About Photosensitive Seizures
A very small percentage of people may experience a seizure when exposed to
certain visual images, including flashing lights or patterns that may appear in video
games. Even people who have no history of seizures or epilepsy may have an
undiagnosed condition that can cause these “photosensitive epileptic seizures”
while watching video games.

These seizures may have a variety of symptoms including: lightheadedness, altered
vision, eye or face twitching, jerking or shaking of arms or legs, disorientation,
confusion, or momentary loss of awareness. Seizures may also cause loss of
consciousness or convulsions that can lead to injury from falling down or striking
nearby objects.

Immediately stop playing and consult a doctor if you experience any of these
symptoms. Parents should watch for or ask their children about the above
symptoms — children and teenagers are more likely than adults to experience
these seizures.

The risk of photosensitive epileptic seizures may be reduced by:
• sitting farther from the television screen,
• using a smaller television screen,
• playing in a well-lit room, and
• not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor
before playing.

Avoid Damage to Your Television
Do not use with certain televisions. Some televisions, especially front- or rear-
projection types, can be damaged if any video games, including Xbox games, are
played on them. Static images presented during the normal course of game play
may “burn in” to the screen, causing a permanent shadow of the static image to
appear at all times, even when video games are not being played. Similar damage
may occur from static images created when placing a video game on hold or pause.
Consult your television owner’s manual to determine if video games can be safely
played on your set. If you are unable to find this information in the owner’s
manual, contact your television dealer or the manufacturer to determine if video
games can be played on your set.

Other Important Health and Safety Information
The Xbox video game system documentation contains important safety and health
information that you should read and understand before using this software.
Unauthorized copying, reverse engineering, transmission, public performance,
rental, pay for play or circumvention of copy protection is strictly prohibited.
**INDIANA JONES**

This artifact comes from our museum archives and so far our researchers have been unable to identify it. Obviously it is very sophisticated. See what you can do. **MARCUS**

---

**USING THE XBOX VIDEO GAME SYSTEM**

1. Set up your Xbox™ video game system by following the instructions in the Xbox Instruction Manual.
2. Press the power button and the status indicator light will light up.
3. Press the eject button and the disc tray will open.
4. Place the **Indiana Jones®** and the Emperor's Tomb™ disc on the disc tray with the label facing up and close the disc tray.
5. Follow on-screen instructions and refer to this manual for more information about playing **Indiana Jones and the Emperor's Tomb**.

**AVOIDING DAMAGE TO DISCS OR THE DISC DRIVE**

To avoid damage to discs or the disc drive:
- Insert only Xbox-compatible discs into the disc drive.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not leave a disc in the Xbox console for extended periods when not in use.
- Do not move the Xbox console while the power is on and a disc is inserted.
- Do not apply labels, stickers, or other foreign objects to discs.

**DATE:** 08 Jan 35  
**SITE:** Allen Dig-K  
**LOT #:** 12  

**ITEM:** Xbox Video Game System  

**MATERIAL:** Man-made high-impact composite.

**DESCRIPTION:**

Once I supplied power to the artifact I realized its true potential. Very powerful. Created by an extremely advanced civilization. Its origin is difficult to determine. Its construction suggests Egyptian influences, and the vivid pigmentation could only have come from this continent. Ancient trade routes?

---

**RESEARCHER:** Prof. H. Jones Jr.

**CURATOR:** Marcus Brody
I misplaced my Webley again. Maybe I left it in my desk. That’s what I get for not using my holster. Read in the paper about Abner’s recent discoveries in the North Orient. Seems like his obsession with religious antiquities is paying off. Which reminds me, Marcus wanted me to check out some of the recent finds of the early Manchu Dynasty. If I can shake off some of this academic responsibility I should head off to Shanghai. Made a few promises I gotta live up to. And a few bets too.

Sultan Mehmet?

