where you drove through the signs and this time head up the hill. A trail takes off to the left here, where you can grab a blue balloon. Keep moving left and there's yet another one, just ahead of the drop-off that leads back to the first portion of the jungle. Grab both of those balloons, then return to the main trail that you were following uphill and continue along it to reach the peak of the hill.





(Above Left) You've arrived at the camp at the top of the hill. (Above Right) The final balloon requires you to go flying from a ramp in order to reach it.

As you arrive at the top of the hill, you'll find yourself at a camp of sorts. There are a lot of trees here that you can drive through, along with some camp fires. You only have one more balloon that you need to gather now.

To find that balloon, proceed toward the northwest. There's a hill leading upward there. You'll see a 'boost' power-up partway up. Grab that, then boost up the hill and out over the ledge. You'll collect the final balloon. Now a treasure chest will appear at the top of that ramp. Work your way back around through the jungle to reach the ramp again and grab the treasure chest.

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### Jungle Jump (Treasure Mode)

**Recommended characters:** Oxley, Russian Officer

Head left through the swarming ants. Oxley should take the lead with the officer following along until you spy a metal crate on the ground. Have the Russian Officer blast it apart with his bazooka, which will reveal an assortment of LEGO pieces. Assemble them to form a fan, then ride its blast of air upward to a series of trampolines that wind their way through the air.



(Above Left) Blast open a crate and assemble the fan that waits inside, then use its air to reach the trampoline platforms. (Above Right) The treasure chest waits in a strongbox positioned on the last of the trampoline platforms. You'll have to blast it open to access it.

As Oxley, bounce along those trampolines and collect the floating LEGO pieces. As you make your way along the trampolines, note that you'll have an easier time of things if you press and hold the 'Jump' button. This ensures that you will get the most bounce from each trampoline. Bounce over to one trampoline and let yourself bounce straight up into the air. Then as you land and start to spring upward, move toward the next trampoline. Judging depth can be difficult, so watch for your shadows along the pale blue canvas of the trampoline. Don't worry about what your traveling companion is doing, either, since his movements can distract you and cause you to miss a jump.

If you do happen to fall, you'll need to wander back around to the beginning of the area (which is why we recommend using Oxley, who won't have to worry about ants as he does so). Then you'll have to start fresh.

Once you reach the second-to-last of the trampoline platforms, you can switch to the Russian Officer character. Use his explosive shells to break open the container that rests on the last of the platforms. You'll reveal the area treasure chest. Now switch back to Oxley if you want to play things safe. Bounce over to that final platform and grab the treasure chest to clear the stage.

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The adventure with the nasty ants has concluded, but Indiana Jones and his friends still have a fair ways to go if they want to put the adventure with the Crystal Skull safely behind them. As usual, we'll cover the Story Mode stages for this final leg of their journey, then go back through to help with Bonus Level and Treasure Mode stages.

### Repair Scare (Story Mode)

From where you first appear in the level hub, simply head toward the right while steering clear of the angry ants. You'll find the next stage easily visible as a cave with a green arrow pointing into it.

You begin this stage overlooking a bunch of quicksand to the left and some fire ants toward the right. Closer at hand, you'll note a vehicle that you can ride through the latter hazard, but it's not yet operational. There are three green pads in front of it indicating that you must place assorted goods to get the vehicle running.

Begin the stage in the usual fashion: by breaking apart anything that can easily be removed. That will free you up to focus on only the more important points of the stage, plus easily earn you the 'True Adventurer' rating if you've remembered to activate your multipliers.



(Above Left) You'll need to bring this vehicle to life if you want to get anywhere. (Above Right) The monkey and his banana are key to repairing a nearby bridge.

To the right from the vehicle, Indy can use his whip to tug loose an orange hook. That will cause more ants to flood the area. Oxley can then head over to the space and assemble some rocks near the base of a tall rock column. Then he should hop up to the top, grab a crate full of junk and drop back down to the waiting ants before carrying the junk over to the vehicle and setting it down on one of the green pads.

Beyond the vehicle, you'll notice a broken bridge. To repair it and cross over to the other side (where a crate is waiting), you'll need to get some help from a monkey. Near the vehicle, you should see a crate with bazooka weapons accessible. Grab one and aim at the cluster of rocks where a monkey is sitting along the ledge to the left. Blast those rocks away and the monkey will flee as an anthill that was lurking beneath is revealed. Hit the nearby trees and one will drop a banana. Grab it and then stand close enough to the monkey that you can target the critter and toss it a banana. It will respond by tossing you a pair of keys. Use that key on the right post ahead of the bridge and you can cause boards to rise into place. Now wander across and grab a crate of junk, then bring it back and set it down near the vehicle. You have only one crate to go.

The final crate is located to the right from where you find the second one. There's a vine there that you can leap onto,

then climb to reach higher ground. Have Indy aim at a nearby bit of scaffolding to pull it down and form a gap that your team can cross to reach a distant ledge that towers over a swarm of red ants. Once you arrive, Mutt can use his wrench to repair a pulley that will lower a cage toward the ants below. Now work your way around and have Oxley enter the cage to grab the crate.



(Above Left) Indy can pull down scaffolding to form a bridge. (Above Right) Use the LEGO pieces to finish assembling a vehicle so that the stage is complete.

Carry the crate back to the vehicle at the start of the stage and set it on the final of the green pads. You'll then have a bunch of small pieces that you can quickly assemble. The end result is a vehicle. As soon as the vehicle is available to you, a cutscene follows and the stage is complete.

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### River Ruckus (Story Mode)

After clearing the first Story Mode stage, you'll appear back in the level hub. Head to the left and you'll see the Car Boat vehicle available for purchase with a low price tag of 5,000 LEGO pieces. Purchase the vehicle, then use it to knock away boulders that block a nearby gate to the lower left. Drive through that opening to attempt the next Story Mode stage.

This is another vehicle stage. You'll appear at the base of a waterfall, in a shallow pool. Your vehicle can handle both dry land and water, so that's not an issue. What could wind up being an issue is the assortment of enemy vehicles riding through the area. Initially, there are four main targets: Jeep vehicles with turret guns.



(Above Left) Chasing down your enemies is a poor way to harm them. Try ramming them from the sides instead. (Above Right) There's nothing better than plowing through a whole team of enemy vehicles at once!

As usual, you can find the location of your enemies by following the on-screen arrows, which always point to your next target. There are plenty of vehicles throughout the zone, but only certain ones will count toward your total. While you deal with those first four, you can also collect LEGO pieces to fill your meter and earn yourself the 'True Adventurer' rating. It's best if you can get that out of the way early so that you have less to fear from possible disaster later in the stage.

Once you have taken out the first four vehicles, you'll find yourself battling five more of the same general type. These guys tend to come at you in a bit of a group, so that you have less time to recover between confrontations. You'll also have less time to gather stray LEGO pieces, which is why it's nice if you got all of that out of the way during the first wave. Just keep battling the enemy vehicles as you normally would and you should be able to quickly work through the small army.

When you do, you'll next find yourself facing off against three final vehicles. These are driven in a more aggressive manner than any before them, but you can still win simply by remembering to hit from the side. Enemy vehicles tend to take damage quickly if you push them sideways off a road and into some brush. Keep that in mind and the last wave will succumb to your might almost before you know it. Then the stage is complete.

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### Temple Tangle (Story Mode)

When you exit the second Story Mode stage, you'll be swimming around in some water at the top of a waterfall. Paddle over toward the right to find a boulder that you can leap onto, then look further to the right to spy an orange hook. Have Indy lash that with his whip, then tug to drop down a ladder. Now you can jump down to the ledge at the base of that ladder and climb the ladder to arrive at the entrance to the next stage.

When you first appear in this stage, begin by collecting any obvious LEGO pieces.



(Above Left) Affix the mirror to the pedestal, as you'll need the light to advance through the cave. (Above Right) With one eye lit, you have one more to go.

If you head right from the stage's starting point, Indy can use his whip to swing over a gap while spiked bars roll below him. On the other side, demolish the architecture. In particular, destroy the two large crates. They leave behind pieces that you can use to form two tile strips along the floor, along which you can push statues so that they come even against the wall and drop onto switches. Once those two statues are placed, a grating will open to allow you access to a key in a shallow recess. Grab the key, then place it in the nearby slot and turn the crank. You'll cause a stone walkway to form to your left so that Marion can cross the spiked crushers and join you. Now continue toward the right.

As you continue in this direction, you'll come to a wall at a dead end. Jump up near the wall and grab a chain to cause a beam of light to fire down from above. It has a path that causes it to reach a dead end against a nearby pedestal, but you can find a saucer-shaped mirror on the floor nearby and attach it to that pedestal. Then you should head back toward the wall. There's a lever extending from it. Get on the left side and push toward the right. You'll cause the reflecting beam of light to move along the back wall and then toward the right, where it will cause a vase to appear in a secret cubbyhole. Grab that vase and carry it back toward the left where you first began the stage, being sure that along the way you avoid the floor traps (easily identified by their coppery color, which contrasts with the stone structure that you are exploring).

When you reach the starting point, set the statue on one of the pedestals and you'll cause a light to appear in an eye socket on the skull overhead where your spear-chucking enemy is positioned. Now you just need to bring light to the other eye, which you can do by venturing in the opposite direction.



(Above Left) Marion can jump to reach a switch that will cause scaffolding to extend toward the left. (Above Right) You'll need to hit the jackpot if you want to obtain the second vase.

Be just as careful as you proceed toward the left as you were when you traveled to the right. There are more floor traps here. Against a wall just ahead of a waterfall that you'll find in that direction, there's a low ledge that Marion can jump to reach. When she leaps to that ledge, she'll be able to pull on a crank that will cause a ledge to appear. Have Indy hop onto the ledge, then have Marion pull the handle again. The device will swing around and carry Indy to the other side. Now he can continue toward the left, past some more floor traps.

Now you should reach an area that looks a bit like a slot machine. There are two rows of three symbols. Beneath them, there's an orange hook on the wall. Indy can pull on that hook with his whip to dislodge that portion of the wall, revealing a pedestal behind it. There are three such pedestals positioned against the wall. Cranking a given pedestal will rotate the image directly above it. You need to match the images so that in each vertical column, the top and bottom images match. When you achieve that, have Marion step onto the flowery flooring to the left of the bars and leap into the air. She'll pull a

lever and if you did things properly, a panel will open to the left to reveal a second vase.

Now you need to carry the vase back to the right without breaking it. Remember to watch for the copper panels along the floor so that the vase isn't damaged by spike traps. If you do take damage, you'll need to head back left to grab the vase and try again.



(Above Left) Your enemy is pleased with himself. (Above Right) Catch your enemy with your whip, then drag him over the floor traps to the right so that he takes damage.

When you have placed both vases, a brief cutscene will be triggered. Then you'll be expected to defeat the guy who was tossing spears at you from above. Fortunately, he'll make the foolish mistake of dropping down to your level.

Switch to Indy and aim at your enemy with the whip. Now latch onto him with your whip and carry him to the dangerous floor traps toward the right. Drag him across one of the tiles and your enemy will take a hit as poisonous darts fly out from the wall. Repeat the process two more times to eliminate your foe and clear the stage.

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### Ugha Struggle (Story Mode)

From the watery basin where you exit the third Story Mode stage, you should see a green arrow pointing through an archway above and to the right. Pass through it to find a plaza area with a pyramid toward the upper left. Climb the stairs to the pyramid and enter the opening to attempt the next stage.

You'll find that this stage is one big brawl. When you first appear after the cutscene, you'll be at the base of a pyramid and a bunch of warriors will be rushing out to attack you. There are six in all, but they usually only attack you two at a time, so you shouldn't have much trouble handling them as you dash around the area collecting LEGO pieces.

If you're after the 'True Adventurer' ranking on this stage, the easiest way to build up pieces is to head to the lower left side of the screen, where there's a bunch of weak debris that you can break apart to quickly fill your meter. The same is true of some of the rubble to the far right, though you shouldn't need to bother with that if you have a fair number of multipliers equipped.





(Above Left) The young warriors that you battle at the base of the pyramid are easily defeated. (Above Right) Their older friends, however, can only be hit when you toss spears.

Once you have tended to the first six warriors, another six will appear to take their place. There's no need to change up your strategy here; just keep fighting and make sure that you collect any hearts they leave behind to keep your life meter in good shape.

When you take out those fighters, the real battle begins. The steps leading up the pyramid structure will now allow you to climb them. As you ascend them, you'll see indications on-screen that you have eight more enemies to defeat. Four of them are the fellows with dark hair and another four have white hair. The dark-haired ones are more like those that you've already defeated. They'll come two at a time from either side of the main staircase. Punch them out of your way as usual. To get the other guys, who are positioned out of your reach, you'll need to find spears. These are mounted along the walls to the side of the stairs, where the younger warriors emerge. Grab a spear, then head back to the center stairs. Stand on the edge of the stairs and aim at your white-haired enemy, then toss a spear. When one falls, another will soon appear to take his place. Once you have taken out four of each warrior type, there's one final task.

Continue climbing up the stairs, which should now allow you to reach higher ground. You'll have to leap to a bar and pull yourself upward. Now you'll see icons indicating that you need to eliminate four more enemies. Two are the white-haired sort that can be defeated the same way you did the ones below them. The final two can only be defeated by yanking on chains. To get the one on the left, Indy should head to a ledge in that direction and use his whip to pull at a conspicuous orange hook. The one on the right can be eliminated by having Marion run over to a high chain, then leap to grab it. As she climbs the chain, she'll take care of the other enemy.

Now just climb to the top of the pyramid and the stage is complete.

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### Akator Ambush (Story Mode)

To enter the final Story Mode stage in this episode, head up toward the pyramid located to the right from where you exit the fourth stage. There will be ants crawling to either side of a staircase that is too steep to climb. Have Oxley pass through them along the left side and knock around some statues so that a key drops from one. Now head over to the ants that were on the right side of the path. Use the key on a device along the wall, then use that device to extend the stairs. When you arrive, you'll need to jump and grab some extended spear shafts to dismantle part of the building, plus Indy will need to use his whip to pull at two other hooks. Bring along the Ugha Warrior that you should have recruited just after completing the fourth Story Mode stage and have him chuck a spear at one of the white blocks extending from the top corner of the building. The floor should drop out beneath you and you'll enter the final stage.

You've made it to the episode boss. Begin your fight by gathering LEGO pieces from around the area. There are plenty of them to the lower right (and purple ones at that), so you should have no trouble earning the 'True Adventurer' ranking for this battle. If the purple blocks aren't enough for you because you don't have sufficient multipliers equipped, then you can run around the room's far outer ring and grab more bits from the thrones positioned along there.



(Above Left) Press the switches together to destroy each arm. (Above Right) Help Indy get onto a platform first, then have Marion leap to join him as the two of them work together to destroy the arms again.

When you're ready to fight your enemy, you'll find that she's actually not that difficult in this first phase. She hovers in the air in the middle of evil aura. Four wavering arms extend from there, each with a huge block affixed at the end. Keep moving so that they don't hit you and watch for one to slam against the floor. When it does, quickly leap onto it and stand on one of two switches. Then switch to the other character in your group and have him or her do the same thing. As soon as you see feedback that your attack has worked, leap quickly away and to solid ground. The arm that you attacked will crash through the floor and leave a gaping hole. You don't want to fall through it!

Once you eliminate all four arms, a brief cutscene will follow. Then you'll find yourself in a waterlogged passage, forced to deal with the same foe that you just defeated in the previous phase. However, you now have less room to move. She is in the pathway ahead of you and her arms now spin around like propellers on a windmill while occasionally firing at you with a beam that's difficult to avoid because you don't have anywhere decent to hide.

Fortunately, your opponent hasn't learned from her previous thrashing. You can still jump onto those extensions and press switches to eliminate all four arms one at a time. The problem is that getting into position is now trickier. As Marion, it's a simple matter of climbing up onto a block along the left side of the path, then leaping from there onto the desired appendage. Indy will have to use his whip to latch onto a hook on the bottom of one arm, then dangle from that and drop down to an arm below him when it comes into position. For obvious reasons, it works better if you first position Indy, then have Marion simply leap to join him. The final block will spin low enough that both characters can easily leap to it.



(Above Left) You're not home free just yet! (Above Right) Use your bazooka to blast the large blocks that the arms produce, which harms your opponent.

When those four arms are destroyed, there will be another cutscene. Then you'll appear in yet another chamber and will be forced to continue fighting.

The trick for this final round is to keep moving. Your enemy will continue to fire her laser on occasion, plus you have to watch out for her energy arms to come slamming down to strike. As usual, those arms are the key to defeating your enemy. However, the method is a bit different this time around.

As you battle, you'll notice bazooka weapons available on the far left and right sides of the area where you're battling. Grab one and then keep moving until you see an arm reach out through the side of the building and pull in a mass of rubble. Quickly target that mass and fire to make it burst. Some of the shrapnel will fly and harm your opponent. You'll need to do this around six or eight times to finally take her down for the count. Then a cutscene follows and the stage is complete.

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### Level Hub

Near the hub entrance, there's what looks like a large sunflower with an orange hook at its center. Grab this and give it a tug with Indy's whip to receive a **Red Block**. Numerous other such plants throughout the stage will produce the same result. You can find blue blocks each time you smash open a potted vase. They tend to be out of easy reach, but you can get to them using your various characters' weapons and a little bit of ingenuity. Green blocks are hidden in stone statues with red tongues sticking out from them. Sometimes you'll have to break apart bits of the landscape to find these. Other times, they'll be right out in the open.

Drop down from the high ledge where the stage begins and when you come to the bottom, you'll find a pool of water with planking and land lining its edge.

You can head to the right from here to find and purchase a **Civilian Jeep** for 20,000 LEGO pieces. Continue around to the right past a UFO as the path in that direction switches back and descends a small bank toward some water below. Ahead, you will see water with green pads spaced along it. You can use those to reach small spaces of land in the area for some easy blocks. Make sure to explore the small island and shack. Marion can jump up some rubble and then onto the shack to grab some junk. Then she can drop down and place the junk to cause the shack's door to open. That will permit you access to the Lake Crypt bonus stage. If you have a character with a sword, you can also hack at the wench nearby a few times to raise a pot from the water that will reward you with a **Blue Block**. It's one of the trickier ones to find in the stage. Then you should return to where you first landed after dropping down from the area above.

Head left from the area where you first arrived after your drop to find a **Blue Motorbike** that you can purchase for 15,000 pieces. Continue along the path as it descends in that direction to find a **Green Motorbike** that you can also purchase for 15,000 pieces. As you arrive on the scene, some warriors will emerge from nearby holes in the ground. Defeat several of these and you'll have the opportunity to purchase the **Ugha Warrior**. Head right from there and leap across a broken bridge. Continue in that direction and you'll find a **Jungle Jeep** that you can purchase for 30,000 pieces.



(Above Left) A trip around the base of the falls will help you to find many of the stage's vehicles. (Above Right) The UFO Ride will cost you 250,000 pieces.

To the left of the Jungle Jeep is a pile of rocks that Marion can climb. When she reaches the top, she can leap over to the cliff and find a lever that she can pull to open a door in the side of the cliff. It leads to the Treasure Room bonus stage. Continuing to the right from there, you can purchase the **UFO Ride** for 250,000 pieces. You can take it into the sky and ride it in a wide circle around the island (after passing through the starting gate, naturally) to make the **Interdimensional Being** character available for purchase. It costs 1,500,000 pieces to add him to your team.

Note that in the same area where you find the UFO Ride, there's also a checkered starting line. Jump into the Jungle Jeep and drive through across the line to trigger a checkpoint race. If you reach the end in time, you'll trigger the appearance of the **Ice Cream Van** vehicle, which you can purchase for 30,000 pieces. You'll also find yourself in a good place to lower a gate to your left, making it easier to reach this point in the future if you restart from the hub entrance. Finally, a character will appear and chase you up the trail. This is the **Russian Machine Gunner**, whom you can add to your team if you beat him up and pay 20,000 LEGO pieces for the privilege.

Near the starting point for the race that you follow as the Jungle Jeep, there's a race for the Car Boat. Follow that course up the trail, over the stone archways and along a winding path that leads down across a lake and over a waterfall before ending right near where you find the UFO. If you make it through the course in time, you'll be attacked by the **Russian Officer**, whom you can then purchase for 30,000 LEGO pieces once you subdue him.

Below where you find the UFO Ride vehicle, there's a box of junk. Grab it and carry it to the right to find a green tile where you can set it. You'll dump out some pieces that you can use as a ladder to scale the cliff to the right. There's a **Blue Block** hidden in a pot up here, plus you can tug on another hook for a **Red Block**.



(Above Left) The Interdimensional Being costs 1,500,000 to unlock, and is only available after you win the UFO Ride race.  
(Above Right) Complete the Car Boat race in time and you can unlock the Russian Officer for 30,000 LEGO pieces.

After you clear the first Story Mode stage, a bunch of soldiers will emerge from the archway. Kick their butts. The last one will have a '?' mode as he attacks. Beat him down, then purchase the **Soldier** character for 15,000 LEGO pieces. Head left from there to purchase the **Car Boat** vehicle for 5,000 pieces.

After clearing the fourth Story Mode stage, wait around the base of the pyramid for a moment and you'll be swarmed by Ugha warriors. Defeat them as they come and when the final one comes, he'll have a '?' over his head. Knock him around until he's dazed, then you can add the **Ugha Assassin** character to your group in exchange for 30,000 LEGO pieces.

Clearing the fifth Story Mode stage will allow you to purchase **Agent Spalko** for 1,000,000 LEGO pieces. You'll find her standing near the stairs at the base of the larger of the two pyramids. While you're in this area, it's worth noting that a **Blue Block** is nearby. It's easy to miss. To find it, head along the lower right portion of the raised area where the pyramids are built. There's a narrow ledge leading along the face of the cliff to the right from there, overlooking the area below. A vase is at the end of that ledge and you can smash it for the block.

Near the base of the lower pyramid in this area, there's a statue hidden in the background. Stand as far away from it as you can (between the base of the steps at the two pyramids seems to work) and target it with Agent Spalko's sword. Toss the blade and start running toward the left to exit the pyramid area. Shortly, you'll see a brief scene depicting several skulls appearing around the island. You need to hit each one with your sword before your time expires. Continue running toward the lower left and through the archway. Hit the skull to your left. Now jump toward the right and cross the stream. Hit the skull on the bank and keep running to the right, toward a flower that serves as a boost to a higher ledge. Jump up that ledge and hit a skull to your left, then target one to your upper right. Hit it by tossing a sword, then drop down and quickly move toward the lower right. Climb up a ladder that you find there, hit a skull, then continue hopping along that wall to reach a rope. Climb up it, jump over to a ledge to the right and you should just have time to hit that final skull before time expires. If you do, you'll cause the **Ugha Digger** to appear in the area where the Ugha Warriors often emerge on the map. You can purchase him for 15,000 LEGO pieces.



(Above Left) You have to run a challenging obstacle course to unlock the Ugha Digger. (Above Right) Paddle down the river on the raft if you want to obtain the Ugha King character.

Once you have both Agent Spalko and the Ugha Digger available, take them to the area to the right of the main river where by now you've likely seen a raft dangling over some rapids. With Spalko's sword, you can cut that loose. Then the Ugha Digger can jump onto the raft and ride it down the river through a short course. If you make it through the checkpoints in time and reach the bottom, you'll cause the **Ugha King** character to appear on the steps of the smaller of the two pyramids. You can recruit him for 25,000 LEGO pieces.

Also as the Ugha Digger, head to the island at the center of the river that is connected to land by the two stone arches. Head to the back side of that land mass and you'll see some cracked earth with a glowing point on one end. Dig up that point and you'll cause the rocks to cave away, revealing the entrance to the Digger's Delight bonus stage.

When you've collected the 10 treasure chests by completing the bonus levels and Treasure Mode stages, head toward the east side of the map where a UFO is sitting with treasure chests around it. Open the treasure chests to find pieces that you can use to repair the UFO, then blast off to the area's Super Bonus Stage.

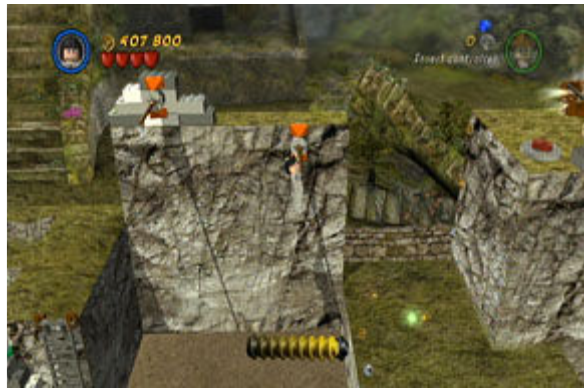
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### Jungle Jinx (Bonus Level)

Make sure that you have the spear-wielding Ugha Warrior character in your group. Just to the right of the hub's entrance, there's an opening with a vine leading down the face of a cliff. Start down the vine and you'll see an outcropping to the left. Leap onto that, then throw a spear first at the circular patch in the wall to the left of the nearby opening, then at the patch to the right. Jump up and hang from your spears to pull down some levers. When both are pulled, the doorway will open to reveal a bonus stage.

As this stage begins, you'll find Indiana Jones and Agent Spalko on a grassy ledge near the lower left corner of the map. Switch to Agent Spalko and throw her sword at a nearby rope that lines the rocky wall above you. That will sever the rope and drop a platform lower so that you can more easily reach it. Don't hop onto it just yet, though. Instead, look to the right and you should see some blocks that you can assemble to form a tiled space on ground level. Now you can leap up to higher ground and push a large brown crate down to the tiled area that you just constructed.

Now you should switch over to Indiana Jones. Jump onto that crate, then from there jump out and swing from some hanging platforms with your whip to cross over the murky gunk to your right. As you are about to arrive on the far side of that goop, you'll be attacked by several Ugha Warriors. Quickly land and take care of them, then leap up the ledge nearby. There's a switch here, so activate it to make a platform rise to the left. Now your traveling companion can cross over to join you.



(Above Left) Assemble the pieces into a tile space so you can push a crate down from above and make a step. (Above Right) Agent Spalko can use the spears to cross the gap so that she can prepare the way for Indiana Jones.

Once she arrives, drop back down to where you fought the Ugha Warriors and grab a spear that remains. You can toss it at the high orange point on the nearby wall and the weapon will become embedded. Then grab another spear and toss it at the next such spot. Now Agent Spalko can use the spears to vault across to the other side of the gap, where she'll find a switch that she can activate along the lower level. That switch will allow Indy to cross.

When he arrives, he can proceed to the right and use more hanging platforms to swing across the gap. Once he arrives on the other side, he can activate a switch that will cause a platform to start moving back and forth. Now Agent Spalko can cross to the right, as well. Then she can head up against the back wall and from there leap left as a column lowers. It will carry her up to high ground, where there are two switches waiting. There's also a tool chest with a shovel in it, which is what she should pay attention to for now. Grab a shovel and drop down to the lower level, then use the tool to dig where the ground is sparkling. Doing so will unearth a bunch of small LEGO pieces that she can use to build a ladder along the high wall.

Now have Indy cross back over to where the ladder was just constructed. He should climb up it and stand on one of the two switches while Agent Spalko stands on the other. Once both switches are depressed together, a treasure chest will appear. Grab it to exit the stage.

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### Lake Crypt (Bonus Level)

Head through the opening at the top of the mountain, descend the vine and travel toward the southeast past the large UFO. Continue down the trail from there to reach water with swamp pads positioned periodically along the shore. Cross over the water to reach a small island with a shack. As Marion, leap up some rubble and to the roof of the shack. Grab the junk that waits there, then drop down with it and place it in the place provided. You'll cause a door to open, granting you access to the bonus stage.

Start your efforts in this stage by clearing the small ledge where you begin of debris. That should provide a clearer view of the target that is positioned in the corner toward the left. Fire on it and you'll cause some ledges to rise from the water to the right. Before you cross along those you can head down the narrow passage with the rising and falling saw blades, if you like. You'll get some valuable LEGO pieces there if you do. Otherwise, go ahead and cross the water toward the right.

When you reach the far side of the pond, you're on a small island. Hop from there to a moving platform and ride that to the far right wall. Clear away any junk there and look toward the left. There's an enemy waiting on that ledge. Fire at him

with Mac's gun to eliminate him, then hop across and flip the switch to activate a platform toward the left.



(Above Left) Cross over the water using the pedestals that you caused to rise from the water when you shot the target. (Above Right) There's an endless supply of spears here that you'll need to put to use.

Now you should hop back over to where you first arrived at the far right wall. Head back down toward the screen and look to the left. There's an Ugha Warrior there, on the opposite side of a gap that you can cross by swinging from a dangling rope. Cross over, take care of the warrior, then grab a spear from the chest. Now head back down and to the area where you first caused the three pedestals to start rising from the water. Look toward the back wall where you activated the most recent pedestal and you'll notice places where you can throw spears. There are two such spots, so make sure that you hit each one with a spear. It may take several attempts, since the rock wall can get in the way even when all indications on-screen are that your throw should connect.

Once the spears are properly placed, swim over to that platform's base and let the pedestal carry you up to dry ground. Hop up the wall using the spears and you'll arrive on the high ledge. Look to the left and there's another Ugha Warrior. Drop down and defeat him, then look further left. You should see a ledge with the golden treasure chest. Positioned along that wall, there's a shovel hanging in a bracket. Indy should use his whip to pull it over, then dig at the sparkling point in the ground to unearth some LEGO pieces. Now assemble them to form a tile. Push the brown crate left all the way along that tile, then jump onto it and from there leap across to the ledge where the chest awaits you. Grab it to clear the stage.

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### Digger's Delight (Bonus Level)

Take the Ugha Digger character to the stone island that sits at the center of the main river and is connected to solid land by stone arches on either side. Head to the back portion of that island and you'll find a glowing point near what looks like some weak ground. Dig along that point, then two more that appear afterwards. You'll cause the rock to cave inward, revealing a huge hole. Jump down the hole to enter the bonus stage.

You'll start this stage at the bottom of a pit, forced to make your way up along the walls. Begin by having Indy use his whip to snag a shovel from the wall. Dig at the sparkling earth to find some LEGO pieces, which you can then use to build a ladder along the right wall. Climb up that to the area above you.



(Above Left) Have Indy pull the hook from the wall to activate an important platform nearby. (Above Right) From your position on this high wall, you can see most of the stage.

On this new ledge, you're an easy target for two pistol-wielding soldiers. One is on the ledge just ahead of you and the other is above you and to your left. Tend to each of them quickly, then dig at the sparkling earth that they were guarding. You'll find a chest. Break it open for a key, which you should then use on the device along the back wall. This will start some blades to buzzing overhead. Hop onto the device and grab a bottle of water that you'll want to use shortly.

Walk to the right along ledge and you will find a hook that Indy can pull with his whip. If it seems that you no longer have your whip, that just means that you picked up a pistol somehow. Fire a few shots and you'll lose it, allowing you to make use of your whip once more. When you pull away the orange hook, you'll make a nearby platform start moving back and forth. It's too high to reach at first, but you can jump up and hang from a bar on the wall, then from there leap out and land on the ledge as it glides toward you.

Have Mutt ride that ledge toward the distant recess where a blue device is waiting. Mutt can repair it with his wrench. Then he should drop down to the area below, near the wall of flames. Extinguish the middle one with a bottle of water to reveal a hidden spear. Grab it and carry it left, to the vertical shaft that was just ahead of you when you began the stage. There are two sockets here that can hold spears. Toss the spear at one of the sockets and it should remain in place. Unfortunately, you can't yet access a second spear because the supply to the right won't replenish.

Look to your left. A previously inactive platform has come to life in that direction and you can use it to catch a ride to the top of a high wall that you couldn't reach a moment ago. When you're ready, drop down from there and head toward the left. Some soldiers are waiting here, so quickly run through the area and take care of them. That'll leave you with time to think about your next move.



(Above Left) The barrels just lost an argument with your stick of dynamite. (Above Right) Your bicycle has trouble making it up the ramp unless you get a run at it, though it'll eventually get there either way.

The first thing you should do is clear away the foliage. This will reveal a single spear along a low wall that you can grab for your use. You can't make use of it just yet, though. Instead of grabbing the weapon, dig at the sparkling point along the ground. You'll unearth a chest that you can break open to obtain a stick of dynamite. Carry that stick toward the back left corner and toss it at some explosive canisters, then back far away. When they explode, they'll leave behind a vehicle that you can ride, but don't jump on board just yet. Instead, look to the lower left wall. There's another hook here. Pull it.

When you pull the hook, you'll cause some ramps to rise, including one near the vehicle. Now hop over to the ledge just to the right of that vehicle and activate the switch. You'll cause a pedestal to rise into place. With that done, you can now



ride the bicycle over the gap and come to a stop on the metal plate that waits on that ledge. Doing so cause yet another pedestal to rise into place.

Grab the spear from the area below, then hop onto that pedestal and from there back to the high wall. Now you can drop back down to the area to the right. Toss your spear at the second socket along the back wall and the weapon should remain in place. Head over to the base of the shaft where the spears are positioned. Use them to climb the shaft and collect the area's treasure chest.

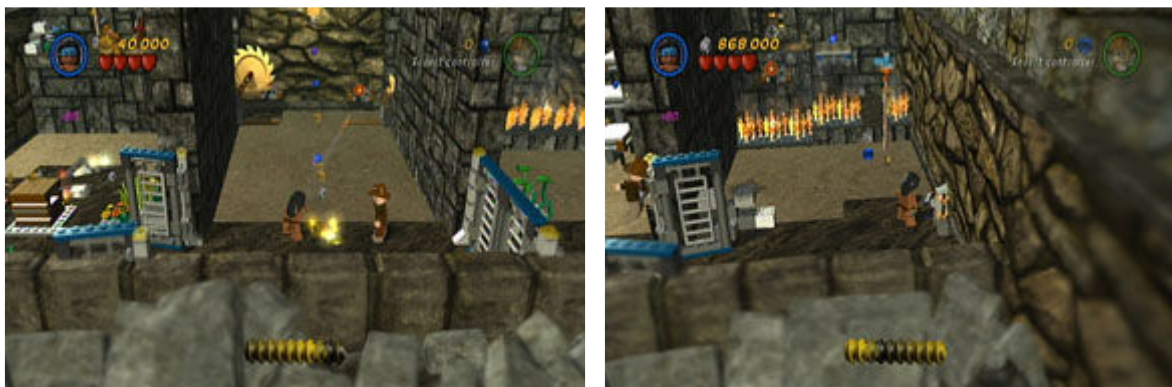
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### Treasure Room (Bonus Level)

Near the southeast portion of the hub map, you'll find a pile of rocks to the left of a door. Have a female character climb up the rocks, then leap over to the ledge. Pull the lever that you find there to open the door to the bonus stage.

As you begin this stage, you'll find yourself on a narrow ledge looking forward toward a bed of quicksand. There are spinning blades in that direction that move in arcs, sometimes allowing you to see targets and sometimes obscuring them. Switch to the Ugha Assassin character and use his blow darts to hit the two targets when they are visible on the far wall. Doing so will open a gate to your left and another to your right.

Head through the left gate first. Defeat the Ugha Warrior that waits there, then fire on the guy across the gap. You can't do anything more here just yet, so head back to the right and through the gate in that direction. There's another Ugha Warrior. Take care of him, then clear the area of debris, grab a shovel and head back toward the left.



(Above Left) Hit the distant wall targets with your darts to open the nearby gates. (Above Right) Clear away the flames with the bottle of water, hit the target with your blow dart, then swing across and access the available switch.

Near where you first appeared in this stage, there's a glowing point along the ground. Dig it up with your shovel to reveal a crate that you can bust open to find water bottles. Ignore those for now and continue left. Dig up the tile pathway leading back behind the crate. Now push the crate to the end of that strip. Leap onto the crate and from there to a rope. From the rope, leap to the far back wall and use the switch. You'll cause some ledges to appear to the right, just beneath the area's treasure chest.

Head back around to where you previously ignored the bottle of water that was in the crate you dug up with your shovel. Now it's time to put that to use. Carry it to the right and look at the wall of flame. There's a rope dangling in front of it. Toss the water bottle so that it extinguishes the flames that you'll need to pass through when using the rope. Also use your blow dart to hit the target slightly to the left, which will activate a platform. Now swing across to that platform on the rope. Ride the platform up to a switch, which you should activate.

Now that the switch has been activated, the way to the treasure chest is clear. Head back around and hop over to the treasure chest. Grab it to clear the stage.

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### Cave Capers (Bonus Level)

To enter this stage, you'll want to have Marion and the Ugha Warrior in your group. Head to the far south side of the island and jump into the ocean. Swim around to the left, past a ladder leading onto land. You'll come to a wooden platform. Climb onto that and have the Ugha Warrior toss up two spears to attach to each of the points on the wall. Then Marion can use those to scale the wall and to enter the cave near the top, where the bonus stage is located.

From the ledge where you begin this stage, look to the left. There are platforms hanging in the air. Indy can leap out and grab first one, then another with his whip as he swings across the gap to another small island on the far side. Here, Ugha Warrior enemies are waiting to skewer him with spears. Land promptly and tend to all of them with your whip, then take out any foliage. There's a switch along the left wall that you can also activate to cause a platform to rise to the right so that your companion can join you.

Also positioned along this ledge is a chest that contains water bottles. That's good, as there is a wall of fire nearby, as well as more flames that you may recall seeing when you first began the stage. You can't take care of the nearest fire just yet, so head back over the platform that you raised and toss some water on the blaze located in that direction. You'll need to make several trips. Then you'll be able to access some hanging platforms that lead over quicksand to the right. Jump out to the first one and grab it with your whip. Now climb up the whip so that you're right against the platform. Leap out to the next one and grab it, then from there jump to solid ground on the other side. For whatever reason, it's difficult to make it across the gap unless you use that precise strategy.



(Above Left) Prepare yourself for mayhem as you arrive at the platform to the left of the stage's starting point. (Above Right) The Ugha certainly do love living in caves!

On solid ground once more, your first act should be to put the nearby switch to use so that Mac can join you. Then look up some steps leading to the left. There are waiting Ugha Warriors there, so take care of them as you see fit. They are guarding water bottles that you can use to extinguish any nearby fires. Then have Mac aim at the target on the lowest level. When he shoots the target, gates will open so that you can continue toward the chamber's right side. You can head in that direction to find some dynamite in a crate, which you can take back to where the warriors were guarding some explosive containers. Toss the dynamite at the containers to make them explode.

When the containers vanish, you'll find that they were hiding switches. Have your characters step on the two switches together and you'll bring some platforms to the left to life. They'll lower so that you have a better chance of crossing the

gap. Grab some water bottles from the nearby crate and head toward the left, where you'll need to extinguish a few blazes. Once those flames are gone, the way will be clear to collect the area's treasure chest.

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### Campfire Countdown (Treasure Mode)

**Recommended characters:** Indiana Jones, Agent Spalko

When you appear in this stage, your first order of business should be to switch to Agent Spalko if you're not already controlling her. Look to the immediate right and you'll see a stack of wood that looks like it could be used for a campfire. There's a torch nearby, so grab that and use it to set fire to the wood. You'll see an indicator that you have lit 1 of 10 campfires. Now look to the lower right and you'll see a high ledge with a flowery print at the base and some torches. Grab a torch, then leap up from the point where the print is positioned to grab a bar. Use that to hoist yourself to the top of the ledge, then use the torch to light a campfire. That makes two.

Drop back down from the ledge, then travel toward the left and you'll find yourself on one side of a broken bridge. There's a flowery print at the one side of that bridge that you can leap from to reach the far side. You have to time the jump well, or you'll fall short and sink into a pit of quicksand.

Once you safely reach the other side, turn to the right and there's a crank that you can turn so that Indy can cross over to join you. To the left, note a shovel on the bank that Indy can grab by lashing it with his whip. You don't need it just yet, but keep its location in mind. In the meantime, focus your attention toward the right. There's a severed rope along a rocky ledge there. Toss a sword to sever the rope and cause a wooden plank to rise. Grab a torch from a nearby bracket, leap to the plank that you just lowered, then from it up to the top of the ledge and follow it toward the right. There's a campfire to light here. Do so, then come back with another torch and continue further to the right to reach another flowery point. You can leap from there to the right as the bridge collapses ahead of you. Your jump should carry you safely to the other side, where you can use your torch to light a fourth bonfire.



(Above Left) Toss your sword to sever a rope that causes a platform to rise so that you can reach higher ground. (Above Right) Tug at the stone column to bring it crashing down so that you can build a more useful ledge.

Return to the left. There's a crate waiting there that you've ignored thus far. Now is a good time to grab it and carry it as you cross back over the bridge to the main area at the center of the stage. There's a patch of green along the ground here. Set the crate on that green patch. You'll cause some blocks to appear that you can assemble to form twigs for a bonfire. Light it with flames from a nearby torch.

Now you should head toward the left, where there's a pillar of some sort with an orange hook. Have Indy grab it with his whip and give it a tug, which will cause it to topple forward and fall apart on the ground. Use the resulting mess of pieces

to build a ledge to the left. Then have Agent Spalko grab a nearby torch and hop up to the area above, where she can light a sixth bonfire. You're more than halfway there!

You'll need to continue setting fires throughout the area, using the torches spaced all over the place. The next campfire is just below where you set the most recent one, nestled against the rock archway. Number eight is found near the base of the first cliff that you leaped up if you have been following our instructions. Just demolish some rubbish to reveal a small pile of shaking LEGO pieces that you can build into a pile. Then set it ablaze. The last two campfire points can be found by digging at the sparkling points on the earth. We've already noted the location of the shovel above, so grab it when you need it. Once you unearth and light the last stack of kindling to form a tenth campfire, the stage is complete. A treasure chest will appear and you can collect it to exit the area.

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### Riverside Rush (Treasure Mode)

**Recommended characters:** Indiana Jones, Marion

Revisiting this vehicle stage will find you once more seeking out the location of 10 blue balloons. You may find that you can complete this stage most easily if you avoid the available vehicles and just focus on the balloons (though naturally that will result in a poor completion time, if you care about such things). You can gather them in any order you like, but we'll outline one possible path for you to follow in case a particular balloon is eluding you.

The first balloon appears toward the upper right as you first enter. Grab that on foot, then head down the hill toward your right. There's a vehicle waiting there, but before you climb into it you should swim out along the pool of water below you to find a second balloon. Now return to the vehicle and climb into it.

Once you're in that vehicle, drive toward the right along the road as it comes to a bit of a fork. You can head up or continue to the right. Go with the latter option. As you head right, keep toward the top path when given a choice. You'll come to another pool of water with a waterfall. There's a balloon along the back side of the pool. You can't easily reach that from your land-based vehicle, but there's a shovel near the bank and a raft not far from the balloon. Grab the shovel, then swim out to the raft and climb on board. Use it long enough to paddle around to the area just below the balloon, then jump up from the raft to collect it. This is one case where having a female character along makes things easier, since Marion can jump high enough to easily reach the balloon and male characters will have more trouble.



(Above Left) The raft is your friend when you need to collect balloons positioned high over the water. (Above Right) It's easy to miss this balloon that is positioned along an outcropping on the cavern's easternmost side.

Continue your ride down the river to find another balloon, then a fifth one if you climb onto land and collect it from the bark-surfaced archway that stretches over the water. Keep heading south along the water from there and the stream will

curve sharply to the right. You should head west, however, toward the far edge of the map in that direction. You'll find a sixth balloon there, at the edge of a steep precipice. Now head back east to the water and continue to follow the stream as it proceeds to the east.

You'll find a trail of mostly blue LEGO pieces leading across the stream as a path heads north. Follow that path to arrive at a trail leading east. Follow in that direction as it continues around the outer edge of the area and heads south past a van. Just beyond that is another balloon. Collect it and continue along the path until you see an orange power-up boost. Head right from there and you'll find an easy-to-miss balloon hovering near a drop-off. Collect it and return to the path, then follow it south to an orange boost icon at a four-way intersection.

At the intersection, head south. You'll come to a stream. Head right along it to almost immediately find a balloon dangling near the edge of the top of a waterfall. Collect that, then head back to the left and the four-way intersection. Proceed north from there and make your way to the far north portion of the cave, where the waterfall is located. Though you can't see it easily, there's a balloon on the road that leads behind that waterfall. Jump around until you find it, which now means you've found all ten balloons. The chest should appear in the pool of water below, near the floating ducks. Grab it to complete the stage.

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#### Trick or Treasure (Treasure Mode)

**Recommended characters:** Agent Spalko, Russian Officer

When you first appear in this area, note the two ropes dangling along the back wall to the left and right of the skull. Agent Spalko should toss her sword at those ropes to sever them, which sends debris crashing down from above as LEGO pieces shower the area. Be ready for an Ugha Warrior to attack here, as well. Take care of him with a quick swipe of the sword. Collect the drab green gem that should be resting in the area, then head toward the left.



(Above Left) Blast open the crate to collect a second gem. (Above Right) Blasting the target will cause a green gem to appear.

In this direction, you'll see a large crate situated on the floor with the floor traps that you may remember from your previous visit to this area. Have the Russian Officer blast it apart with an explosive shot and another gem will appear. Collect it, then continue toward the left. Cross a footbridge and continue in that direction to find a series of crates. Most of these can't be harmed even with your explosives, but you can break apart one to find a third green gem. Note that in this area, you can sometimes break open crates by dropping heavy items on them from above. The crates tend to contain Ugha Warriors who are difficult to kill except by tossing spears that you find lying around the area. Remember that technique if you do find yourself forced to fight, or you can often choose simply to retreat.

Now that you've gathered two gems from the area to the left of the starting point, it's time to head back to the right.

Proceed past the skull area and as you continue exploring, you'll reach a pedestal with a red target circle resting on its surface. Blast that with the Russian Officer's bazooka to blast it back and reveal a fourth gem. You now have only one to find. It is located back to the left, where you first began the stage. At that large, circular area, walk down toward the bottom of the screen and you'll see another target. Hit it with a bazooka blast to reveal the final gem.

A treasure chest will now appear where you first started the stage. Walk over to it and collect it to complete the level.

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### Tie Up High Up (Treasure Mode)

**Recommended characters:** Indiana Jones, Russian Officer

You'll begin this stage standing near two switches. There are sparkling statues to your left and right that the Russian Officer can blast apart with his bazooka. Doing so will reveal two more switches, for a total of four. All of those need to be depressed at once if you want to receive the area's treasure chest, so you'll need to find objects to set on the lower two switches while your characters stand on the higher ones.



(Above Left) Four switches is too many for two characters to easily press. (Above Right) Ugha warriors like to give you trouble at the base of the pyramid, so use them to solve the puzzle.

Start down the temple steps and you'll find plenty of LEGO pieces as you go but nothing large enough to help you with your current task. As you descend here, Ugha Warrior characters will appear along the sides of the pyramid. If you reach the bottom and start across the grassy area that waits, you'll come under attack. Quickly defeat any warriors that are within convenient reach, then destroy any rubble that suits you to collect LEGO pieces. You'll find that the area is completely clear of any objects to set on those switches.

However, Ugha Warriors continue to pour out of the pyramid to attack. That should be enough to make you realize that they play a role in solving the puzzle. As usual, you'll find that you can lasso them with Indy's whip. Grab one, then drag him to one of the switches at the top of the stairs. Cut him loose, then pick him up with the 'Action' button (not the 'Attack' button) and set him on one of the switches. He'll stay there for awhile, but not forever. Quickly dash down to the bottom of the pyramid, grab another warrior and drag him up to the top. Set him on the second of the lower switches in the same fashion. Now jump onto one of the higher switches. Hopefully, your AI buddy will do the same thing.

Unfortunately, it's quite likely that in the process, your AI chum will push one of the Ugha warriors away from a switch. You'll have to drop back down and set him back in place, then quickly return to your switch. It can be a tricky challenge, but eventually you should be able to set the warriors in the proper spot and press the final two switches. Once all four are pressed at once, the treasure chest will appear. Collect it to complete the stage.

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### Pit of Peril (Treasure Mode)

**Recommended characters:** Ugha Warrior, Russian Officer

As you begin this stage, look immediately toward your upper right. There are sockets in the wall. Toss spears into those two sockets so that you can reach the ledge above. Have the Russian Officer climb up to that location and blast away some debris that is sitting on the ledge. This will reveal a switch, which he should step on to lower the water level slightly. Now you can drop back down to the previous ledge, and from there head down along the steps leading toward the right.



(Above Left) Toss some spears at the sockets so that you can climb up the wall to uncover a switch. (Above Right) The treasure chest is in a recessed area at the bottom of the shaft.

Your descent will soon allow you to reach more sockets that you can fill with spears, as well as another platform with debris that you can blast apart with your bazooka. Do so, then step on the switch to lower the water level a second time. Note that if you fall into the water prematurely as you make your way down through this area, you can swim to the sides to find solid ground. Then you can toss spears at nearly any handy socket, allowing yourself to climb back to higher ground and take care of any unfinished business. That's useful to keep in mind, since sometimes it can be easy to fall from a ledge or to misjudge a jump.

After lowering the water a second time, continue descending and throwing your spears at all available sockets to make things easier for yourself. There will be a third switch, this time buried under some junk on the left side. Again, you'll have to toss some spears as the Ugha, then have the officer climb up to find the rubble that he can bust apart.

That third switch will lower the water substantially and reveal a ladder. Descend the ladder and you'll find a hole in the back wall where a treasure chest is resting. You can run up some debris along the right side of that hole to reach the pedestal where the chest waits. Grab it to finish the bonus level.

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There's more to this game than just Kingdom of the Crystal Skull. The first three movies also make a return, with each confined to a single episode. You'll start the trip down memory lane by searching for the lost Ark of the Covenant.

### Raven Rescue (Story Mode)

From where you first appear in the level's hub, simply head to the right and enter the doorway with the green arrow pointing through it.

Following a cutscene, you'll find Indy and Marion engaged in battle with a nasty enemy. He is using the stolen medallion to fire a laser of light at you that you'll need to avoid as you dash around the inn.

To harm your enemy, you'll need to deflect the light that he is firing. Do so by heading toward the back center of the room, where there are bits of tile along the floor in several small stacks. You can assemble these a few at a time to form a tile strip. Then you can assemble a statue structure with a saucer at its top. Push it left along the strip, then let your enemy track your movement so that his beam of light hits the saucer and reflects back toward its sender.



(Above Left) The entrance to the inn is easily located, just right of the downed plane. (Above Right) Assemble and move pedestals to reflect your enemy's attacks.

Now that he has taken some damage, your foe will dash around on the ledge and start tossing dynamite in your direction. His goons will also appear in the room to try and beat you up as you work to survive. Respond by heading over to the right side of the room. There, you can assemble another bit of tile flooring and another pedestal with a saucer. Push that pedestal into place along the tile (where you see the circular patch of light), then head back over to the previous pedestal that you built and push it back to the right so that it rests on the new patch of light. Now you will need to draw the enemy's laser fire to the pedestal on the right, which will reflect from there over to another pedestal and finally back to your enemy on the balcony.

You should expect another few dynamite sticks to follow, along with more goons. One of those goons is particularly tough and can most easily be defeated if you head to the lower left portion of the area and grab a board from the floor. Pick it up, then toss it at your foe to damage him. You'll have to repeat that a time or two, then he'll go down and you can return your focus to the main bad guy. Push the same two pedestals that you've already moved into new positions (as indicated by patches of light), then draw the laser light to the statue along the right side of the building. It will reflect from the two pedestals, then from there hit a saucer on the wall and finally strike your enemy with the medallion.

Now the fight is almost over. Your enemy will drop down to your level and you can beat him with some old-fashioned

fisticuffs to clear the stage.

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### Market Mayhem (Story Mode)

After clearing the first Story Mode stage, head down some stairs leading to the lower right, then cross a bridge in that same direction. Continue toward the right and you'll find a green arrow pointing at a closed gate. There's a crank for the gate just to the left, but you need the key. As Marion, head left around the building to the base of a rock ledge. Leap up it, then hop up to grab and dangle from a rope. You'll cause a key to fall. Take the key back to the crank and use it to operate the crank. The gate will open and you can enter it to attempt the next stage.

This stage finds you fighting your way through a market square as it is rushed by numerous waves of enemies. Your only real goal is to survive each wave while eliminating the number of enemies that the on-screen icons indicate.

In the first wave, you'll need to take down five enemies wearing blue turbans over their faces. These guys move relatively quickly but they're not particular powerful, even though some are armed with swords. You can knock the blades away as you defeat some of them, then pick them up and use them yourselves to engage in duels that are a bit more fair.

When you have defeated those first five enemies, a vehicle will crash through the gates to the left and you'll need to fight five more foes. These guys pour out from the crashed vehicle. To make your way over to it, you'll need to cut your way through a bunch more guys in white suits and hats. When you reach the actual vehicle, you'll find that your enemies go down pretty quickly to a few quick sword strikes. Don't give them any real chance to attack and you'll have no trouble at all.



(Above Left) You can ride the camel if you fancy stomping some enemies to death. (Above Right) Raise a staircase to reach the last two swordsmen.

When the second wave is defeated, two more enemies will arrive on camels. They appear through the gate to the right, but you'll see that you're also expected to take out six more enemies like the ones that you've most recently defeated. Tend to them first, since they're closest, then cross over to battle the guys riding the camels. To harm your new enemies, you'll need to lasso them down from their mounts, then beat them with your fists. You should be able to take care of them rather quickly.

Now you'll face a fourth wave of enemies. Eight of them wear blue turbans and the other two are positioned along windows high on the walls near a gate along the area's upper left corner. Take care of the fellows with the turbans first, then move in close to the gate and target them with Indy's whip. Pull them down to the ground level and beat them up to easily eliminate them.

A fifth round of enemies will follow. The enemies that you'll need to fight now are more dangerous than any of their comrades because they can block your attacks. The only way to harm them is to snag a sword by defeating one of the weaker enemies rushing through the area. Once you have that weapon, you can go toe to toe with the gray-garbed ones and cut through their defenses. Killing the last two of them will be difficult because they are positioned high on a ledge that you can't typically reach. Grab a banana from the fruit box beneath them, head left and toss it up to a monkey. It will toss you down a key in return. Now head to the right portion of the plaza, where there's a device along the wall. Insert the key and use the crank to make some stairs appear. Climb up those, bounce along the canopies and you should reach the enemies on the ledge. Then take care of them with some quick swordplay. Stage complete!

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### Map Room Mystery (Story Mode)

From the building where the second Story Mode level takes place, head south along the road as it makes its way past a few more buildings. Ignore the branch leading toward the southeast and continue in a southerly direction to arrive at what appears to be an archaeological dig. There's an arrow pointing to it, but a cover prevents you from entering. To the right, you'll notice a sparkling statue. Have Sallah dig at its base and the statue will roll down the hill, break through the cover and allow you to enter the stage.

Sallah and Indy must explore an underground tomb. To the left, there are some snakes. Sallah can easily take them out with his shovel, but there's not much point because the serpents will reappear almost as soon as you remove them. Head to the right, then, and don't worry about the slithery critters.

To the right, you'll find a bunch of junk gathered in a rectangular area. Break through the rubble and you'll leave behind only larger blocks that can't be harmed with your gear. Then continue right from there and you'll find a small area that is crawling with red serpents. Just to the left of those, there's a sparkling point along the floor and a tile strip lining the back wall. Dig at the sparkling point with Sallah's shovel to unearth a bunch of junk. You can assemble that junk to form a larger block that will root itself on the right edge of the tile strip. Demolish the blocks to the right so that they come cascading down, then use them to assemble the rest of a statue on the base that you just placed on the tiles. Now you can push the whole object to the far left of the tile strip, where it will settle nicely into place. The statue's rod drops toward the left and you can use it to scale the back left wall for some easy LEGO pieces if desired. There's also a torch up here, which you should grab.



(Above Left) You'll need to put your shovel to use to enter the third Story Mode stage. (Above Right) Have Sallah dig up a block along the far right side of the passage, near the red snakes.

Carry the torch to the far right side of the area. There's a pit of snakes here. If Sallah approaches them with the torch in hand, they'll crawl away into the darkness. Then you can place a torch in the bracket along the wall to keep them at bay so that Indy (who seems to be terrified of snakes in this stage) can approach and pull the lever nearby. That will cause a

ledge to appear overhead.

Return to the area where you destroyed the debris. Look at what seems to be a miniature pyramid along the lower right corner. There's an orange-colored hook on it. Have Indy latch onto it with his whip and give it a tug. You'll reveal a saucer-shaped item underneath. Grab that and carry it over to where you just caused a ledge to appear to the right. Climb up that ledge and place the disc in the bracket on the wall.

Now travel to the far left side of this cave, where there's a stone slab with a white arrow indicating that you can interact with it. Have Indy pull out the rod that he is carrying around with him and plant it in that spot. Then aim the resulting beam of light toward the back cave wall. It'll bounce around the area and light a saucer to the left, causing some small blocks to drop to the ground. Drop down from the slab and head left. Assemble the blocks to form a hook on the wall. Tug that loose to pull out a block that you can then use it to help Sallah jump up into the recess.



(Above Left) You can use the beam of light to make a block reveal an opening to the right. (Above Right) Use torches to scare away the snakes, then make use of levers to create a way to reach the exit.

In that recess, Sallah will find a key. Drop back down and look at the base of the block just to the right. There's a gear. Use the key on the gear, then use the gear to lower the block. Now have Indy stand on it again. Pull out the rod and cause the light to extend toward the right again. It will cause some blocks to slide toward the right, revealing a pit. Jump down the pit for a cutscene.

When the cutscene concludes, you'll find yourself now controlling Indy and Marion. Sallah is nowhere in sight. There are snakes to the left and right, though, plus a strange throne in the background. Head over to the throne as Marion. To the left and right are torches. Grab one, then head back to the pit of snakes. On the left wall, there's a bracket for a torch. Place the torch that you were carrying in that bracket, then pull the switch to make a panel slide out. It contains a spear, which Indy should grab with his whip. Now he can head toward the right wall and toss the spear at one of two sockets positioned there so that it becomes embedded in the wall.

Now have Marion head back to the throne and grab another torch. Place it in a bracket above the snakes to the right of the main path. Activate the gear to make a new ledge extend from the wall, which you'll be making use of in a moment. Then have Indy head back toward the throne and snag a spear that rests in a bracket above it.

With the spear, head back to the remaining socket positioned along the right wall. Toss the spear into that socket, then switch to Marion. Have her hop onto the platform that has been extended from the wall, then from there have her leap and grab the spears to make her way to higher ground. When she reaches the top spear, hanging from it will cause the statue from which it protrudes to become unbalanced. The statue will topple over and create an opening in the wall to the left. Pass through that to complete the stage.

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### After the Ark (Story Mode)

When you appear back in the hub after completing the third Story Mode stage, there will be some characters riding horses around the immediate vicinity. Tug down the soldiers using Indy's whip and dispatch of them. The horses will run away toward the right. Take out any remaining enemies if you like, then head east along the map to find a place where a bridge is broken. Hop onto a horse, then ride it toward the gap and leap across. Stand on one of the vehicle pads and wait. Your partner should arrive and trigger the other, which will raise the bridge while also granting you access to the next Story Mode stage.

As this stage begins, you will find yourself still on horseback, as you were upon first entering it. Your goal is to eliminate a bunch of soldiers who are riding through the area in powerful vehicles, so a horse isn't the best ride for the job.



(Above Left) You'll need to use horses if you want to gain access to the stage. (Above Right) Only by procuring a truck yourself can you hope to eliminate the enemy trucks in the second wave.

Start through the course and watch for the Jeeps patrolling the area. Many of these will have red arrows pointing to them, an indication that you need to take them out of commission to clear this first wave of adversaries. You should steer clear of those vehicles for the time being and look for the ones that have no such indicators. These you can take over at the press of a button, Grand Theft Auto-style. Then you can use your new set of wheels as a battering ram to demolish your enemies. In the first wave, there are four foes to eliminate.

Once you clear that first enemy wave, you'll find yourself facing another four vehicles. This lot is mixed between Jeeps and larger trucks. Those larger trucks are impervious to any attacks you can mount with your Jeep, plus it's not really possible to knock them far enough off course to easily inflict any damage. When you see them rolling onto the scene, jump out on foot and head back along the procession of vehicles. You should see a larger truck that is being driven by a civilian at some point. Hop into that and use it as your mobile battering ram to take care of this second enemy wave.



(Above Left) It's down to you and the truck carrying the shipment of gold. (Above Right) You can't clear the stage without this truck, so misplace it or let it get stuck!

When the last of those enemies are defeated, there's another wave of four more enemies that behaves pretty much the same as the second one did. Keep working through the enemies and in time, you'll take care of all of them. Now a single vehicle will appear on the indicator. It's a large truck with a canopy over its trailer. You need to find and ram this truck until an indicator appears letting you know that you can take it over. When that happens, jump into the new vehicle. Now a boss icon will appear. There's a large sedan driving around the area. You need to find it and ram it repeatedly with your truck until it explodes. Then the level concludes.

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### Belloq Battle (Story Mode)

After clearing the fourth Story Mode stage, you'll appear in a warehouse. There's a green arrow just to your lower right pointing to the final Story Mode stage entrance area. It's a winch that you can't operate just yet. You'll need to clear away debris, then put an engine block into the winch and assemble some more pieces to finish constructing the device. All necessary parts will be right on hand if you demolish everything that's breakable in the immediate vicinity. Once the device works, it'll tug on a ship that will come up against the dock. Hop onto the ship to initiate a cutscene. Following that, you'll appear on an island with a cave at the top of a path. Head up the path and enter the cave to initiate the stage.

This stage is another boss battle. You're facing the ethereal contents of the Ark of the Covenant. If you paid attention to the preceding cutscene, you should realize that sneaking around in barrels is the way to survive this encounter. Otherwise, you won't be able to get close enough to your enemy to inflict damage.

There are barrels immediately to the left and right of your starting point, so place one over your head and then start toward the wall along the right. You should notice what look like boards along the wall, just past some devices that appear to be computer terminals. You can pull these boards with your whip to form platforms that will allow you to leap up to a higher ledge. Then from there, jump to grab and climb a rope that will allow you to leap over to a higher ledge to your right. There, you can grab what looks like a board and carry it with you as you drop back down to the lower level. Place the piece on the terminal at the base of the rock wall. Then as Marion, head right along that wall and you'll find a point where she can jump up to grab another panel. Carry that over to the terminal, as well, and place it. Then start up the slope to your left and you should see some debris break apart to form more pieces. You can build these into a terminal that will reflect energy back at your enemy, harming him.



(Above Left) Place the blue engine block on the machine's green tile, then break apart the brown crate and use its pieces to build the winch's outer casing. (Above Right) You'll need to use barrels to make your way safely through the energy waves to the devices that allow you to defeat the boss.

As your enemy returns to battle stronger than ever, you next need to make your way toward a central terminal with two switches in front of it, just ahead of where you began your fight. Use a barrel to arrive safely, then from there head toward the left where there's more equipment set up near another rock wall. Marion can find an area here that allows her to leap up toward higher ground, which she should do. Then she can push a crate along some tile and over a drop-off so that it breaks apart upon landing. Use the pieces to form what looks like a miniature train. Get behind it and use the extended green and red block to push it along the tracks, then continue onward toward the central area where all of the ethereal lines are coursing. You'll again cause your foe to take damage.

You should notice that you've now activated the two switches that appear in front of the central terminal that was directly ahead of you when you first began the stage. Now you just need to get over to the switches. Again, find a barrel and let it keep you safe as you work your way through the powerful energy. When you arrive at the switches, step on one. If you're playing without a second human, you'll then need to switch to the other character and guide him or her over to the second switch. When both characters stand on their respective switches simultaneously, the boss will go down for the count.

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### Level Hub

Blue blocks are hidden in the little gray satellite dishes that you'll find mounted throughout the stage. Red blocks are in the cedar-colored barrels secreted throughout the stage. Finally, you'll find green blocks in the pine-shaped trees spread throughout the area. You'll find them all of those trees growing along the snowy hill where the stage begins. Most are easy to spot, though you'll have to head toward the far lower left of that area to find one of the trees on a narrow ledge.

After clearing the first Story Mode stage, enemies will rush out of the building to attack you as you head toward your next destination. Beat them up and watch for the guy with the '?' over his head to appear. Subdue him and you'll have the chance to purchase the **Sherpa Brawler** character in exchange for 15,000 LEGO pieces. After completing the second stage, the **Masked Bandit** becomes available in the same general fashion, though his asking price is 17,000 pieces. Complete the third stage and you'll find yourself under attack by soldiers with guns. Subdue the last of these and you can purchase the **Enemy Soldier (Desert)** for 15,000 LEGO pieces. The **Belloq (Priest)** character is also available for 500,000 LEGO pieces, once you finish the fifth Story Mode stage. You'll need to return to the island, climb on by way of the boat's ladder, then find the shaking pieces on land and assemble them. Defeat the priest that emerges, then purchase him once he is subdued. **Colonel Dietrich** is available in the same area (and using the same general technique) for 75,000 pieces.

Once you find the colonel, you can put his explosives to immediate use on a nearby crate. Blast it, then take apart the rubble that it reveals to find a key. You can use the key on the nearby crank (positioned along the stony slope just past where the crate rested) to open a door below. A submarine will drift into site. Hop down and pay 30,000 pieces to make **U-Boat 26** your vessel. You can pilot it due north and sail into a bay that waits on the south side of that island (while submerged) to find the Submarine Base bonus level.

The priest that you have recruited is every bit as important as the colonel. Take control of him and swim north to the main island. See the area surrounded by the barbed-wire fencing? To the right side, there's what looks like a small billboard with a few bulbs positioned along it. You can break apart nearby rubble to find more discs, which you should place on the sign. Now stand in front of the patch of light that is placed in front of the sign. Place your rod in the light and a beam of light will appear from above. Now you can aim the light with your rod so that it reflects along the various objects and opens a gate leading into the fenced area to the left.



(Above Left) When you beat the first few Story Mode stages, stick around so that enemies can rush you. Defeat them and recruit them. (Above Right) Colonel Dietrich is an especially welcome find, but available only after you clear the fifth Story Mode chapter.

Inside of the fenced area, you can blast apart some crates with explosives (as Colonel Dietrich, or a similar character) to find a bunch of LEGO pieces. Soldiers will rush you, and when you defeat them and subdue their leader you'll be able to recruit the **Enemy Officer (Desert)** character for 25,000 LEGO pieces. When it's convenient, you can use him to break the chains that tie the **Biplane** to the eastern island, then purchase it for 100,000 pieces. While you're here in the fenced area, though, keep in mind that you can purchase the **Flying Wing** vehicle for 250,000 pieces. Take it to the skies and fly around crashing against crates that are hanging in the air by red and white parachutes. Bust through five of them and the **Enemy Boxer** character will appear on the ground near where you purchased the Flying Wing. You can purchase him for 20,000 pieces once you subdue him. Finally, just to the right of where he appears there are two devices with patches of light in front of them. Turn the one on the left to crush a barrel and obtain a **Red Block** and pull the one on the right to open a gate that grants access to the Airstrip Hangar bonus stage.

Near the entrance to the second Story Mode stage, just right from the gate, an **Army Jeep** is partially buried. You can dig it out with Sallah's shovel, then purchase it for 30,000 pieces. There's a checkpoint gate nearby that you can drive through with the Jeep to begin a short race. If you make it to the end in time, which is right near the starting-point lodge, you'll cause the **Bazooka Trooper (Raiders)**. Subdue him with a few quick hits, then purchase him for 30,000 pieces. While you're in this general area, have Sallah dig out the **Passenger Jet** from the runway near the lodge, then purchase it for 100,000 pieces. Now have the Bazooka Trooper drop down to the army outpost just to the lower left. Let him knock on the window and a doorway will open to the right to grant access to a **Snowmobile** that you can purchase for 15,000 pieces. Ride that up the hill and around behind the lodge to find the Mountain Shack bonus stage in a building at the top of the hill.

After clearing the Hovitos Temple bonus stage on the mid-sized island to the east of the main one, you'll find yourself under attack by Hovitos warriors. Defeat them, then take out their leader as well for the chance to purchase the **Hovitos Tribesman** character for 30,000 pieces. Have that tribesman chuck spears at the blue crane nearby to cause it to drop a crate. When the contents spill open, you can use the two piles to fashion the nearby canoes into the **Blue Speedboat** and the **Green Speedboat**, available for purchase for a price of 20,000 pieces each. Pilot the green boat through the nearby water checkpoint and you'll be able to race the boat through a small course. If you make it to the end in time, you'll cause **Satipo** to appear on the shore. You can unlock him for 25,000 pieces.





(Above Left) Sallah can dig the airplane out of the snow drift and you can purchase it for 100,000 pieces. (Above Right) You can buy the Snowmobile at the outpost and ride it up the hill to find a bonus level.

When you find the gate leading to the camel corral open, enter it and hop onto the back of one of the beasts. Head toward the southwest from there to find a checkpoint with a camel icon. Ride the camel through the course and when you reach the end, the **Bandit Swordsman** will appear near the camel corral. Now head over there with a character who is equipped with a sword. You'll have to battle and subdue the bandit. Once you do, you can purchase his services for 27,000 LEGO pieces.

You likely still have a few characters that you've not found at this point. The first is **Major Toht**, who can be found right near the starting point of the stage, where columns can be demolished at the head of the stairs leading down from the lodge. You should see an area on the left column that provides a torch. Carry this down to a pile of sticks that you can assemble on the level below, beneath a snowman's head (near the green patch). Then set that ablaze and the snowman will melt to reveal the character, whom you can purchase for 50,000 LEGO pieces. As for the last of the characters for this stage, you'll find him if you head to the small island where the natives are gathered. There, you'll find a device that can be turned by a gear on a concrete tower on the right side of the island. Turn it so that the opening faces south, then have one of your characters jump up and grab and hang from the bar. It may take several attempts to find the right combination. When you get it right, you'll create an explosion of sorts and a course will appear overhead for the sea plane. Fly through and complete the course to have the chance to pay 25,000 pieces to unlock the **Captain Katanga** character.

Along the southwest portion of the main island, you'll find treasure chests once you have cleared the bonus levels and Treasure Mode stages. Use their contents to build a device that will drill in the nearby ocean. There's a crater to the southwest. If you've swum over that crater while exploring the stage, you may have been blasted into space for a super bonus level. As you build the rig now and it drills and pulls away rocks, the crater becomes even more obvious. Swim out there now and you'll be more easily blasted to the stage in the sky, where you can collect 1,000,000 LEGO pieces to clear the stage.

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### Mountain Shack (Bonus Level)

Bring a military individual to the military outpost located along the snowy precipice southwest of the starting point. Knock on the door there and buy a Snowmobile, then ride the vehicle up to the top of the hill. There are some buildings here, including one with an open door that you can enter to find a bonus stage.

As the stage begins, you'll see LEGO pieces positioned on the wall ahead of you to form an arrow pointing to the right. Follow the advice and proceed in that direction, quickly hopping up a flight of stairs to find a switch at the top looking out on a pit ahead. Pulling the switch will flood the area with water. You can backtrack to the left if you want to collect the

pieces you saw. Otherwise, continue forward by swimming across the water and climbing onto solid ground on the other side.



(Above Left) Could the LEGO pieces on the wall be trying to tell you something? (Above Right) You'll alter the water level several times in the course of clearing this bonus level.

As you arrive there, look to the left and right. There are levers on the two posts there. Pull both of them and you'll cause a platform to start rising and falling in the direction from whence you just came. Backtrack to the switch now and pull it again to lower the water once more. Then return to where you just recently pulled the two levers, by way of the platform that now is rising and falling nearby.

To the left, you can now run around and dig up a bunch of sparkling points for easy LEGO pieces. Then on the platform where you pulled the two levers, note the whirling fan blades. Jump over them to be carried to a higher platform. Then look to the left. You can leap to a moving platform there, then left again to another one, then down to ride one over to a platform with another lever. Pull this lever to cause water to rise to just below your current level. Now swim out across the water toward the top side of the chamber. In the back left corner, there's a low enough platform that you can climb up onto it and head up to higher ground, then stand on one switch while your buddy stands on another. This will bring the water up to your current level.

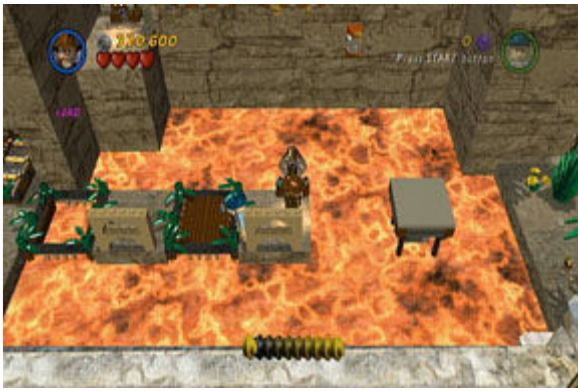
Now swim toward the lower right. There are two platforms set at this level that have levers you can pull. Both are positioned near the lower wall. Pull them, then swim toward the open gate positioned at the upper right portion of the room. Pass through the gate and collect the waiting treasure chest to complete the stage.

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### Airstrip Hangar (Bonus Level)

After using the priest's rod to reflect light and open the gate to the fenced military area on the main island, enter that fenced area and look along its lower right portion to find a black opening with a gate barring access. There's a nearby switch, so activate that to open the gate and enter the bonus level.

You'll begin this stage in a shaft that stretches the width of the screen and beyond. You can head left or right, but start by heading to the right. As you do, watch out for the square panels covered by wood. If you try to walk across these, they'll buckle under your weight and fatally dump you into the lava. Leap over them instead. Past the second of those panels, you'll find a switch that you can activate to cause a platform to rise out of the lava to your right.



(Above Left) Trip the switch to make a platform rise out of the lava to the right of your starting point. (Above Right) Have Jock repair the blue device.

Leap across the platform to safe ground on the other side. Break apart the vegetation that you find there and you'll reveal a spear mounted along the wall. Grab it, then jump back to the left to the platform extended from the lava. While standing on it, face out toward this area's back wall. There's a socket there. Throw the spear into the socket so that it sticks there, then leap over and grab the handle. Jump left from there along some railings fastened to the wall and you'll reach solid ground again, just in front of a switch. Activate the switch and you'll cause some activity to the left.

Jump down to the left and have Jock hop over the whirling fan blade. He'll float up to a higher level, where there's a blue device that he can and should repair with his wrench. This will cause a platform to start rising and falling to the left. That platform leads to the area treasure chest, but at present it's too high to reach.

Return to ground level and continue left through the passage. Past the platform that you just activated, you'll find some solid ground along this chamber's left side. There's tile along the floor, along with a wooden crate. Push it along the tile to put it in position for later use, then look left. There's more lava in this direction, with two platforms moving back and forth along a track. As Indy, hop across these while avoiding poison darts fired by a statue head along the wall. When you reach the far left side, you can leap to a small outcropping along the back corner wall, then use your whip to grab a spear fastened to the wall above you. Carry the spear back toward the right, to the crate that you positioned at the end of the tile strip. Stand on it and look toward the area along the back wall. You can toss the spear there, to a bracket along the right wall, then hop over to the spear and use it to vault up to high ground.



(Above Left) The statue along the back wall makes the crossing treacherous, as if the lava didn't already do so. (Above Right) Toss a spear at the wall, then leap to it from the top of the crate.

Once you arrive on that high ground, you'll see a target directly ahead of you. There's a gate to the right that isn't easily visible, as well. To open that gate, you'll need to hit the target. However, your wrench and whip won't do the job. Look to the left, where you'll see saw blades rising and falling in slots. You need to jump across those slots as the blades lower. On the far left side, there's a chest with some bottles. Grab one, then return carefully to the right. Throw the bottle against the target to open the gate leading right.

Now pass through the gate and drop down to a ledge positioned just in front of another switch device. Activate it and you will cause a platform to your lower right to start rising and falling along the lava bed. Head down to that platform. Use it to ride up to a middle platform, then from there make a slight hop to the right to use the moving platform that you activated a few moments ago. This one leads up to the treasure chest, as you may recall. Collect the treasure to finish the stage.

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### Hovitos Temple (Bonus Level)

On an island to the east of the main island, there's a small tribe dancing around near a cage that has been hoisted into the air. There's a cave entrance here, covered by statue heads. Blast those with explosives to remove them (Colonel Dietrich is good for the job) and enter the cave.

You'll appear in this area with Indy and Sallah under your control. There are some stairs to your left with a statue positioned along the wall at the top. Be careful around that statue, since it is capable of firing poisoned darts in rapid succession. Move quickly past it and continue walking along the concrete platform as it heads down past a palm tree and comes to an end on one side of a lava-filled pit.

Look to the right and you'll see a platform that Indy can use (along with his whip) to cross the gap. Swing over to the other side, then look along the wall. You should see a rack that holds three spears. Grab one and head toward the back side of that ledge. Look out toward the distant wall and you'll notice three sockets. You can throw a spear at each socket to form a way for Sallah and Indy to cross along that back side, which they'll definitely have to do if they want to get anywhere.



(Above Left) Indy will need to chuck spears at the far back wall so that the two heroes can cross the lava-filled pit together.  
(Above Right) The timing that you need to use to get through these blades actually isn't all that difficult.

After crossing along that back route, the two adventurers will find themselves at one side of a broken bridge leading north. Continue past that to the wall and then head down along the screen to find an area where there are broken tiles on the floor. Sallah should dig here to produce a solid strip of tile along which he can then push a crate. When the crate reaches the end of the tiles, leap onto it, then to the high wall above, then across a gap. There's another switch over here. Activate it to make some ledges rise toward the top side of the screen. Hop across one ledge to return to the start of the broken bridge, then have one character hop up to a switch on the left and the other hop up to press the switch on the right. When both are pressed, the bridge will be restored.

Now you can head up through the cave, but you'll find danger almost immediately. Numerous sets of three saw blades begin cutting at the path. You need to time your move through this area so that the blades have just begun to recede as you jump through a given set of them. When you get to the other side, there's a switch that you can turn to lower the level of the lava around the platforms.

With the lava level lowered, now you can head down some stairs to the right. There are skeletons lying across the floor here. Two of the skeletons on the end obscure switches, so break them away with your shovel and then have Indy and Sallah stand on the switches. You'll cause new platforms to rise out of the lava to your left. Climb back up to the higher elevation, then leap across those platforms to reach the far side of the lava soup.

As you arrive, be prepared for a native to toss a spear at you. Defeat him, then you'll find yourself at a fork in the road. You can head to the left to find some more natives. Defeat them, flip a nearby switch to cause beams of light to try to cross the tiled area ahead of you, then dig at some broken tiles with Sallah's shovel. You'll be able to fix the tile. Now push crates so that they don't interfere with any of the three laser lights. When all three lights are able to pass across the tile uninterrupted, a door will open toward the back left portion of this platform. Pass through it to find a block at one end of a tile strip. Push it to the other, then to it and then a high wall. From the wall, jump to a platform to the lower right and flip a switch.



(Above Left) Place the blocks carefully so that they don't interrupt the light beams. (Above Right) Finally, the way is clear to pass over to the treasure chest!

Platforms will rise from the lava. Hop across them to find yourself back at the 'T' in the path. Now head toward the right. Take care of another native that should be waiting there, then have Indy pull at a hook on the wall with his whip. Now head up along the platform and you'll see a tile strip that leads toward the left. That's a dead end, but ahead of you there is a hanging platform. Leap out to it and grab it with your whip, then from there swing out toward a platform that will allow you to safely jump to the left. Once you land on that, move quickly down to take out the native, then push the nearby crate right along the tile strip.

Now Sallah can pass through the opening and can dig along the sparkling point on the floor. Do so to create a ladder on the wall to the right, then use it to climb to the area above. There's dynamite sitting in a box there, so grab a stick and then look left to the wall with what looks like a speckled iron bar running along it. Chuck the dynamite at the wall to blast it away. Now you can hop across to that platform and flip a switch. More ledges will rise from some lava, allowing you to return once more to the 'T' in the path. This time, a new platform rises and falls directly ahead of that branch in the path. It'll let you cross over the lava and pass through an archway on the other side, where you can finally collect the area's treasure chest. Whew!

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### Bantu Wind (Bonus Level)

After completing the Story Mode sections in this hub, head back to where the ship is docked on the smaller island to the south of the main island. Climb the ladder up into the boat and you'll see a cargo hold to the left of the ladder. Drop into that to enter the bonus stage.

When you first appear in the stage, you should notice a sparkling point along the ground at the base of a ledge to your upper left. Dig there to produce a ladder that will extend to the top of the ledge above. Now you can climb it and jump to a rope to the right that is hanging from a floating platform. Use the rope to swing over to a ledge on the right, where pulling a lever opens a set of doors below you.



(Above Left) Lots of people dig deep holes and bury ladders. It just makes sense! (Above Right) Bicycles can be truly useful when navigating ship cargo holds, don't you know?

Head back down to ground level and use the bicycle to ride through the gate that you've just opened. Continue to the right from there and you'll find a vehicle pad. Park the bike on that pad to raise a ledge to the right. Walk across that to a new ledge waiting in that direction. Be careful of the plant-covered area here, which contains a spike trap that will skewer you from beneath if you waded into the foliage. Just to the right of that, there's a sparkling point along the ground where Sallah can dig with his shovel to produce an assortment of bits of junk. Assemble these to form a ladder that allows you to ascend the right wall.

When you reach the top of that wall, there's a switch nearby that you can tug with Indy's whip. Doing so will cause a ramp to rise from the ground to the lower left, connecting the lowest level with a slightly higher one where another vehicle ramp waits. Drop down and head to the left to find the bicycle, then ride it to the right, up the ramp and onto the vehicle pad to start a platform moving along a short distance to the upper left. Note that as you ride your bike into the position described, you'll need to steer clear of all plants since they exist mostly to hide the spikes that will cut your ride short. If you lose your bike, just head back to the start of the stage to retrieve a new one that will have magically reappeared... as bikes are wont to do in times of need.

Once you have activated the second vehicle pad, you'll easily be able to jump up a few short ledges and then leap over to the moving device that you set into motion when you last parked your bicycle. From there, it's just another short jump to reach the high ledge where the area's treasure chest awaits you. Stage complete!

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### Submarine Base (Bonus Level)

On the island where the final Story Mode stage takes place in this hub, you can purchase the U-Boat 26 after flipping a switch along the western side. Do so, then board the submarine. Now sail north toward the waiting island. Submerge the submarine and pass underneath a gate into an opening on that other island's south side to find a bonus level.

As you begin this bonus level, you'll notice two bicycles to the left. You'll be riding one of those fairly soon, but for now you should run ahead and prepare the way.



(Above Left) Two bicycles at the start of the stage is a sign. (Above Right) Move through the course, performing small tasks to raise ramps so that you can have a nice bicycle ride.

Start by heading toward the right. There are beams of light that are attempting to cross the corridor but not quite succeeding because plants are in the way. Break away the plants with your whip so that the light can connect. Ramps will rise along some ledges.

Continue toward the right and you'll encounter a whole bunch of enemy soldiers. Take them out in whatever manner suits you, then grab one of their pistols for later use. Now climb up another ledge. There's a blue device along the back wall here. Have your buddy fix it with his wrench, which will raise another ramp to the left. Continue in that direction and tend to any other soldiers you find. Watch for an orange hook along the wall to the left. Indy can tug on it to make more ramps rise.

Keep climbing and the next attraction should be a target situated on a sign to the right. You can shoot it with a pistol, if you have one in your inventory. Firing at that target will knock it over and cause still more ramps to rise. You should now have a clear path for your bicycle to ride from the start of this stage to its conclusion, a large flat area with a vehicle plate in plain sight. Ride the bike along the course that you've created and let it come to a stop on the plate. You'll open a gate that allows you to reach the treasure chest. Grab it and the stage is complete.

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### Toasty Tavern (Treasure Mode)

**Recommended characters:** Colonel Dietrich, Bandit Swordsman

When you enter this stage, you'll find the path to the right blocked by flames. You left this building in ruins, you may recall, so that hasn't really changed. However, there are ways around the obstacle. Start by throwing the swordsman's weapon at the rope along the post to the right. You'll sever the rope and cause a chandelier to come crashing down from the ceiling. When it does, it will break apart into numerous pieces that you can then assemble to form a bridge through the wall of flames.



(Above Left) Uh, guys? Did you not notice the wall of flames to your left? You might want to do something about that. Just saying... (Above Right) Blast the water barrels, then push them along the tiles so that they form a full length of fire hose.

Reach the other side of those flames and you'll find the room beyond full of men in hard hats. They seem rather oblivious to the fact that the area to their left is burning like nobody's business. You can attack them and break them apart as you collect LEGO pieces, but there's no need unless you're feeling vicious. Just collect the pieces and look for two barrels of water along the back wall. They're covered in extra armor that isn't particularly useful and placed on the nearest side of tile strips.

Blast apart the outer layer of the barrels, then push both of them along those tile strips toward the back wall. Once they settle in place, look toward the upper left. There's what looks like a punching bag hanging from the ceiling. You can blast away at its chain to send it dropping to the ground. Work around that junk and you'll reveal a switch that you can press to send water pumping through the hose that you've assembled to the right. This will put out the flames and allow you to climb the stair's along the room's side to reach the waiting treasure chest and clear the stage.

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### Cairo Conundrum (Treasure Mode)

**Recommended characters:** Belloq (Priest), Hovitos Tribesman

You'll find yourself standing in front of a high archway with open gate panels on either side as you begin this stage. Look from where you stand toward the left, where there's a wide tile strip along the floor. Look just to the left of that strip and there's what appears to be a chest. Knock it around to open it and cause small pieces to spill out, then assemble those to form a pedestal on the tile. Now push it back to join the device behind it, which will power on a light that shines toward the right. You'll notice a circular patch of light there.





(Above Left) This dungeon will challenge you to shepherd a line of light along a series of mirrored pedestals. (Above Right) Do as we say, not as we do, and you'll clear this stage in a flash!

As the priest, head over to that patch of light and use your Staff of Ra to collect the light and reflect it toward the right. While standing in that spot and facing toward the right, switch to the other character. Your priest will remain where he is, in the patch of light, with a beam pointing to the right. That's what you want. Head a short step or two in that direction to find a pedestal. Spin it around by pushing on the extension. Move it until you see a beam reflecting toward the lower right and touching a pedestal that waits there.

If you head to that pedestal, you'll find that it has no arm allowing you to turn it. Head up toward the back wall and there's a platform there with the arm sitting on it. You can toss a spear to the left of the platform, where there's a socket, then use the spear to reach the higher ledge. Grab the arm, then drop down and carry it over to the pedestal where the beam of light currently terminates. Place the arm, then use it to spin the pedestal so that it sends the beam of light toward the lower left. Near some crates that you should make sure to destroy, there rests a treasure chest. Break it apart, then assemble the pieces that it contains to form another pedestal. Spin that pedestal so that the light reflects toward the left, where yet another pedestal waits.

Head over to that pedestal and spin it until the beam of light flashes off straight toward the right. There's a shelter here that will break apart as the light connects. You'll find a treasure chest waiting for you to collect it. Do so, then exit the stage.

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### Cryptic Crypt (Treasure Mode)

**Recommended characters:** Indiana Jones, Bandit Swordsman

You'll appear in a familiar tomb area as you begin this stage. Start by having the bandit throw his sword at a rope hanging from the back wall. You'll sever it and cause something to drop to the floor. Now there will be a bunch of pieces shaking along the ground. Use them to assemble a wing for the statue along the back wall. Stand along its left side and push the statue toward the right, along the tile path that lines the back wall. Push it toward the right until it will go no further.

Now that you have that statue in place, it's time to look around the rest of the cave. You'll notice a large, rectangular area littered with miniature pyramids and other such decorations. Demolish most of that with your sword and when you're finished, you should have two items of interest remaining, along with a few incidental blocks. The first item of interest is a black object that looks almost like an athletic trophy. It's actually an arm belonging to a nearby statue. Leave it where it is for now, though you'll be returning to it shortly.



(Above Left) Assemble a wing for the statue from pieces that you cause to fall from the ceiling, then push the statue to the right side of the chamber. (Above Right) From Indy's perch on the statue's pedestal, he can place the second arm.

Look along the lower right portion of the rectangular area, where you should also find a wrench lying in the open. Grab it, then carry it to the right wall and use it to repair the blue machinery that waits there. When the machinery is functioning again, it will hoist up a crate. Grab the crate and carry it up the ramp that is positioned along the right wall. Set the crate down on the green patch and you will cause some pieces to fall to the ground beyond that ledge. Drop down and use the pieces to assemble an arm on the statue in the back right corner of the area.

Now it's time to place the other arm. As Indy, hop onto the arm that extends from the statue that you pushed to the right side of the cave, then climb onto the statue and drop down to the right, raised portion of the base in front of the miniature sphinx. Switch to the other character and if you positioned him properly, Indy will remain in place without trying to move elsewhere. Now with the bandit, grab the black arm and carry it over to the ground near Indy. Drop the arm and then switch to Indy again. He should be able to target the arm with his whip if you have placed it within range, then haul the arm up to where he stands on the pedestal. Just to the right is the statue where the arm needs to be placed. Do so and you'll cause the area treasure chest to appear. Collect it to exit the stage.

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### Desert Dash (Treasure Mode)

**Recommended characters:** Indiana Jones, Marion

Your goal in this stage is to collect 10 blue balloons. As you start, you'll find yourself at the top of a hill. Head down it and there are two Jeep vehicles waiting at the base. Several stages of this type don't require that you actually use the available vehicles, but this is one case where you'll want to use all available resources. Jump into a vehicle and start toward the left side of the screen from the fork in the path.



(Above Left) Airborne, the Jeep is a balloon-collecting fool! (Above Right) Your vehicle makes a handy platform from which to leap and collect balloons.

In that direction, you'll pass destructible scaffolding and come to a large wooden ramp that replaces the road for awhile. Hanging in the air above that is a blue balloon. Keep driving over the ramp and start along the dirt path once more as it leads up the hill. At the top, turn around and grab the 'Boost' power-up, then fly back down the hill that you just ascended. If you get enough speed (while using the power-up), you'll hit the ramp and go sailing toward the right, just barely collecting the balloon while airborne.

Now turn back around and head back the way you just came, past the boost. The path will curve and start toward the bottom of the screen. Here, you can veer toward the right side of the screen for an easy balloon on ground level, plus there's another balloon toward the lower left from there that you can obtain by launching yourself from a rocky ledge on higher ground with another 'Boost' power-up that is available in the vicinity. From there, note that a path takes off to the right, down a hill before launching from a ramp. If you get enough height while launching from that ramp, you'll grab another balloon. Then you should double back to where you just used a Boost power-up to launch from the rock ledge.

Continue down and head through an alley just to the right of the main road and you'll find another balloon that is easily collected. As you come out of the alley, head back toward the left and follow the main road along its path leading on a circuit of the outer portion of the area.

The road will continue and you can crash through some stands with blue and white tarps overhead. Follow the road around and toward the right. You'll see a balloon hanging in the air here. Park the Jeep underneath it, then hop on the Jeep and from there hop again to snag the balloon. Then return to your vehicle and drive toward the upper right. You'll find the next balloon hovering over another wooden bridge. Park the Jeep below it, then leap from the vehicle to collect the balloon.



(Above Left) There's a balloon hanging over some water near a bridge. (Above Right) The treasure chest appears just after the point where you should find the last balloon.

Return to your vehicle. Continue past where you grabbed that last balloon and the path will form a 'Y' where you can head to the right to find a rocky ramp. Fly over that ramp and you can collect a balloon that is hanging in the air.

If you continue along the path leading right, you'll find another balloon at ground level. Then you can double back to the 'Y' in the path and this time head along the left branch. There's a lot of debris blocking your view, but if you clear it away you'll find a narrow ramp running along this path. You can race along it and launch from it to snag another balloon.

That should be the last balloon if you've been following our walkthrough of this stage from the beginning. A treasure chest will now appear just ahead of you, along a ramp to the left. It's on ground level, so you can collect it easily on foot or in your vehicle. Then the stage is complete.

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### Buildozer (Treasure Mode)

**Recommended characters:** Sallah (Desert), Hovitos Tribesman

You will find yourself standing on some high scaffolding as you begin this stage. Drop down to the bottom level, then head toward the lower right. You should recognize the area where you defeated this episode's boss previously. Move toward the lower right portion of that space, where you'll notice sparkling points along the ground. Switch to Sallah if you're not already controlling him and dig at those locations.



(Above Left) Toss spears so that you can climb to high ground and knock over the pieces necessary to build a ramp. (Above Right) Ride the dozer onto the vehicle pad to bust open the metal crate and reveal the treasure chest lurking at its center.

Your digging will cause a high stone wall to crash over to the side. As it breaks, some smaller pieces tumble from the end and form a pile. Stand near these and use them to finish constructing a nearby vehicle, which winds up looking like a bulldozer. Hop aboard, then drive it around to demolish debris and collect a bunch of easy LEGO pieces.

When you're done with that, head back to where you first arrived on the ground level after dropping from the scaffolding where you began the stage. Look to the left. Along that wall there should be sockets that you can aim at with spears. Toss a few into those sockets, then use the extended spear shafts to climb to the top. There, you'll find a large crate on one end of a tile strip. Push it to the opposite end, which is along a precipice. The crate will topple over the edge, fall to the ground and break open. Now you can use the remnants of that crate to build yourself the bottom portion of a ramp.

With the ramp built, return to the bulldozer. Drive it up the ramp and to higher ground, where you'll find a waiting vehicle pad and a large, metal crate. When you pull the bulldozer over the pad, you'll cause the crate to burst open. This will reveal a treasure chest that was waiting inside. Collect the chest to complete the stage.

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Indiana Jones leaves behind the arid desert environment and moves to a place more hip, but his heroics soon find him leaving Club Obi Wan in a hurry as you begin your adventures in The Temple of Doom.

### Lao Chase (Story Mode)

From Club Obi Wan's front door where the hub action begins, cross the street and head toward the lower right. There's a flowery point along the ground level. Have Willie leap up there and step on a red switch. A grating will fall away. Grab the item that is revealed in the recess, then drop down to ground level and carry it over to a building to the lower right. There's a green arrow pointing at a closed door here. You can place the object that you are carrying to the left of that doorway, then have Indy give it a tug with his whip. The door will open and you can enter the stage.

This first stage puts you behind the wheel of an automobile as you try to take down enemy vehicles while racing through the mean city streets. You'll first start with four designated targets, represented on-screen with the usual icons. You shouldn't have any trouble finding them, either, since the stage begins with them already firing on your location.

Head down the main street from whence that first round of bullets comes and you'll be able to smash apart two enemy vehicles almost before you know it. Keep driving and follow the red arrow indicators to find the remaining two, who should go down just as quickly as their predecessors did.



(Above Left) The obnoxious stream of bullets suggests that your enemies are to the south. (Above Right) Chase after your powerful enemies on foot as you drag a hand cart behind you and toss dynamite.

Once you have eliminated those first four vehicles, you'll be provided with another six targets. Some of these appear to be heartier than the type that you faced before, but really your strategy won't need to change all that much. Just keep ramming vehicles with your car. Press them against walls and street corners to easily inflict a lot of damage, or come at them from side streets and t-bone them if that's what you prefer. When you have limited that second group of vehicles, you'll find seven more vying for your attention.

It's important to note that this group of seven vehicles is made of much stouter stuff than the other cars that you've been merrily turning into scrap metal. Several of them are, at least, which means that you will have to abandon your default automobile in favor of something with a bit more attack strength. Jump out of the car and wait around. There should be a superior ride coming around shortly, but you may not immediately recognize the fact. The issue is that the vehicle you need is a handcart that you will pull behind you as you run around the streets. It looks like a wagon with a canvas over the back half. When you jump into one of those, you can press the button indicated on-screen to toss dynamite that will

burst through any defensive armor that enemy vehicles have.

Thus equipped, you can easily run around the streets and take out the remaining cars. When they vanish, you'll find yourself facing one final vehicle with several hearts on its life meter. Defeat it using the same strategies that worked for the previous cars. Remember that straight streets are your friend, since the best way to hit your target is to toss a stick of dynamite ahead of it. The vehicle will catch up to the dynamite just before it explodes, making it easy to deal some damage. When you've done well enough for yourself, the boss car will be a goner and the stage will conclude.

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### Monkey Mischief (Story Mode)

When you appear on the bank of a stream after completing the first Story Mode stage, jump into the boat and ride it downstream around a bend in the path. Past that, you'll see a relatively flat area extending toward the left. There's nowhere to dock your boat, but you can leap out of the vessel and head along the bank leading left, then drop down from there and continue in that direction to reach a building with a green arrow pointing into its door.

This stage can be rather difficult if you didn't pay attention to the visual cues in the cutscene. There are a lot of switches to flip and more backtracking than necessary is also required. Pay close attention to our directions if you find yourself stuck.

As you begin the stage, first look to the right. There's a black stone there with a recess. You'll be coming back to this stone periodically as you complete the stage, so keep its location in mind. With the stone duly noted, next look to the left. There's a blue hunk of metal that clearly is in need of repair. Switch characters and head over to the device with a wrench. Patch it up and you'll cause a hook to appear nearby. Indy can pull the hook using his whip. Water will start flowing to the right and you'll see a tree develop there. Bananas will sprout from its suddenly leafy branches and some of the fruit will fall to the ground.



(Above Left) Repair the pump first so that you can irrigate the stage. (Above Right) You've turned debris into a makeshift elevator.

Head over to where the banana fell on the ground. Grab it, then head toward the right. You'll find a monkey perched atop some palm fronds. Toss it a banana and it will take out a bundle and toss it down to you. Grab the bundle and take it over to the stone to the left, then set it down within the opening. Now travel back left across the stream and make your way toward the back wall. There's a torch you can grab here, along the back side of an alley. Do so, then carry the torch slightly to the left, where you can set it along a burner that will cause a column of steam to rise into the air. Ride the steam up to the rooftop above, where you can look out to the right and spy some hanging platforms.

As Indy, leap along those platforms using your whip to swing over to the far side of the gap. When you reach that point, you'll notice a switch against the wall. You can use it to raise some weights along the wall on the edge of the building facing the screen. However, that doesn't necessarily do you any good. Look to the right and you'll see a crate. You can push this along the tile, then cause it to drop over the edge and crash onto the ground below. Switch characters and the folks below can build a platform that will attach to the pulley system. Then you can have the two spare characters step onto that and Indy can pull them up to the ledge.

Once your friends have joined you, switch to Willie and have her walk toward the back of the rooftop, where she can then leap up to grab a bar. It's the first of a series of bars that she can then use to reach some rooftops to the right. Make sure to knock the ladder down so that Indy can climb up here, also. Have Indy climb up the ladder with a banana and toss it to the monkey to receive a second bundle in exchange. He can grab it and carry it back toward the left to set it in the stone along with the first bundle.



(Above Left) Make a mess of things after falling through the roof. (Above Right) Reveal part of the building so that your mechanic buddy can pass through it.

Now Willie should continue toward the right once more. As she heads in that direction, she'll find a small shed with a peak on its roof and an apparent patch job on the right eave. When Willie puts her weight on that, she'll drop through it and to the area below. There, she can grab a key and a sword. Toss the sword up at the roof latch to make the gate fall open. After scrapping a barrel that's in the way, use the key on a device that waits just to the right.

The device operates a transport platform to the right. You can cause a lift to ride up and down it, which will be useful in a moment. For now, though, just take a few steps to the right. The corner of the building here can be demolished to form a pile of small pieces. Do so, then use the pieces to build a trough along the back wall. Now switch to your mechanic character and look in the space where you ruined the wall. There's a small hatch there that he can pass through when you follow the on-screen directions. Have him crawl through that opening and he will appear on the balcony above. Now he can head to the right and jump into the lift device.

Switch to one of the characters below and have him or her use the device so that your smaller character catches a ride toward a high ledge to the right. He'll leap onto that ledge when he can safely do so. There's another ladder that can be knocked down here. Do so and in a moment, Indy will climb up. Have Indy latch onto the nearby orange hook with his whip, then tug it back. A gate will open to the right. Pass through it and find a shovel.



(Above Left) Ride the elephant toward the right to step on a vehicle plate. (Above Right) Take the last bundle back to the stone at the start of the stage.



Take the shovel and drop back down to the lower level. Head toward the left, where there's an area surrounded by a short, stone wall. An elephant is waiting inside, along with a patch of glowing soil. Dig at the soil to reveal some LEGO pieces, which can then be assembled to form a latch. Use that to push the gate open so that the elephant can proceed through the opening.

Now that the elephant is freed, you can hop onto his back and ride him toward there right, to a waiting vehicle pad. This will open a gate in that direction. Make sure that you're carrying a banana and head along that passage to find the area's final monkey. Your primate pall will surrender a final bundle if you toss him up a banana, which you can take back to the stone at the start of the stage. Place it and you'll clear the stage.

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### Malice at the Palace (Story Mode)

From the gate that serves as the entrance to the second Story Mode stage, you can head toward the lower right to find a dirt path that winds its way around the base of the higher ledge. There's an elephant wandering around in that general vicinity, so hop onto its back. While riding the elephant, follow the path leading downhill and it will take you around to a new opening where you will find the third Story Mode stage. To enter it, you'll need to have the elephant step on the vehicle tile.

As you begin this stage, you'll find yourself engaged in a brawl immediately after the opening cutscene. Your first targets will be six guys with turbans. They are easily defeated with any method that suits you, so there's no reason not to lay into them with fisticuffs if that's convenient for you.



(Above Left) The first guys in the orange attire will go down easily with even standard punches. (Above Right) You'll need to pull the more challenging foes down to your level and finish them off with your sword.

Once the first six fellows are eliminated, you'll find yourself beset upon by another six goons. There are two types that attack during this second wave. On the ground level, you'll primarily face three more like the ones that you clobbered in the previous round. Smacking them around should for the most part be easy once more, except that now you have to worry about swords that will be thrown from the balconies above. You'll still be fine if you move quickly. Then you can take care of the guys up high, who either will jump down to battle you or can be defeated if you toss heavy glasses at them (you'll find those on the table at the center of the area).

The third wave is where the fight gets a bit more interesting. A new type of enemy arrives on the scene and you'll be advised that you can only defeat them if you use a sword. That's easily enough managed. You can defeat more of the weaker enemies and they'll drop swords left and right. The problem is that the enemies you need to reach are out of range. To bring them down to your level, have Indy use his whip to tug at the orange hooks along the bottom of each balcony. This will dump the guy standing above and he'll run to meet you with his weapon. Now you can easily cut him

apart.

When you've defeated that third group of enemies, a fourth follows. Here, you're likely still equipped with your sword and should have no real difficulty carving your way through eight enemy units. Remember to mash the 'Attack' button repeatedly if someone starts to block a sword stroke and you can come out on top. Once the last of the fourth-wave enemies go down, you've cleared the stage.

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### Temple Tantrum (Story Mode)

After clearing the fourth stage, head down the cliff trail and veer toward the left as you descend. You'll find an opening leading into the cliff with a green arrow pointing to that opening as you next destination.

Following a cutscene, you'll find yourself in control of the three heroes as they face a boss. You'll see your nemesis represented on the top of the screen with a single heart, which might suggest that this will be a relatively straight-forward fight. However, your weak enemy becomes a little bit more difficult once you try to figure out how to actually reach him so that you can hit him.



(Above Left) Bust open the crates to find the pieces that you need to build a crane. (Above Right) Push the chest from the high ledge and let it crash open on the floor below where your friends are waiting.

Start by heading toward the lower left side of the area. As you do, you'll have to battle the thugs that come into the area a few at a time. There's an endless supply of these, but they don't come too fast and furious so you should be able to deal with them easily. Fight them when they get too close, but otherwise focus on breaking open some crates that you'll find in that direction. You can then assemble the pieces that spill out across the floor to form a crane that will dig up another chest. Bust it open for a bunch of LEGO pieces.

Just to the left from that spot, you'll see an area where Willie can leap up and grab a rope that is suspended along one wall. Have her jump up to it and grab it, then shimmy along the wall toward the right. She'll be able to land on a ledge in that direction where there's a chest along one end of a tiled strip. Push it over the edge so that it falls to the area below, then use that junk to assemble a ladder.

Now Short Round can climb up to where you'll see a crawlspace. Have him pass through it and he'll appear behind a barred area to the right. Here, there's a lever he can pull to make a platform float along the wall from left to right. His companions should hop in that and you can let it carry them over to the right, where they'll be able to knock down a ladder so that Short Round can join them on the new ledge. Make sure that he does so.



(Above Left) The switch on the opposite end of the crawspace is an important part of your plan of attack. (Above Right) Short Round heads toward the all-important statue while wearing a black turban.

Next, have Indiana stand on that ledge and look toward the right. There are hooks along the wall. Latching onto one of these and pulling will cause a ledge to drop down and extend outward. Pull down both ledges, then hop across them to the far platform. As you land, you'll knock loose a bit of the architecture. A key falls to the floor below and the camera pans briefly over the area that makes up the right side of the cavern. Then you're back in charge.

Drop down to the area below, where you'll probably need to fend off some more thugs before grabbing the key. Once you have the key, carry it around toward the lower right. You'll see what looks like a soda pop can turned on its side. You can use this to bring a platform up from below, causing a blue-colored cog to appear. This should be carried to some gears toward the right side of the cavern, though the trip can be dangerous because swordsmen will continue to materialize and attack.

Their presence is actually welcome, though you might not know it at first. When you defeat the guys with the black turbans, sometimes their hats will fall on the floor. Short Round can walk over to one, pick it up and put it on his head. Then he can step up to the statue nearby and press the 'Action' button. It will look him over, then sink out of sight. In the statue's place, you'll now have a pedestal that you can step on to ride to a higher level, where it's a short walk back to a second cog. Grab that one and drop down to the area below. Look to the section of the floor where there are spinning gears. You need to place three blue cogs there, so go ahead and place the two that you have already found. Now it's a simple matter of positioning a final one.

You'll find that cog if you head to the lower right portion of the room. There, Indy will find a ladder. Have him climb up it and then leap forward from the edge, along the back wall. Lash out with his whip and he'll catch onto a hook. Then you can have him swing across to the far side, where he can grab the final cog. Then it's just a quick drop to the area below, where that cog can be placed. However, the stage still isn't complete. To defeat the boss, just have Short Round work on the gears until they spring to life. The boss will be carried to his doom and the stage is complete.

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### Mola Rampage (Story Mode)

Once you finish the fourth Story Mode stage, you'll find the fifth one by heading due east. It's on higher ground that you can't reach because a guard has removed a ledge. Take control of Maharajah, the character who was unlocked by completing the previous stage. He can use a Black Sleep move that takes control of enemies. As Maharajah, walk over to the base of the area and aim one of your projectiles at the nearby guard. When you hit him with the attack, you'll now be controlling that guard and can have him activate the switch in his guard tower. This will make a new ledge appear. Now have Willie leap up the ledge and start toward the bridge with the green arrow pointing to it, which automatically triggers the stage.

You'll now find yourself engaged in a boss battle. Though of course you'll notice the big hulking beast that is stomping around the area, he's not your precise target. You'll have to hurt him to get to the guy you want to harm, though, who is riding on his head.



(Above Left) Use water to turn your opponent's fiery toe into a temporary husk. (Above Right) Once Short Round has knocked the guard from his perch, Indy can tug on a hook with his whip to inflict some serious damage.

Begin by grabbing a bottle of water. There are several of these near the right edge of the area, lying in a messy circle along the ground. Pick up one and then start toward your opponent. Stay back when you see him raising his fists and preparing to hit the ground, as that'll cause a small shockwave that can damage you. When that passes, move in closer and toss your bottle at his foot. Make sure that you target him, since the attack fails if you some hit other portion of his body (easy to do the way he flails about).

When the water connects, you'll have a moment to act as the beast slowly tends to its wound. You'll know that you made a direct hit when the fire along his tone vanishes. As Short Round, you can then run up to his toe and press the 'Action' but to roll into it. You'll automatically make your way up to the top of the statue then, where you should be ready to press the 'Attack' button and knock the soldier from his perch. Finally, switch quickly to Indiana Jones. A hook should have appeared along the monster's body. Latch onto it with your whip, then tug quickly to yank away an appendage.

Once you've gone through the process outlined above, you'll need to repeat it three more times. Once that happens, the monster will have no more appendages. However, it's still capable of defending itself. The soldier will climb back onto it and the beast will begin spewing flames that sweep across the area. One final time, find a bottle of water, toss it at the foot, roll up through the ailing monster's form and when you reach the top, knock the soldier away from his perch. Then have Indy use his whip on a final hook to finish the fight.

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### Level Hub

You can find ten green blocks along the pathway between the second and third Story Mode level entrances. Riding on the elephant, its easy to brush against the brown columns that serve as part of the stone walls along that route. Each one you break apart yields one of the 10 green blocks. Eggshell-colored rocks with black extensions give up red blocks when struck. Finally, the brown pottery jars can be broken apart to find blue blocks. Those are spaced around the walled city where the second Story Mode stage is located. They're clustered pretty close together, making most of them easy to find. The single real exception is located northeast from the cluster of buildings, on the ledge with a bunch of bushes beneath a towering stack of houses. The left side of that shrubbery hides a pot that you can't see, but if you hit the area with a weapon you'll break it open and receive proper credit.

You can find the **Stunt Plane** and purchase it for 100,000 pieces by heading down the hill with the elephant. As you get near the bottom of the hill, toward the left side, you'll find a plate near a plane. Step onto that while riding the elephant to release the plane, then make the purchase if you have enough pieces to do so. Hop into the plane and fly it through a course overhead to unlock the **British Commander**. He's available for 30,000 pieces once you pass through the checkpoints before time expires. The **Scooter** vehicle appears right next to him for the same reason, as well, and can be

purchased for 20,000 pieces. Take the British Commander just up the hill from where you find him and there's an airstrip. **Lao Che's Plane** is tethered to a post. Blast it with your bazooka, then purchase the vehicle for 100,000 pieces. Head into the night club area and blast the Club Obi Wan sign to knock it over, then enter the club doors below to find a bonus stage.



(Above Left) Green blocks are hidden in brown columns placed along the stone walls along the cliff face. (Above Right) Have the elephant step on a pad and you can free the Stunt Plane for 100,000 pieces.

**Short Round's Car** can be purchased in the starting hub area for 30,000 pieces once you finish the first stage. Some enemies will attack there, as well. Defeat them and subdue their leader for the chance to recruit the **Shanghai Hoodlum** character in exchange for 15,000 pieces. The **Rickshaw** is available in the back corner street in the same general area. Have Short Round fix it and then you can pay 25,000 pieces to purchase it. There's a checkered starting point nearby that you should drive the vehicle through for the chance to run quickly through a small course. If you reach the end in time, **Lao Che** will appear and can be purchased for 50,000 pieces once you subdue him.

After clearing the second area, the **Thuggee** becomes available if you defeat the wave of enemies that pours from the building. Subdue their leader and purchase him for 15,000 pieces. If you lead him back around behind the buildings, there's a statue at the base of the rocky wall. Stand in front of the statue on the patch of light and press the 'Action' button to initiate an inspection. That statue will approve you and reveal an opening that leads into the Slave Driver Cave bonus stage. The **Tractor** is available here for 35,000 pieces if you blast down the gate that stands in its way using the British Commander's bazooka. Climb onto the vehicle and pass through the nearby checkpoint, then any that follow before the time expires. If you make it to the end of the course in time, you'll cause the **Indian Farmer** character to appear at the end of the course. You can purchase him for 20,000 pieces, plus the **Tuk Tuk** will appear and can be purchased for 20,000 pieces.

After clearing the third Story Mode stage, you can stick around to battle numerous swordsmen. They cannot be defeated unless you have a character with a sword of your own, which in this case would likely be the Thuggee. Defeat the goons and when you subdue their leader, you can purchase the **Pankot Assassin** character for 25,000 pieces. He can throw his sword at a rope that suspends a cage toward the upper left of the third Story Mode stage entrance. When the cage falls, it'll break apart. Use the pieces to build a ladder up the wall to the left, then head up along the rocky ledge and enter the cave to the right to find the Princess Rescue bonus stage.

**Maharajah** will automatically be unlocked when you complete the fourth Story Mode stage. There is no cost to add him to your roster. The **Thuggee Acolyte** is also available to you now. Enemies will pour out of the doorway in the same approximate area and when you defeat the last of them, you'll be able to spend 25,000 pieces to add their leader to your team.



(Above Left) The Junk Boat is available early on if you head to the bottom of the steep hill. (Above Right) The Thuggee is an important addition to your team because he leads to other recruitment.

At the very bottom of the hill, just to the right of the trail that ascends the mountain, you can find the **Junk Boat** docked and available for purchase if you have 35,000 LEGO pieces to spend. Once you buy the boat, sail it toward the right to find a checkpoint. Pass through it and then the ones to follow before the time limit expires and you can unlock the **Dancing Girl** for 25,000 pieces when you get back to the dock. Jump into the water and swim back toward the east and you'll come to the base of a river. Start up the river and watch the left bank. There should be some quivering pieces that you can assemble to form the **Mola Ram** character. Battle him, subdue him and then purchase him for 500,000 pieces.

One final character that's easy to miss is the **Village Elder**, who you'll need to pay 75,000 pieces to recruit. The trick is finding him. To do so, you'll need to find all of the snake charmers (they're on rooftops and rock ledges near the second and third Story Mode stage entrances) and kill their serpents. Once you kill all of them, the elder will appear and you can purchase his services. Take him down to the locked gate with runes to the left, near the base of the waterfall and to the right. Have the elder stand on the patch of light, then watch a sequence that flashes across the runes. Now input that same sequence yourself to open the gate and enter the Beachside Cave level.

Finally, once you have found all ten treasure chests you should head to the bottom of the cliffs. Along the left side, there's a vessel with ten treasure chests nearby. Break them open, then use their pieces to assemble the ship properly. Jump on board once you've done so, then head down into the cabin. You'll find yourself flying up into the sky from there and will arrive in this episode's Super Bonus Level. Collect the usual allotment of pieces there to clear it. Then if you've done everything else, you're done with the episode.

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### Club ObiWan (Bonus Level)

In the night club area, blast Club Obi Wan with the British Commander's bazooka weapon, then enter the doorway.

Begin your efforts in this stage by looking to the left. There's a duck positioned there that Short Round can crawl through. He'll emerge on the opposite side of a pit of lava, where he can jump up a short ledge to find and repair some broken machinery. Doing so will cause a pedestal nearer to the stage's starting point to begin rising and falling. Indy will head over to that, and you can switch over to control him. Leap from that rising and falling platform over to solid ground to the left of Short Round's current position.



(Above Left) Short Round can crawl through a vent to find some machinery in need of repair. (Above Right) Be careful as you make your way through the sharp blades or there may soon be two of you!

Ahead, you'll see buzz blades extending from the floor and then retracting. There are a series of them spaced along the hallway. Jump between them and wait for them to recede, one at a time. When you reach the opposite end of that gauntlet, you'll find yourself under attack by enemies. Clobber them with your fists or whatever other approach seems proper, then look to the right.

In that direction, you can follow a narrow corridor that emerges at the top of a set of stairs. Descend along those and drop to their lowest point, then look to the right. There's a small platform protruding from lava there. Leap over to it, then hop along another few islands. When you reach the far side of that series of ledges (a task made easier if you pay more attention to your character's shadow than his apparent position on-screen), you'll find a ladder. Climb it to next find a crate, which you can then push along a tile strip. When it reaches the end of that strip, jump onto that crate and from there leap to the ledge above.

Now look toward the left. The ledge where you're standing extends toward a hanging rope there. You can leap to the rope, swing across and grab a spear from a chest. Then pass back over to the right, and look further to the right over a gap. There's a socket along the wall, so throw your spear to it, then leap to the spear and from there to the platform on the opposite side.



(Above Left) There's some helpful water in that crate, but be careful as you approach!. (Above Right) Pull on the hook and you can finally cross over to the waiting treasure chest.

From where you land as you arrive on that ledge, head down some stairs and start toward the right. You'll find an enemy waiting, along with some flames and a moving saw blade. Defeat your enemy and steer clear of the blade and flames as you do so. When you're free from the distraction that the goon offers, turn your attention to the blade. This one is difficult to leap over compared to its predecessors, but that's still what you need to do. You can jump onto the railing as the blade recedes and then quickly jump again from there, which you may find helpful.

Check the crate for some water once you safely make the leap, then toss water on the flames. You'll need to do so twice to completely clear the path to a switch, which you should activate to cause a new platform to appear below the ledge where you're standing. Jump onto that, and from there leap over again to arrive on more solid ground. Drop down from there and battle several goons that will try to ruin your day. When they're gone, look left across a pit of lava and you'll see a hook along the wall. Latch onto it with your whip and tug to make a new platform rise from the lava.

Hop onto that platform, then from there proceed to solid ground to the left. The treasure chest will be waiting there, so grab it and exit the bonus level.

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### Beachside Cave (Bonus Level)

At the base of the cliffs, right from the waterfall, have the Village Elder stand on a patch of light in front of a wall of runes (which itself is to the left of a barred gate in the wall). Watch the sequence that flashes across the runes, then input the same one yourself to open the gate and gain access to the bonus stage.

This stage begins with your two characters standing on a high ledge, looking toward the right where some sparkling rocks are located. They seem like they should be worth your attention, but look below that. You'll notice that the cliff face has some rungs along it. You can drop down to the left rung, then from there drop down again to a lower level. There, you'll find a vent. Short Round should crawl through it to pass under crocodile-patrolled waters to the right. He'll appear on a ledge, where he can then pull a lever to make new platforms rise from the water.



(Above Left) Dangle from the bars along the cliff, then drop down and have Short Round pass through the vent. (Above Right) Indy can cross along the platforms that you raise from the water, grab a spear and then return to this ledge to use it.

Hop across those platforms and toward the right. You'll arrive at solid ground on the far side, where you can then look to the left. There's a spear fastened to the wall there. As Indy, lash out at it with your whip and pull it to you, then hop back across the platforms that you just crossed a moment ago. Now you need to look off toward the left. There's a wall there with sockets along its side. Throw a spear so that it becomes embedded in one of the sockets. Now use the nearby switch again, which this time will lower the water.

Head back to your left, where the lowered water has revealed a platform with an 'L'-shaped tile area and a crate. Push the crate to the end of that tile path, then grab the bazooka from the chest to the left. Now hop up onto the crate and use that to reach higher ground. Leap up to a bar and pull yourself up to the top of the area, where you were when you first started the area. Now you have the firepower to blast those rocks, so go ahead and do so. Grab the spear that they leave behind and chuck it at the nearby cliff just along the right side of the screen. Now you can jump down to the water in that area, climb onto the ledge and use the spears to climb along the wall.

Presumably, a good way to get to the top is to use both spears and leap from them, but we find that it often works better if you just cling to the lower spear, then leap out toward the bars along the right side of the cliff. From these, you can jump to high ground. Once you're there, leap over the retracting saw blades and make your way over to the treasure chest, which you can grab to complete the stage.



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### Slave Driver Cave (Bonus Level)

After unlocking the Thuggee, take him around behind the cluster of buildings to find a tall gray statue standing near the cliff wall. Stand on the patch of light in front of him and press the 'Action' button to cause the statue to examine you, then open a cave so that you can proceed to a bonus level.

This stage begins with a classic moment. Look to the left and there's a switch against the wall. Use it to open a gate to the left, but as you do you'll be treated to a scene in the distance. A large boulder begins rolling down along a winding track positioned at the back of the cavern.



(Above Left) Leap over the blade and round the corner, but watch out for the small panel with jets of flame as you do so or it could cost you precious seconds. (Above Right) Be careful during the second run as you avoid the huge blades or you'll lose too much time.

Head quickly left through the gate and now you're in a hallway in an inverted 'U' shape. You'll need to head up along the screen as a saw blade swings toward the left, then round the corner and quickly run down while the blade is hopefully swinging back toward the right. Continue down and then start left as a blade begins to extend from the floor. Once it starts to recede you can safely leap over it and continue forward. To the right, there's a flame burning along the floor. Make your way around that, giving yourself space so that it doesn't catch you and immediately kill you, then look up along the passage just beyond that. An orange hook is waiting. Latch onto that and pull with Indy's whip. If you were quick enough making your way to this point, you'll produce a barrier that blocks the rolling boulder along the back wall. If you were too slow, you'll have to start fresh and try again.

Assuming that you do manage to stop the boulder, your next step is to look to the left. There's another console. Note that pulling the switch there will initiate another dash sequence where you must beat a second boulder. Only turn the switch when you're ready.

For the second race, start by leaping up a series of short ledges that wind back toward the left. Run down that trail and then start left while veering toward the top portion of the path. There's a blade moving here to block the path leading above the wide fire pit, but your timing should be such that you can pass through without being harmed. Continue along the path and it next extends to the left and puts you within reach of a dangling rope. Leap out to the rope, grab it, then swing to the far side. Now you need to dash through another passage in the shape of an inverted 'U' while avoiding the blades that move back and forth. Things get a little tight between the two blades, but careful movement should get you through without incident. Then you just make a dash toward the upper left, where you can drop down to a lower ledge. Stand on that, face the wall and latch onto an orange hook with your whip. Give it a tug.

If you did all of the above in time, the second boulder will stop before it rolls over a lift and can drop down through a covered opening. A pathway will appear that leads to the treasure chest, which you can grab to complete the stage. Otherwise, you'll be taken back to the start to repeat the whole process (both dashes). Keep your wits about you and this stage is actually quite easy.

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### Mountain Cave (Bonus Level)

Once you have the Stunt Plane, fly over the hub area and focus your flight over the night club area. There's a snowy area above that with a wide area that you can't reach by foot. Parachute down from your plane to land on that ledge. Enter the cave to attempt the bonus stage.

You'll begin this stage at the base of a flight of stairs. Head up the stairs and as you do, your movement will attract the attention of two guards. They will rush to greet you with malicious intent. Ruin their party by striking first.



(Above Left) Guards just don't like letting adventurers have a good time! (Above Right) Why build a secret chamber with actual walkways when tiny blocks can get the job done?

Past those guards, you'll continue up some more stairs to the right. There's a gated area up here that you can't enter in the conventional way, but if you leap across the gap to the right there's a switch that you can activate. Once activated, the switch causes some platforms to drop down just behind you. They allow you to hop up and toward your left, providing enough elevation that you can clear the fence and drop into an area with another switch. Activate it to open the gate. While you're in that space, grab a bazooka from the left side of the area. Now head out of the newly-opened gate, hop back over the gap to the right and then start along the narrow catwalk leading toward the bottom of the screen.

When you reach the far side of that treacherous catwalk, you'll be able to start down some stairs to the left. Don't advance too far, though. Instead, look in that direction and you'll note some explosive barrels. Blast them from as far away as your range permits. When the barrels vanish, they'll leave behind a switch. Use that switch to make a series of platforms rise from the nearby lava. They're narrow, but you can leap along them and follow them cautiously toward the right, where you'll find a wider ledge, some shrubbery and more guards.

Blast away the shrubbery so that you can see well. Blast the guards so that they don't try to attack you. Then look along the back portion of the ledge and there's a vent. Have Maharajah crawl through it and he'll reappear on higher ground to the right. A short distance away, he can activate switch that will open some gates toward the lower right. Drop down and pass through those gates, then continue toward the right. Some enemy units will meet you, so be ready for them and beat them into submission.



(Above Left) Clear away shrubbery and you'll find a vent through which you can crawl. (Above Right) Unless you gather 30,000 or more pieces in this level, you shall not pass!

Ahead, the path will now widen. There's a lot more foliage here. You should also notice a device indicating the number 30,000 that is attached to a gate. If you haven't yet collected 30,000 pieces within this stage, it won't let you pass. Certainly, that won't mean a thing if you have multipliers properly stacked, but if that's not the case then you'll have to destroy foliage to the right and dig up treasure in order to activate the mechanism that opens the gate. There's a bazooka that you can grab from the visible crate. Use it to blast some stuff to the right and to reveal a shovel. Dig up goodies there, and also head to the back corner to find a spear that you can toss up and embed in a socket on the wall to the right. There are several sockets, so find and use multiple spears to make a path leading up that wall.

Once you have the 30,000 pieces required, go ahead and pass through the afore-mentioned gate (which will treat you to a quick scene when it finally opens, just so you don't miss it). As you head up the stairs beyond that gate, you'll find yourself facing more guards. Beat them up, then look to the wide area ahead of you. There is a wide patch of tile flooring, as well as a series of crates. Behind those, you'll find a switch. Using it causes several beams of light to shine through the area, but the beams are blocked by crates. You need to push the obstacles along the tile so that they no longer prevent the beams from shining from one wall to the other.

When you move the last crate out of the way, the beams should cross the area just fine. When that happens simultaneously for all three beams, a ramp will rise. You can use it to reach the ledge above. Then you should defeat two guards before finally advancing toward the back wall and collecting the area's treasure chest to exit the bonus stage.

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### Princess Rescue (Bonus Level)

After clearing the third Story Mode stage, you can obtain a character with a sword, then toss that up to the left of the third stage's entry gate to sever a rope. This drops down debris that you can use to build a ladder that then allows you to scale the wall. From there, head along the cliff leading back behind that wall to find an archway leading to a secret chamber where the bonus level takes place.

You'll begin this stage on one bank of a stream, looking out across it toward a far wall that is primarily made up of stone with a few dirt-covered outcroppings. Ahead, there are two stone pillars. Each one has a spear attached to it, which Indy can bring down with his whip. Then you can head toward the right, where two spear sockets are positioned along the wall. Toss your spears into the sockets, then use them to cross the water and arrive at the ledge on the far side.



(Above Left) Grab spears and toss them at the wall to the right. (Above Right) Step on the two switches to reveal the path that leads to the treasure chest.

Once you do arrive on the far side, activate a switch. You'll cause platforms to rise from the stream so that your partner can hop over to join you. Next, climb up the ladder just beyond the switch. There's a hook to the left that Indy can grab with his whip. Pull the switch to open a gate that blocks some supplies to the left. Drop down, head over to the supplies and grab one to find yourself holding a shovel. Drop down to the dirt ledge and dig where you see the sparkling soil. You'll unearth a series of three rocks. Then you can blast those apart using the British Commander, which will leave behind a lever of some sort. Grab it and carry it over to the blue device to the left. Use the lever several times and you'll repair the machine, prompting some ledges to start floating back and forth along the left side of this wide corridor.

Head over to the bank overlooking those ledges. Leap out to one and ride it toward the second ledge, then leap across to that one and from there to a solid ledge on the other side. As you arrive, you'll notice a switch surrounded by flames. You can't safely access that, but there are some rungs along the wall to the left. Use these to leap up to the higher platform. Look in the cranny that you find there for a bottle of water. Throw it down on the flames below, then throw two more to extinguish the remaining flames. Now have one of your characters flip the switch, which will open a gate on the higher level that blocks the way to a switch.

You should now notice two available switches: one on the lower level and one through the opening that you just created. Have one character stand on the lower switch, then have the other work his way around to the higher one. Just standing on the lower switch and waiting for awhile should cause your computer-controlled opponent do the work for you, if you like. When the two switches are pressed together, a ledge to the right will begin to rise and fall. Swim over to it and let it carry you up to a treasure chest along the short passage that waits. Grabbing that will finish this particular bonus stage.

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### Shang-High (Treasure Mode)

**Recommended characters:** Indiana Jones, Willie

This is another revisited vehicle stage, which means that once more you'll need to collect ten blue balloons.

Start forward and head left as the street branches in that direction. There's a balloon on a balcony above that you can reach by following up the ramp that leads up the left side. Another balloon is in some fruit stands to the lower left from there, while further to the left you can bring your total number of collected balloons to three by going over another ramp to collect a balloon.



(Above Left) Balloons are easy to find if you make a slow circuit of the relatively small area. (Above Right) The treasure chest will appear in the town square when you've collected all ten balloons.

Continue along the left portion of the city and as you head south along the screen from the third balloon, you'll easily collect a balloon drifting in an alley, just above ground level. As you emerge from that alley, turn toward the right. You'll start past a street leading up along the screen and there's a balloon there that can easily be grabbed, so go ahead and do so. Then return to the street you were following along the bottom of the area and continue toward the right, heading over another parked vehicle with a ramp to collect another balloon.

As you continue right from there and start past another building, you'll notice a ramp leading up along it. There's a balloon at the top, one of the stage's easier ones to miss, so make sure that you grab it. Then continue along the street and keep to the bottom. There's a balloon just ahead of the fountain. Collect it and continue down the street before turning left at the corner. Head up a ramp from there for another balloon, then veer to the right as you approach the area's starting point once more. There's a balloon to the upper right. It should be the last one that you had to collect.

If that is indeed the case, collecting the balloon will prompt a treasure chest to appear in the town square, right at the center of the area. Fly up over a ramp and you'll collect the treasure chest as you glide through the air over the center pedestal. Then the stage is complete.

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### Wrong Gong Rung (Treasure Mode)

**Recommended characters:** Indiana Jones, British Commander

Head left from the starting point and you'll find a large group of civilians wandering around for no particular purpose. There's a sparkling pile of rocks nearby, so switch to the British Commander if you're not already controlling him. Blast the rocks apart and you'll reveal some pieces. These can be assembled to form a device that will ring a loud gong. To make that happen, have Indy latch onto the switch on the right side of the booth and give it a pull. The gong will sound and you'll see a short sequence.



(Above Left) A funny thing happened on the way to the market... (Above Right) Construct and repair the water wheel along the area's left side to produce a stream of LEGO pieces.

Following the sequence, you'll find yourself facing ten enemies with swords. The crowds that were milling about previously are now running in circles in a panicked state. Continue ignoring them as you deal with the dangerous swordsmen. You can steal a sword from one of the first ones you defeat, then use it to easily cleave any goons that follow.

When the last of the goons are defeated, the area treasure chest will appear atop a tree. However, you can't possibly reach it just yet. To do that, you'll need to use the elephant, but don't go there just yet or you'll miss out on some easy LEGO pieces. Instead, head toward the far left of the area. There, you can destroy a cannister with a bazooka blast and use the scraps to initiate repairs on the nearby water wheel. Demolish any remaining debris in the area, as well. When you finish, you should see two gears that you can carry around and place on the left side of the wheel. Once those are in position, you can hop onto the strip in front of the wheel and run toward it to cause the wheel to spew small LEGO pieces.

Once you're ready to finish the area, head up to the cage where the elephant is waiting. Blast down its gate with the British Commadner's bazooka, then hop on board the animal and walk it over to the tree. Jump from its back to the branches of the tree to collect your reward and finish the stage.

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#### Disarming Duel (Treasure Mode)

**Recommended characters:** Indiana Jones, Pankot Assassin

The goal of this particular stage is really quite simple. Along the back side of the room, there's a panel. If you can get the panel to slide open, there's a recess waiting that contains the treasure chest. Getting the panel to open is the issue. To do it, you'll need to place weight on five switches simultaneously.



(Above Left) As an assassin, you can knock loose a sword and then have Indy grab it so that he has a blade with which to defend himself. (Above Right) Set your enemies on the switches and catch the last two the old-fashioned way.

Two of the switches can be pressed by yourself and your AI-controlled friend. That leaves the matter of the three remaining switches. Fortunately, you'll spend your entire time in the stage being swarmed by enemy assassins. They'll give you no real relief. You can battle them all you like as the Pankot Assassin if you like, but the only way that you'll ever actually clear the stage is if you move through the area as Indiana Jones with a whip. Fight enemies as the assassin until a sword flies loose, then have Indy grab it so that he can actually defend himself if a swarm of enemies chooses to rush him. Otherwise, Indy's energy should be focused on tying up his opponents.

Using the whip, you can lash a given opponent, then grab him with the 'Action' button and carry him over to a switch. Set down one bound enemy, then find another one and repeat the process. Finally, do the same thing a final time, then stand on one switch and either hope that your AI buddy steps onto another one or control him as he does so. As the switches are all pressed, something that you need to engineer in a bit of a hurry so none of your captives escape, you'll see the panel slide open and can collect the treasure to finish the stage.

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### Lava Lake (Treasure Mode)

**Recommended characters:** Village Elder, Thuggee Acolyte

This stage begins with five green tiles readily available. Clearly, your first order of business should be to place objects on those tiles. The real question is where you can get the stuff to do so. There's one crate close at hand. Grab it and place it, but you still have four patches remaining.

Start by heading to the right. There are some guys fighting, both in red garb with black turbans and in beige garb with blue turbans. They'll mostly fight each other if you leave them to their own devices, which is precisely what you should do as you have one character hop onto a lift that will carry him to higher ground. Now step around to hanging basket of sorts and stand on it before switching to the other character and activating a switch on ground level. Hold the 'Action' button to make the lift glide over to the right side of the area, where the character riding it will automatically leap to solid ground. Then it's an easy matter to push a crate along a tile strip and over a ledge. The crate will drop and break to pieces. You can then use those pieces to form a ladder leading up the wall to the right.

From that ledge, have your spear wielder toss spears into the sockets. Then hop across those spears to the next ledge, where you can find a crate of junk. Grab it, drop down to the floor level and carry the junk over to the left, where you can set it on a tile. Then head back to the right and break down the block wall in the back right corner (behind where you constructed the ladder) to find another box. Carry it over to the green patches, as well. Now you only have two more to find.



(Above Left) Give your pal a ride on the moving ledge so that he can find junk to the right. (Above Right) Assemble a trail of spears to climb up and to the right where more junk awaits.

Head left from those green patches now. Ignore the brawling thugs long enough to chuck two spears at the sockets along the back wall. Hop across those spears and up to a space to the right. Hop across the extended metal ledges, then to a small outcropping where you can grab a junk box. Drop down to the lower level and place it on another of the green patches. You only have one more to go!

As before, head to the left again. Make your way to the lower left area, where a ladder leads up to a ledge above. Climb the ladder, then head across the hanging bridge toward the back of the upper ledge. As the village elder, step on a patch of sunlight and then press the 'Action' button to initiate a puzzle. Watch the pattern of lights flashing across the symbols on the wall, then repeat them to open a panel. You can grab a crate here, then drop down and carry it back over to the green patches to the right. Place the crate.

Now you can assemble a vehicle out of the pieces. It'll drift down into the lava. Hop aboard and you can head right to find the treasure chest. If you're looking for a lot of easy LEGO pieces, remember that you can also explore the lava area to the left and also some to the right beyond the treasure chest, since a lot of pieces are available for the taking. When you're ready, snag the treasure chest to finish up the stage.

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### Cliff Clamber (Treasure Mode)

**Recommended characters:** Pankot Assassin, Thuggee Acolyte

This stage asks you to scale a rock wall. Begin your climb by looking to the right, where you'll see three sockets placed in a triangular formation. Toss three spears and fill the sockets, then use the extended spears to climb to a higher ledge to the right. From there, leap out to catch a rope that is dangling over a gap. Swing from it toward the right and jump to solid ground.

Your next objective is the area just above. Break apart some boulders at the base of the ladder and switch to the assassin character. Throw his sword at the frayed rope to the upper right, which will sever it and allow you to climb up to the area above. Now leap carefully to the far left to cross the gap and land on some boards. There are more boulders here, so break them apart and continue toward the left.





(Above Left) You'll need to swing along several ropes while working through this stage. (Above Right) Your Thuggee Acolyte will have to throw his fair share of spears... and then some.

Now you will be able to leap along some ledges to the left to find a detonator. It's the red cylinder with a handle sticking upward. Jump on the handle and you'll cause the boulders to the right to vanish. Cross back over to where they were and you'll notice a rope that wasn't visible previously. Toss your sword to sever it, then ride the platform as it ascends along the face of the cliff.

When you reach the top of that ride, head left. There's a gap here, with a board that will slowly extend and then back into the wall. Cross along it as the board is in the process of extending. Left from there, you'll find a crate. You can grab dynamite from that crate, then hop to the right and throw it at some boulders to remove them from your path. Continue to the right from there and you'll next need to cross a series of gaps by swinging along ropes.

Once you arrive at the far right side of that series of gaps, there are more spear sockets. Have your spear wielder fill them with spears, then hop up along the extended spears and to a ledge above you. Then follow that to the left and there's another gap. Across that, you'll spot more spear sockets. Chuck spears at them, then leap over the gap and climb along the spears yet again. They'll take you up to a final area where you can ascend to find a treasure chest hiding in the recess. Grab it and clear the stage.

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You've finally reached the last of the original three Indiana Jones adventures. Dive into adventure once more as you seek out the Holy Grail itself!

### Coronado Caper (Story Mode)

As the episode begins, you'll appear along the back side of the boat. There's a hook to the right. Pull it with Indy's whip, then pass through the opening. Now head to the right and climb down to the area below. There's a green arrow pointing left, into a doorway that you can enter to access the first stage.

This stage begins with Indy and Sallah running around the deck of a swaying ship. There's a guy with an automatic weapon standing in the background, well out of reach at the moment, while in the foreground you'll be set upon by an endless stream of thugs.

The purpose of the thugs is clearly to distract you from your main objective, which should first be to assemble some pieces along the right side of the deck. Then look toward the upper left from there, just left of the platform where your adversary with the machine gun is standing. You'll see a hook. Have Indy latch onto it with his whip, then tug. A crate will fall to the deck and break into bits, spilling its contents into a pile positioned near the first object that you assembled a moment ago. Now you can break apart a cylinder that's also on the deck in the same vicinity to reveal a third batch of pieces.



(Above Left) Create a weapon and some switches, then stand on the switches to put your gear to good use. (Above Right) Assemble some pipes so that the bursts of steam will damage your foe.

Step closer to where you assembled the first bunch and you'll be able to start piling all of the pieces on top of one another. As you do so, you'll form a turret device of sorts. When it is complete, there also will be two switches at its base. Step on one of those while your AI buddy steps on the other. This will activate the weapon, which will hit your enemy at his vantage point. He'll stop attacking you long enough to make his way to a new vantage point, then you need to find a way to harm him again.

Head toward the upper left portion of the ship's deck, where there's a circular patch of light in front of a switch of some sort. Stand on that patch and press the 'Action' button to use the device, which will cause steam to rise upward but harm no one. Clearly, some modification is in order. You can demolish some blocks nearby, then assemble the resulting pieces to form two rings, one along the floor and one along the wall. Then head to the right, where pulling on an orange hook with your whip will reveal a cubbyhole where another piece of piping waits. Whip that into shape, then carry it left and set

it on the rings. Now pull the switch to the left again and this time the steam will be redirected and will harm your foe above.

You need to damage your enemy one final time to complete the stage. Following a cutscene, he'll reappear at the top of a high ledge just to the right of where you were when you began the stage. Head to the lower left side of the ship and demolish the crates there. You should see two green, rectangular blocks bouncing around there. Assemble them to form a patch along the deck, then break apart any more debris in the area. There's a crate of junk to the left that you can haul over to the green patch. Set it on that, then assemble any bouncing pieces to form a crane. Stand to the left of it and operate the machine to bring an arm around to the right. Then you can have Indy climb along the arm using his whip to latch onto the hooks. He'll be able to reach the top, then leap out to the right and land on the ledge with the boss. You'll automatically trigger the end-of-stage cutscene.

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### Brunwald Blaze (Story Mode)

From where you appear in the hub after completing the first Story Mode stage, head up some stairs leading to the left. Continue left from the top of those stairs, drop down into a plaza, then head to the right. You can drop into some water, swim across the canal, then have Eliza double jump out of the water to grab a hanging bar along the far wall (where you see the flowery colors along the water's surface). Climb onto land, then follow the road as it wraps back toward the upper right (ignore the path leading toward lower ground). There's a wall here. Have Eliza leap up to grab a bar, which causes a gate to slide to the right and reveal a hook for Indy's whip. Lash that hook, grab it and pull it to open the large gateway. Pass through it and proceed straight ahead to arrive at a castle moat. Just to the right of the path, there are two switches. Step on them, then have Indy pull on the hook that appears. That will drop a gate down. Now you can cross over the gate and enter the archway beyond to access the stage.

As the stage begins, you'll find yourself reliving a memorable scene from the film. Indy and his father are tied to chairs. Flames burn around them and spell their imminent demise unless the father and son duo manage something fantastic, which is where you enter the equation.



(Above Left) It'll take quite the hike to find the entrance to the second Story Mode stage. (Above Right) Bound to a chair, you don't have a lot of options.

Direct Indy over toward the left, in the direction of the wall of fire. After a few hops near the flames, the chair and ropes should fall away, leaving you to explore the stage as normal. Look up toward the roof and you'll find an orange hook. Toss your whip up to it, then use that to swing left and leap over the flames. You'll land at the edge of a more open area while your father remains trapped toward the room's right edge.

Just to the left, you'll find a table. Break it apart and soon only bottles of water will remain. You can grab these and toss them at the blaze toward the right to slowly extinguish the flames. When the last of them are gone, your father will cross the smoldering embers to join you.

Now head toward the back of the room. There's a shelf of books here. You can knock them all to the floor with your whip, then slowly reassemble them to spell 'Indy' on the shelves. To the right, there's some debris that you can construct to form a bar beneath the picture on the wall. If you have Indy leap up and hang from it, you'll reveal a secret passage. Have Indy's father pass through that to appear in a room to the right. Grab a chair, then throw it at a rack of weapons further right along the wall. An ax will drop to the floor. Pick up that weapon, then look left to find a frayed rope along the wall that holds a curtain shut. Toss your sharp weapon at the rope to sever it. This will reveal a switch. Activate the switch and you'll clear the way for Indy to join you.



(Above Left) The painting to the right of the shelf of books will be your key to exploring the important area further to the right.  
 (Above Right) Putting weight on all three switches at once will allow you to complete the stage.

Next, have Indy look down along the bottom of the screen. There's a long table here. Head to its right side to find bottles of water. Pick some up and toss them at the flames in the room's back right corner to clear the way to a crate. Pick it up, then set it down on the green patch on the floor just to the right. Pieces will spill. Use them to assemble a ladder, then climb it to the higher ledge. There's a crate here, on the right side of a tile strip. Push it left so that it drops over the edge and falls near one of three switches below. Assemble the pieces to form a statue that will stand on the switch. Now Indy and his father should run over and stand on the other two. When they do, a new panel will open. Head through it to finish the stage.

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### Berlin Brawl (Story Mode)

After completing the second Story Mode stage, head toward the lower right along the walkway to find a Bike 'n' Side vehicle that you can purchase for 5,000 pieces. Do so and climb on board, then drive it along the road leading toward the map's north. You'll come to a vehicle plate in front of a castle gate. Cross over that while in the vehicle to open the gate. Then continue onward through the courtyard to reach a door on the opposite end. Get off your vehicle and walk through the door to arrive at the Story Mode stage.

Your efforts in this stage begin as you find yourself being attacked by numerous guards in beige uniforms. You need to defeat five of them to proceed to the next wave, which isn't all that difficult even if you're relying on fisticuffs.



(Above Left) The men in black suits are most easily defeated if you pull the ledge out from under them using Indy's whip. (Above Right) Look for a bazooka weapon on the ground when the time comes to battle the soldiers riding in vehicles.

Once the second wave arrives, you'll find yourself facing tougher adversaries. Take out the four beige-colored guys as usual, and watch for guns to drop on the ground (easily spotted because of the white light that surrounds them). Pick up a gun and fire shots to easily defeat any enemies running around you, though remember that you have a limited amount of ammo. If one gun empties, you'll automatically revert to fighting with your fists, so be ready to snag another weapon if needed.

When you have defeated the second wave, a third one will arrive. This one consists of four more guys who attack with standard guns, as well as two units with more explosive weaponry who will try to eliminate you from high vantage points. Take out the first four thugs in the usual manner, then turn your attention to the guys on the ledges. They can be subdued by latching onto the hook below their platform with your whip (note that there are three platforms and three hooks, so be sure to grab the proper one) and pulling. When the guys fall to the ground, quickly beat them down with your fists. Two will appear along each wall and can be defeated in this manner.

Once you have taken down that third wave, a fourth one comes in to finish the job that the previous ones couldn't manage. Most of your enemies are now riding around on small vehicles and firing blasts in your general direction. To defeat them, you need to pick up some heavier firepower. Pull another of the guys with bazookas down from the ledge to the left. Defeat the poor sap, then grab his bazooka and turn it on the circling vehicles. You shouldn't have much trouble taking out a sidecar or two using the single weapon. Then find another one and repeat the process. When you take down the last of the vehicles and the gunmen, as indicated by icons at the top of your screen (note that it's particularly easy to do that if you grab a bazooka and use it to blast the last few as they arrive on the scene), you'll clear the stage.

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### Cannon Canyon (Story Mode)

From where you appear after exiting the third Story Mode stage, just head up along the map and you'll find a green arrow pointing to the next stage. A tank is blocking the path, so have Sallah dig it loose from the lower left side using his shovel. When the tank rolls away, you'll automatically enter the stage.

This is a chase stage. You'll appear at the top of the slope riding a mount. Descend toward the bottom and note that two enemy icons appear along the top of the screen. You'll need to defeat those adversaries to clear the first wave. They will be impervious to any attacks that you can manage from the back of a horse or camel, so be sure to leap into one of the Jeep vehicles available at the bottom of the hill.

Once you are driving a vehicle with some actual ramming power, you should be able to hunt down your enemies pretty easily. They will try to pepper you with shots, but they can't inflict much damage. You should be able to take an entirely

offensive approach to eliminating the first two enemies.

The second wave is a different story. While you're still battling a few of the weaker enemies, you also must face some vehicles that can't be pushed around so easily. Fortunately, there's a larger truck rolling through the area. You can switch to that vehicle to breeze through your weaker enemies, but the tougher ones still can't be harmed in the usual manner. Rectify that by picking up the power-up that is located along the top side of the oval area where the vehicles tend to circle. Then you can quickly ram into your opponents with more force than you would otherwise manage. Even the more defensive vehicles will surrender to such attacks.



(Above Left) You'll soon realize that you're basically just racing around in circles for each wave of enemies that you encounter. (Above Right) Use that knowledge to your advantage by pulling in front of your enemies during the final rounds and dropping mines in their path.

The third wave is located along a new oval track that you'll find to the lower left of the second wave of vehicles. Race down the slope, then take on the six waiting vehicles in the same manner that you did their predecessors. The power-up that you need to use can be obtained by flying over a raised stone ramp, but otherwise the strategy is essentially unchanged. When you take out the sixth vehicle, you'll initiate the fourth wave.

For the fourth wave, it's time to switch vehicles again. You'll find what look almost like lowrider vehicles with canopy roofs patrolling the area lower along the slopes where this series of battles rages. Take control of one and you'll be advised that you can drop mines, which is precisely what you'll need to do to eliminate your opponents. As you drive around in circles, the easiest way to inflict damage is to get just ahead of your enemies, then putter along the route dropping the explosive mines so that your enemies run into them just behind you and explode. When you have removed the last of four vehicles, you'll need to repeat the same precise strategy with a final tank vehicle. It can take more abuse, but it also will meet its end after colliding with several mines. Then the stage is complete.

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### Trial & Terror (Story Mode)

After clearing the fourth Story Mode stage, you'll appear in a canyon. Head south along the screen, then follow the path toward the east and you'll see some pillars. Have Sallah dig at their sparkling bases to clear the path that the pillars obstruct. Beyond that, you can cross a rather open area and on the far end, you'll find the entrance to the fifth stage with a green arrow pointing to it. Have Henry stand on the circular patch in front of it and press the 'Action' button to initiate a sequence. Enter that sequence as it appeared to open the gate leading into the stage and to automatically enter it.

You've arrived at the final Story Mode stage and a boss is still alive, so by now you should know what to do. Hunting down your enemy so that you can grapple with him is going to prove difficult, however, since he ran into a trap-filled cave

ahead of you and is initially nowhere in sight.



(Above Left) Use the key to put a stop to the blades and to form a useful bridge across the gap. (Above Right) Cause spikes to extend from the upper ledges and harm your enemy.

Start forward through the cave while watching the swinging saw blades. The first ones you can cross by leaping over them just after they appear and dip back into the crack. Leap over the next one just as it passes you and you'll come to an area where the blades are more plentiful and dangling from the ceiling in groups of three. Just past those, there's a sparkling point along a ledge. Have Indy target it with his whip and pull it to him, then look to the left and use the key on a switch. Now use the switch to make a bridge extend across the nearby gap. Cross over it to the other side.

Here, you'll see a sparkling point along the ground level. Have Sallah dig there to make a stone column fall across the gap ahead. Cross over to the other side and as you arrive, you'll notice that your enemy is standing on the left bank. There are some statues along tile strips nearby, but you can't move them just yet. If you advance past them, your foe will start to attack you. Have Indy target the hook along the ledge where your enemy stands, then pull. You'll cause spikes to rise from the ground and harm your enemy. Now he'll retreat to the back door and will shortly appear to the right. Anticipate that move. Head over to the right and aim at the hook positioned there. Wait for a white targeting reticule to appear, then pull the hook to produce more spikes that damage your foe yet again.

Now the statues that you saw will extend from the floor and you can push them to the grates on the opposite ends of the tile strips. Push the statues over to the grates in both instances (note that you'll have to pull open a grate to the right side of the right vent and use the pieces to finish assembling the tile pathway) and you will cause panels to open on the floor. Now you have to walk across a series of floor traps, like in the movie. You can look to the pillars on either side of the opening ahead to see the symbols etched that you need to reproduce. You'll need to start with the path along the left, walk one forward, then jump diagonally to the right and then diagonally toward the right once more to reach the far side.



(Above Left) You'll need to make your way carefully along a floor while avoiding squares that will fall into the abyss. (Above Right) Kill your final enemy with bazooka blasts, just like in the movie!

Through the doorway, you'll find two ropes dangling from floating pedestals to the left and right. You can jump and hang from one, then switch to the other character, who is probably still on the far side of the floor trap. Have him hop across, then find the other rope and hang from it. When both ropes are being tugged at once, the statues from which they dangle will exhale their breath to reveal a path leading over the gap. Start across that path and as you are almost across it, you'll trigger a sequence and prompt the last boss to appear.

For this battle, there's not actually a whole lot that you need to do. Have Sallah dig at each of the sparkling points to



reveal treasure chests that can be broken apart for easy LEGO pieces. Have Indy latch onto the hooks along the left and right side of the area with his whip. You'll need to perform both of those actions while avoiding the multiple whirling arms of your tornado-like foe. Then when you've dug and pulled all available targets, pick up a bazooka that should appear along the ground. Fire its rounds indiscriminately at your opponent while continuing to move and avoid his attacks. You should score with most shots that you fire. If you run out of ammo, another bazooka will be along shortly.

Once you've inflicted enough damage with the explosive rounds, the enemy will expire and you'll view the closing credits sequence.

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### Level Hub

The lawn chairs available throughout the stage yield blue blocks when broken apart. They are in plain sight as you wander around the stage completing other tasks. Trample the red flowers that are spaced around the hub and you'll find red blocks. To make the red flowers appear, you'll need to make sure to step on any of the small brown patches that sometimes form trails along grassy hillsides that appear around the castle and paved roadway, since otherwise the flowers will never appear. Finally, the green blocks can be discovered when you break apart the candy-striped poles throughout the area (they look like peppermint candy sticks). Those are actually the first that you'll likely finish collecting, since they're all clustered along the cement docks near the hub's entrance.

**Elsa** automatically becomes available once you complete the first Story Mode stage. You can also look just to the lower right and find a **Gondola** that you can purchase for 10,000 pieces.

**Henry Jones** will automatically become available after completing the second Story Mode stage. As you head down the steps away from the door that first led into that stage, you'll be attacked by several guards. Defeat them and subdue their leader to earn the chance to recruit the **Enemy Guard** character in exchange for 15,000 pieces. The **Bike 'n' Side** vehicle is just to the right and can be purchased for 5,000 pieces. Buy it, then climb in and drive it through the nearby checkpoint. Now continue through coming checkpoints and if you reach the end of the course in time, the **Army Jeep** will appear back near the course's starting point. Head back there and purchase the new vehicle for 30,000 pieces.



(Above Left) Stick around the castle after escaping from it so that you can battle and recruit an Enemy Guard. (Above Right) Drive the Bike 'n' Side vehicle through a surprisingly inconvenient course to unlock the Army Jeep at a cost of 30,000 pieces.

Complete the third stage and if you hang around the square outside of that level's entrance, you'll find yourself attacked by a swarm of guards. Beat them all down and subdue their leader to have the opportunity to recruit the **Bazooka Trooper (Crusade)** character for 30,000 LEGO pieces. The **Zeppelin** can be purchased for 100,000 pieces if you have Henry stand on the patch of light in the left portion of this area and solve a puzzle to open a gate leading to a small area to the left. You can take that vehicle to the southwestern skies and fly through a course to make the **Enemy Pilot** character appear where you bought the zeppelin. In that same area, use your newly-acquired bazooka trooper to blast apart some crates, then assemble the pieces to form a miniature rocket along some tracks. Use the switch to activate it, which does nothing but reward you with some LEGO bits. Also in this area, you can pull away some hooks with Indy's whip for more pieces, or knock on the window of a security booth as the trooper to cause the guard to open the gate just

to the right. Enter it to find the Berlin Airport bonus level.

The Bazooka Trooper can also head down along the map and away from the square where the book burning stage took place. The roadway eventually loops back along a cliff and you'll notice several targets along the wall. Shoot the one that is fully visible, then the one to its left and the one to its right in short order. You'll open a gate along the water below that you can use to enter the Venice Tunnel bonus level. Just right from that set of targets is a security checkpoint booth. Knock on the door and the officer inside will open a grating to the right, allowing you to purchase the parked **Staff Car** for 40,000 LEGO pieces because of your security clearance. Finally, the trooper can unlock the **Biplane** for 100,000 LEGO pieces. Head to the northwestern beach where the plane is docked. There's a device on the shore and a circular pad floating in the water. The device can manipulate the pad. Turn it if necessary. When you see two cylinders on the left and right sides of the pad, blast them with the bazooka. Then a patch of light should appear near the terminal on the shore. Use that terminal a few more times and the pad will sink, allowing you to make your vehicle purchase.

When you finish the appropriate Story Mode stage, **Brody** is available for 25,000 pieces. You'll find him at the outside cafe, back across the canal from most of the area's action (near where you first appeared in the hub). In the water just to the right from there, the **Venice Speedboat** vehicle can be purchased for the same price. Head out into the water beyond and just to the left, and the **Green Speedboat** can be found and purchased. It also costs 25,000 pieces.

Once you have that boat, head toward the bank to the right. Climb up the hill and head for the castle where you completed the first stage. Beat apart the round tree just outside of the entrance archway to find a key. Take that down the hill toward the left to arrive at the top of a lock on the water. You can insert the key at the top of that lock, then activate it to open the gates. Now jump down into the water and swim back toward the left where the Green Speedboat waits. You can board it and ride it through the nearby checkpoint, then follow the remaining checkpoints in the course as they head through the gate that you just opened. If you reach the end in time, the **Librarian** will appear on the ledge above where you dock the green speedboat. You can purchase him for 20,000 pieces.



(Above Left) Open the lock using the key found hidden in the tree just outside the castle entrance. (Above Right) You would do well to recruit the Grail Knight for 45,000 pieces.

After clearing the fourth Story Mode stage, stick around the temple long enough that soldiers start pouring out to battle you. Defeat them and subdue their leader to recruit the **Enemy Soldier (Machine Gun)** for 20,000 LEGO pieces. Now head south and then east to find an opening blocked by a pillar. Have Sallah dig away the pillars, then pass through the space. Here, you can purchase the **Tank** for 50,000 pieces.

Complete the fifth Story Mode stage and when you return to the hub from the title screen, you'll find yourself just outside the temple where the final stage took place. The **Grail Knight** will be wandering around in front of the building and you can recruit him for 45,000 pieces. **Donovan** can be recruited in the same area if you assemble the blocks nearby to form him, then beat him up for a bit. His cost is a more significant 500,000 pieces.

You can use the knight's sword to sever a nearby rope that holds a weight along a wall. This will cause some pistons to rise near a nearby opening. Hop into the tank and drive it up around the rock rim that surrounds the temple, breaking down any roadblocks. Drop back down and grab a camel, then ride it through a short checkpoint course. If you reach the end in time while riding the camel, the **Hatay King** character will appear near where the camels were caged. You can purchase him for 25,000 LEGO pieces.



(Above Left) Ride the camel through a course to unlock a character, but only after clearing roadblocks with the tank. (Above Right) There are a lot of areas around here that can block the tank as it tries to work its way through the obstacle course before time expires.

There's also an obstacle course available for the tank itself. Get in the vehicle, ride around the rim and bust down the blue gates. Just past those and to the right is a cylinder. When you run over it, you'll activate several more of them. Now you have to drive over each of those with the tank before the timer expires. It helps if you do a drive-by on the first one so that you're already most of the way to the second one (not far to the left) when the camera pans over the area. Then you can hit that second one, head left to hit a third one, then loop back past the first one and drive up through a gate (this is very tricky because the tank likes to get stuck or topple off a cliff; be ready to jump out of the vehicle if you see it starting over the edge) and head toward the cylinder to the left of the fifth Story Mode stage's entrance. If you hit that one, then you should be in good shape to quickly turn around, speed back up the hill and head left to hit the final one just before the timer ticks its last second. Then **Colonel Vogel** will appear in the area along the far left side of the island. Subdue him and then recruit him for 50,000 LEGO pieces.

Along the far southwest corner of the map, just southwest from the ruined ship that allowed you to first enter the hub, you'll find a small island with a lawn chair, a totem pole, a tent and a bunch of angry sailors. Defeat them, then subdue their leader. You'll be able to recruit the **Coronado Sailor** for 25,000 pieces. Nearby, the **Panama Hat Man** character costs 50,000 pieces. To reach him, have Elsa jump onto the tent flap that extends from the tent, then from there double jump out to the tree where the man is waiting.

When you've completed every stage and have obtained all ten treasure chests, head along the roadway to the east side of the map. Climb up the bank and head to the base of a high, gray wall. There should be ten chests around the base and top of that wall. Break them all open and use the 'Action' button to assemble turrets for the developing tower. When you finish, a hatch will open along the lower left side and a rope will appear. Climb up the rope and you'll blast up from the tower toward the big Super Bonus Level in the sky. It's possible that your first launch won't carry you quite high enough, so try again if necessary and you should soon fly high enough to arrive in the stage. Collect the usual 1,000,000 LEGO pieces to complete it.

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### Venice Library (Bonus Level)

Near where you first appear in the hub, there's a small square building with a doorway and to the left of that door a puzzle on the wall. As Henry, stand in front of the puzzle and initiate a series of light flashes. Input that same series yourself and you'll open the door that allows you to enter the bonus level.

This stage features Indy and Brody. To start, have Brody head up the steps and toward the right, where there's a patch of light in front of another puzzle like the one that had to be solved to enter the bonus stage in the first place. As usual,

activate the puzzle and then enter the pattern of four flashing lights in the same order as is demonstrated. You'll open some gates to the lower right, allowing access to a red switch.

Head down and to the right in the direction of the switch, but stepping on it does no good just yet because it's one of two switches. The second one currently is locked behind another gate that you'll need to open before you can press the two switches simultaneously.



(Above Left) Solve a simple puzzle as Brody to open the way to the first switch. (Above Right) As Indy, pull the hook on the high ground to open the second gate.

To open the second gate, head toward the right. You'll come across a long strip of tile, but there are pieces that aren't positioned as they should be. Get close and you will see them bouncing around. Put them back in place to complete the path, then push the nearby crate along said path. When it reaches the end, jump onto it and from there, double jump into the air toward the right (press the 'Jump' button again at the peak of your first jump to double jump, if you haven't already figured out that you can do that). You should just barely make it to the ledge above.

Head up along the ledge and look to the left, where there's a rope dangling from a hanging platform. Leap over to that, climb up to its top and then leap over to the left again. Here, you'll find a hook that Indy can pull with his whip. When he does so, he'll open the second gate that previously was blocking a switch. Now head back around and have Indy stand on one switch as the other character automatically runs over to the other one and stands on it. You'll cause a treasure chest to appear on the tiled area below. Run over and grab it to finish the level.

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### Beach Pit (Bonus Level)

Near where you first appear in the hub, there's a small beach with furniture and a square area with a sparkling point. Have Sallah dig there to reveal some LEGO pieces, which you can assemble to form a device. Stand on the circular patch of light and activate it to open a trap door beneath you that will drop you into the bonus level.

Elisa and Indiana Jones are your available characters for this stage. Begin by having Elisa jump onto the high bank directly ahead of your starting point. There's a guard a short distance after that, so punch him around and then look left to a switch along the wall. Activate it and some platforms will rise from the water below, just to the right of where Indy should be wandering around while Elisa has all of the fun.

Drop back down and head over the ledges that you created as Indy does the same thing. When the two of you reach the area to the right, there will be some guards armed with pistols. Dispatch of them quickly, then switch to Indy. Have him look to the back wall, where an orange hook is within range of his whip. Whip the hook, pull on it and you'll open a gate to

the right. Pass through it and rush to the right, where you'll need to take out more guards.



(Above Left) How does the song go? Boulder over troubled waters? (Above Right) Sever the rope to lower the platforms along the back wall.

Now you should see a switch on the ledge to the upper right. As Elisa, leap up and activate it. A large boulder will fall into the nearby pool of water. You can leap out onto it, then leap left and climb up some platforms to reach a crate to the upper right. It contains a sword. Grab that, then head back left through the gate that you opened a moment ago. Look to the upper left wall and there's some frayed rope. Toss the sword to sever it, which causes some nearby platforms to drop down so that you can leap up them to reach the high ledge. Remember to watch for your shadow to help you judge the depth of each platform or you'll likely fall into the water and have to swim to the left to find a way to get back onto the ledge.

Once you arrive at the top of the area where the floating ledges lead, you'll find a crate of spears. Grab one and look to the left, at the wall that was just above you when you started the stage. There's a socket there. Toss your spear into it. Now head around as Indy and leap up to grab that spear, then from there leap up to the ledge. There's a hook in the back left corner. Pull it to make a useful ledge appear on the far right side of the chamber. Now turn to the right. There are dangling ledges there. Use them to swing across the gap to the right. You'll arrive at the platform from which Elisa recently tossed the spear. To the right, you'll see the floating ledges and the new one to the right from there. Elisa can jump and reach it, then the ledge where the treasure chest awaits. Collect that treasure chest to complete the stage.

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### Berlin Airport (Bonus Level)

After clearing the second Story Mode stage, return to the square with Henry in your party. Look to the wall toward the left. There's a puzzle on the wall. Have Henry stand in front of it and solve the puzzle by following the sequence of flashing lights, which opens the gate. Now have a military-type character (such as the Bazooka Trooper) pass through the opening and head to the back corner, where there's a security booth. Knock on the window and the guard inside will open the gate to the right, which grants access to the bonus stage.

Indy and Sallah are exploring another bonus level together. Directly ahead, there's a hook that Indy can pull with his whip to raise a ramp. That ramp will allow Indy and Sallah to climb to higher ground, where Sallah can dig with his shovel to complete a tile strip path. Push the nearby crate along that path and when it reaches the end, a laser of light can pass along the hallway.

The light will cause some platforms to rise out of lava to the right once it is able to complete its short path. Hop down those platforms and to the right, where you should be prepared to knock around a few guards with pistols. There's a guy

on a higher ledge that fires at you, as well, but you can't reach him except with the whip. Use the whip to tie up your foe so that he temporarily is prevented from harming you. Then have Sallah dig at the base of the platform. That will raise a ladder that you can then climb to dispatch of the guard. He'll drop a sword, which you should retrieve.



(Above Left) Your activities to the upper left will allow you to head right so that you can eventually return to the left on higher ground. (Above Right) Time your leaps carefully as you finally make your way back toward the left and the waiting treasure chest.

With the sword in hand, head toward the wall to the right. Throw the sword to sever the frayed cord positioned there, which opens two gates along the back wall. Defeat the guards that wait inside. Have Indy pull hooks in both chambers to lower two nearby platforms, which you can climb up to find a switch that activates a laser light to the left (one of three). Note that behind the left gate that you just unlocked, there's also a spear along the wall. You may recall seeing one up on the ledge that you climbed to when defeating the previous enemy and grabbing the sword, as well. That makes a total of two spears. You can throw each of them at sockets along the wall on the chamber's far right side. Then hop up along the spears to reach higher ground in the lower right area.

Once you arrive on that ledge, pull the lever to access another ray of light on the nearby wall. Then drop down and head over to the wall. There's a final switch at its base. Activate that and all three laser beams will be properly activated. Just to the left, a fan starts whirling. Ride the resulting blast of air up to a high ledge and flip the switch. This makes a platform appear lower toward the lava floor. Walk along that and flip another switch, which sets the four platforms above to moving along their tracks. Now ride the blast of air upward again and use the platforms as you leap left. You will need to stop between each one, since walls block you from safely jumping unless the platforms are mostly extended from the wall.

When you reach the far left side of that series of platforms, you can safely jump to the ledge where the treasure chest waits, clearing the stage in the process.

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### Castle Cave (Bonus Level)

On the roof of the castle where the first stage takes place, there are several devices. Reach the rooftop by zeppelin ride, then look to the center device. There are green flappers along one end. Get below the lower left flapper and push it toward the center. When the two flappers meet, a switch will appear on the device. Step on that to cause an avalanche along the mountain to the right of the castle. Now hop from the wall down to the area where the rocks fell away and you'll find the opening to the bonus stage at the mountain's base.

Henry and Indiana Jones appear in this stage together. There's a locked gate to the right and a glyph along the back wall with a patch of light in front of it. Have Henry step onto that light, then solve the simple light puzzle that flashes across its surface. This will open the gate to the right.



(Above Left) Glyph puzzles like this are easy for Henry to solve. (Above Right) When it is in place, you can use the platform to safely reach the keys in the chest.

As the gate does open, an enemy from that direction will fire shots at the father-and-son team. Head quickly through the opening and tend to the guard with fisticuffs or whip lashes. Be careful that you don't leave the concrete steps, as the area toward the top of the screen is a quicksand mire. Once you take care of the guard, look toward another locked gate to the right where two more guards are waiting. They are capable of breaking through the gate and may do so if you head back toward the left (sneak attack) so keep that in mind.

The next thing that you need to do is leap out to the platform that rests in the center of the quicksand pit. From there, you can continue hopping to reach a ledge where a sword is resting in a chest. Grab that and throw it back in the direction from which you just came, at a rope on the wall along the right side of the screen. That will open the gate leading in that direction. Now hop back over and from the concrete slab, fire pistol shots at the targets on the back wall (you'll get a pistol drop by defeating guards).

Continue right through the next gate and there are three more targets along the back wall. Blades and rising and falling platforms periodically get in the way, so make sure that you time your shots to account for that. When you have hit the targets, note that there's a column that periodically rises from the sandy soup. You can hop across on it to reach the far ledge, where there's a key waiting in a chest. Grab the key, hop back over and use it to open the lock on the gate to the right. Pass through the gate and take care of the guard below you, who is obscured by the wall. Then use his gun to take care of guards on the high ledges above, who are likely peppering you with shots.



(Above Left) Lots of blades and no obvious way forward... (Above Right) Horses are not a common sight in a bonus level, but they'll get the job done.

With the guards gone, you can focus again on your immediate surroundings. You'll see two more targets along the back wall with blades moving inconveniently in front of them. You need to shoot so that your shots get past the metal discs and hit both targets. If you run out of ammunition, you can head back toward the left to pick up another gun. When you have hit the targets, the area ahead of you will fill with water. If it does not, you need to go back to the left to see if there are any targets that you missed.

Once water fills the area ahead, you can leap out to a floating platform and from there pull with your whip. You'll open a gate to the right. Now pass through the gate and climb up the steps to find horses waiting at the top. Gallop quickly left and leap from the brown scaffolding to clear the wide gap. You can ditch your horse at the last minute if you fall short of the gap. When you land on the far side, you'll have to clear a few more such gaps. Then when you truly arrive on the far left side of the stage, you can leap from the back of your horse to access the high ledge where the area treasure chest

awaits you.

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### Venice Tunnel (Bonus Level)

On the main road looping along the eastern side of the map, you'll notice three targets. Hit them with a projectile weapon (such as the Bazooka Trooper's weapon) in the following order: middle, left and right. If you did it properly, you'll open a grating along the face of the cliff below, at water level. Jump down and swim through the opening to find the stage.

After entering this stage, head toward the right as Sallah. There's a tile strip and a crate waiting here, but the strip is in need of repair. Dig at the sparkling points to reconstruct the pathway, then push the crate along it until it comes to a rest at the lower left side of the backwards 'C' shape.



(Above Left) Push the crate along the repaired tile so that you can jump onto the crate as Indy and chuck a spear at the back wall.  
(Above Right) Shoot the target with your newly-acquired pistol to bring some nearby platforms to life.

The crate is now in the position where you want it, but don't climb onto it just yet. As Indy, head toward the tables and leap onto one. Look at the back wall and there's a spear in a bracket. Use your whip to pull down the weapon, then head back to the left and stand on the crate. Look up at the nearby wall and there's a socket for a spear. Throw the weapon up there, then jump to the extended spear shaft and from there leap left to the ledge. Pull the switch on that ledge and you will open a gate to the left. Though he's difficult to see, there's a guard here with a gun. Rush over to him and punch him, then take the pistol that he drops. Look back to the right, where you may have already noticed a red and yellow target along the wall. Now you can shoot it. When you do, you'll cause platforms to the right to start moving back and forth along tracks.

You'll need to leap to the first of these as it draws near to your current position, then let it slide back to the right and leap to the next platform once that one can safely be reached. It'll slide to the right again and from there you can leap down toward the screen when a third platform is within range. Let it carry you down toward the bottom of the screen, where you can leap to solid ground and find a switch. Activate that switch to cause some more moving platforms to spring to life, this time along the cavern's far back wall. A camera pan will show you where those are positioned.

Next, you should of course head toward those platforms, but you need to do so on high ground when possible. At your current location, there's a crate with some pistols. Grab one, then jump up to the wall to the left and fire on a guard in that direction. You can also jump on the box of crates itself and fire on a guard toward the diagonal right, which is advised so that he doesn't give you grief in a moment. With the area cleared of enemies, you can return to your exploration efforts.





(Above Left) You need to aim carefully and watch your shadows as you cross on the moving platforms so that you don't fall into the water. (Above Right) Shoot the guards, then swim over to their platform and from there hop along some moving platforms that lead to the ledge to the left where the treasure chest is waiting.

Hop over to the ledge that the guard to the right occupied. From there, you can fire on two more guards who are patrolling a ledge in the area's back right corner. You have a good vantage point, but note that they are capable of reaching you with their shots, as well. Be careful. Once you have eliminated them, you'll note a moving platform to the lower left. You can just barely leap out and land on that when it comes within range. However, doing so isn't entirely necessary. You can also swim around to the right side of the platform and leap up onto it from a shallow, partially submerged step.

Once you're on the ledge that the two guards were patrolling, look toward the left. You can leap left toward the closest of two moving platforms, then from there leap to a second one. As it glides back to the left, that will allow you to reach to the chunk of land in that direction. Now you can simply follow the waiting path to find the treasure chest at the end and clear the bonus stage.

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### Crab Cake Confusion (Treasure Mode)

**Recommended characters:** Donovan, Grail Knight

Before we describe how to complete this note, you may appreciate a reminder of where to find it. The boat where you'll find the stage is located along the southwestern portion of the map, just northeast of the far southwestern island with the sailors. You can jump into the water from the mainland shore and swim south to find the ship, which you can then board (even though it is sinking) to find the opening that leads back into the completed stage.

When you do appear in the stage, you'll be treated to a view of some working claws and also a treasure chest. To reach the treasure chest, you'll need to eliminate the pesky claws.



(Above Left) Sever the cord that holds the package aloft to drop it to the waiting claw creature below and to clear your path.  
 (Above Right) The last steps leading to the area's treasure chest should be taken slowly to avoid a fall.

Begin that effort by having Donovan shoot the target positioned toward the left. That'll cause some crates to rise from the water. Use them to jump across the water and to arrive near the lower left side of the area, where you'll see the balloons drifting in the air that were depicted as you first entered the stage. From the floating platform made mostly of barrels, have the Grail Knight aim at the balloons. Their string can be hit with a thrown sword to drop the package that they keep afloat. That'll cause claws to devour the item that falls, then to disappear into the water so that you can safely cross to the next ledge.

As you arrive on that next platform, look toward the right. You can hop to another barrel platform, but ahead of that the way is unsafe. There's some junk floating on a raft there, which includes a target that is difficult to see because of the camera's angle. Target it with your pistol and fire. You'll cause another platform to rise out of the water. Leap over to that and look ahead, where a path leading to a treasure chest is blocked by another of the claw creatures. Overhead, there's some cargo being held aloft by a weakened rope.

Toss your sword to sever that rope. The package will fall into the water and the claw that blocks your progress will vanish along with it. Now you can leap across to that final island and head right along it to find and collect the area treasure chest. Stage complete!

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### Castle Quench (Treasure Mode)

**Recommended characters:** Bazooka Trooper, Elsa

When you first walk in the door that serves as this revisited stage's entrance, you'll find your path forward blocked by bars that appear to be constructed by bamboo. To clear them, simply let loose with a bazooka blast. They'll fall away immediately and leave you free to explore.

Begin your exploration by heading to the right. There are some LEGO pieces shaking on the floor, near a bookcase in the back corner. Assemble them to form a stack of books. Now have Elsa jump onto the books and from there leap onto the shelf. She can pick up a crate of supplies there, then drop back down and carry it toward the room's left side. There, she'll find a green patch where she can set the crate. The pieces will spill out and she can use them to build an object that will immediately shower you with LEGO pieces. Now switch characters so that you're controlling the bazooka trooper. Turn his gun on the statue nearby and blast it.



(Above Left) If you were looking for bottles of water, consider this closet the mother lode! (Above Right) Blast away the sheltering debris so that you can more easily extinguish the flames with your water.

The statue crumbles apart in the face of the blast, revealing more pieces. You can assemble these to form a statue that will sit above the nearby doorway. There's also a pole that will appear, high enough that only Elsa can reach it. Have her jump up and dangle from the bar, which will reveal a cabinet full of water bottles. You'll need these for the remainder of the stage, where your goal is to extinguish each available blaze until you've put out a total of 10 fires using the endless supply of water bottles.

Start your crusade by heading toward the lower right corner of the room. Fire a bazooka blast to reveal an outer rack that shelters a blaze, then extinguish it with your water. The other blazes throughout the area should all be easy enough to spot, but several of them are sheltered. Before you worry about putting out any others, move around the room and use the bazooka to blast away any unwelcome debris. Then when all of the fires are out in the open, you can come back and douse them one at a time with water bottles.

One note: the last fire can be difficult to find. Look along the back wall and you'll see what appear to be zipper lines, like you'd expect to find on a jacket. There's an unlit torch stand nearby. Break it apart, then use the pieces to assemble a device. Stand in front of it and activate the device to raise a secret back wall that reveals a nook where the final fire is burning. Extinguish it with a bottle of water, as normal. When the last of the flames go away, the area's treasure chest will appear where you extinguished that fire. Collect the chest and exit the stage.

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**Perilous Parking (Treasure Mode)**

**Recommended characters:** Coronado Sailor, Sallah

Start by heading left along the street. You'll soon come to what looks a lot like a pile of rubbish. It's sparkling, indicating that you can interact with it. Have Sallah use his shovel to remove the rubbish, revealing a Jeep vehicle. Hop in and drive it in a quarter of a circle to find a vehicle pad. Park your vehicle on the pad and you'll turn it green. Your attention should be drawn to a vehicle to your lower left, which is parking near what looks like a tire that has come away from its axle.



(Above Left) You can blow up the large statue with a bazooka blast. (Above Right) Leaping along the platforms while on horseback is tricky but doable.

Have the sailor repair the tire with his wrench. You'll now be able to pull your vehicle around so that it rests on a pad on ground level. This will prompt a large truck to appear. Now get out of your vehicle and walk to the back left wall. There's a dumpster there. Break it apart to reveal a bazooka weapon. You can use that weapon to blast away the two sparkling statues that rest on pedestals throughout this square. You need to do so in order to press a few remaining vehicle switches.

The first of those vehicles is just to the lower right from where you find the bazooka. Ride the truck or the Jeep up some ramps that connect pedestals. When you reach the far left one, you'll press the switch and can exit the vehicle while it remains in that position. Park the other large vehicle on the first switch that you pressed. Now you have two switches left. One is near the lower right side of the screen. You can reach it by mounting a horse and leaping across a series of ledges. You don't have to get a running start to make the leaps, but you do need to aim carefully and jump from the edge of each raised platform to reach the far one and step on the switch. Finally, you'll want to get on the motorcycle. Just left of where you entered this area, there was a ramp to the right of a pile of junk. Fly over the ramp, sail through the air over the junk and land on the pedestal beyond. You'll press the switch.

Since that should be the last switch that you have to press, a treasure chest will now appear on a pedestal to the lower left. Collect it to exit the stage.

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### Canyon Quest (Treasure Mode)

**Recommended characters:** Indiana Jones, Elsa

You've arrived at another Treasure Mode stage where the goal is to collect 10 blue balloons. Start by heading down the sloping hill to the left. When you reach the bottom, you'll find a Jeep. Drive due south and you should have enough speed to come up over the edge of a circular rock ledge to collect your first balloon.



(Above Left) Head up the hill behind this ramp, then zip down the steep slope and launch from the ramp to collect the balloon.  
 (Above Right) The chest will appear in the recess along the upper edge of the lowest oval track.

Continue south along the path from there and you'll arrive at a large, oval-shaped bit of road. Continue straight across the rough ground in the center and you should see and easily collect another balloon. Once you do, veer left and head down a slope leading to another oval track. Here, you can drive in a quick circle around the edge to collect several balloons by flying over ramps. There's one to your lower left, one to your lower right as you continue around the track, one that you can't reach just yet to the right from there (you'll be back in a bit for it) and one due north from there that you can grab by first heading up the bank, then turning around and barreling down the hill before flying over the ramp to catch the balloon while airborne. Then head west from there for another balloon that's easily grabbed from the higher bank.

When you have gathered the balloons outlined so far (with the exception of the one that is too high to reach), you should have six balloons. If you don't, you should drive around the outer ring again to make sure that you didn't miss one. Then head for the southern portion of the oval (near its center) and continue down the trail to a final oval track below. Here, you can collect three more easy ones by going over small rock ledges and ramps, then head toward the northeastern portion of the ring. There's a steep trail leading up toward a rocky ledge. Fly over the ledge and you'll collect the last balloon, the one that you couldn't while circling the previous oval area.

Now that you have all ten balloons, a treasure chest will soon appear in a recess in one of the nearby canyon walls (the one along the back side of the lowest oval area that you just left when collecting the last balloon). Snag the treasure chest to complete the stage.

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### Chalice Challenge (Treasure Mode)

**Recommended characters:** Indiana Jones, Hatay King

When you appear in this familiar cavern, you'll find some new furnishings within. Along the left and right walls both, there are frayed ropes. Have your sword-wielding character toss his sword at both of those and you'll raise a cage in the center of the area, just ahead of where you entered. This allows Indy to lash out at a hook with his whip and tug it loose. The hook will fall on the floor and break.



(Above Left) Begin by tossing your sword to cut the ropes on the left and right sides of the cavern. (Above Right) Find more cups by pulling them down from ledges, digging them up from the shining soil and breaking trees, then place them on the green patches to reveal the treasure chest.

Now you're free to do your real work. Scattered across the pedestal that you can now access are several cups. Grab each of them and carry them to the back of the room, where there's a long ledge with numerous green patches along it. Set each of the cups from the pedestal on a green patch apiece. You can also find other cups in the area, along the left and right walls near where you cut the ropes with your sword. You can also break apart trees and pots to reveal still more cups. Grab all of those and place them, as well.

You'll find that you still have green patches remaining with no cups. Propped against the long platform with the green patches, you'll find a shovel. Grab it and dig at each of the glowing points along the floor to unearth more cups. Carry each of those over to the remaining patches and put them in place.

When you have placed the last of the cups, you'll cause the treasure chest to appear along the back side of the wide ledge. Walk over to it, then jump up to claim it and finish the level.

## LEGO Indiana Jones 2 Q & A

There are a lot of hidden treasures, some challenging bosses and even some general intrigue in LEGO Indiana Jones 2: The Adventure Continues. Here, we'll reveal the answers to some of the questions that gamers are most likely to find themselves asking on a regular basis.

**QUESTION** | How do I access all of the episodes?

**ANSWER** | You can access the three Kingdom of the Crystal Skull stages by playing through their story segments. As you complete the first story segment in the first episode, you'll also unlock Creator Mode and the Raiders of the Lost Ark episode, which can be completed to unlock The Temple of Doom. That in turn can be completed to unlock The Last Crusade. Finally, the Super Bonus Levels episode becomes available once you complete your first Super Bonus Level.

**QUESTION** | How many stages are there in the game?

**ANSWER** | Each of the six main episodes contains 5 Story Mode stages, 5 Bonus Level stages and 5 Treasure Mode stages. Completing these gains the player access to a Super Bonus Level for each episode, bringing the total number of stages up to 96.

**QUESTION** | What do I need to do in order to score 100% on an episode?

**ANSWER** | To score 100 percent on each episode, you need to complete all Story Mode, Bonus Level and Treasure Mode stages with the 'True Adventurer' ranking. You also need to purchase every vehicle and character. Besides that, you need to find each of 30 special LEGO blocks throughout the level hub, which makes general upgrades available that you must also purchase.

**QUESTION** | What's a fast way to get enough LEGO pieces to purchase the characters, vehicles and upgrades I want?

**ANSWER** | In the first episode, you can re-visit the fifth stage to play through in Treasure Mode. Bring the College Female character when you visit. She can leap high into the air, allowing her to collect four purple LEGO bits that are worth 10,000 smaller pieces and a blue one that is worth 1,000. Collect those, then exit the stage by dropping through the hole in the train's roof along the left side. Then you can re-enter and repeat the process. It's possible to make between two and three such runs per minute, with each netting you 41,000 LEGO pieces by default. If you purchase, activate and stack score multipliers as you advance through the episodes, you can quickly engineer situations where a single trip along the roof of the train is worth millions of pieces. Visit the stage whenever you need some easy income.

**QUESTION** | I exited the Super Bonus Stage for the second Crystal Skull area before completing it and now my bicycle is stuck on the column of air. What do I do?

**ANSWER** | Unfortunately, there's nothing to be done. The bike will likely remain there for the rest of the game, inaccessible even if you leave and return to the stage. You won't be able to complete the game with 100% unless you create a new file and play through again from the very beginning. For completionists, this glitch is the worst!