Diamond encrusted hill

Topkapi Istanbul

I’ve been spending more time than I’d like at the library. There must be a connection in Topkapi’s treasury that links the Sultan to the grave robberies in North Africa. Certainly the feint inlay on the dagger is from the Old Kingdom. I’ve had Marcus check related pieces in storage but he’s found nothing I had hoped to discover something during the Omega Expedition that would shed some light... I guess I’ll be visiting Istanbul on my next sabbatical. So much for Hawaii!
**MAIN MENU**

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<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>START</strong></td>
<td>Select after loading a previously saved game or after choosing to begin a New Game.</td>
</tr>
<tr>
<td><strong>NEW GAME</strong></td>
<td>Before you can start a new game, a session must be created so your progress can be saved. To create a session, enter a name from the alphabetical menu by navigating with the left thumbstick and pressing the A button. Up to ten games can be saved.</td>
</tr>
<tr>
<td><strong>LOAD GAME</strong></td>
<td>A list of previously saved games is available through this selection. Saved games may also be deleted from this screen. See page 28 for more information on loading.</td>
</tr>
<tr>
<td><strong>OPTIONS</strong></td>
<td>To enhance your gameplay experience, you may want to adjust the following:</td>
</tr>
<tr>
<td></td>
<td><strong>Controls</strong>: You can reconfigure the Xbox controller with the provided presets, and turn the vibration function ON/OFF.</td>
</tr>
<tr>
<td></td>
<td><strong>Camera</strong>: You can reverse the vertical viewing direction for your first-person views, and the vertical and horizontal views for your third-person view.</td>
</tr>
<tr>
<td></td>
<td><strong>Audio</strong>: You may set the volume levels of the game’s Music, Sound FX, and Voice.</td>
</tr>
<tr>
<td></td>
<td><strong>Display</strong>: You can calibrate the screen brightness and turn the subtitles ON/OFF.</td>
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<tr>
<td></td>
<td><strong>Difficulty</strong>: There are three levels of difficulty: Easy, Medium, and Hard. These options alter your maximum Health Level and the strength of your enemies, and may provide a more challenging experience.</td>
</tr>
<tr>
<td><strong>ARTIFACTS</strong></td>
<td>Find all the artifacts in the game to unlock a bonus.</td>
</tr>
<tr>
<td><strong>CREDITS</strong></td>
<td>See the adventurers who brought you this incredible Indy experience!</td>
</tr>
</tbody>
</table>
CLUB OBI WAI

WILLIE SCOTT
Famous American Entertainer
appearing nightly

Check out this place. Many possibilities.

Indy

特威利史考

比廵俱樂部隆重登場
美國著名藝人每晚於澳
I've contacted the National Archeology College Association regarding Barnett's contributing budget for field work. Recent funding from the WPA has increased my overall expense margin, but the board seems to think I'm more of a grave robber than a historian. Apparently, the Works Progress Administration specifies certain rigid guidelines for "conservation archeology." At least the Museum knows I'm only interested in preserving and protecting antiquities from profit hunters.

Good news! Marcus wants me to help locate an artifact in Ceylon, and the campus Board of Directors is more than happy to send me on a sabbatical. Maybe I shouldn't have used Marcus' government connections to have FDR straighten out my budget dispute! I've cabled my friend at the Consulate for the inside scoop. I'll head out in search of the lost city of Arampura and the Savarati Idol as soon as I hear back from him.

All right! Von Beck (?) is after the idol as well. This tip comes from a most unlikely source: Bellocq! Though Bellocq and I fiercely compete for the same artifacts, it appears the rivalry between Von Beck and Bellocq is even greater!
RUMORS OF LOST TOMB CAUSE SPECULATION

The First Emperor of China Is the Last To Be Found

Emperor Ch'in Shih-huang-ti unified the Empire of China by centralizing ruling power into an autocracy to govern the feudal communities in 246 B.C. Though Emperor Ch'in Shih-huang-ti was technically the ninth emperor to rule, he was the first to unify the seven states of China through agricultural and military reform. His name, “Shih,” means “first,” and “Huang-ti” was the title of the previous three emperors, and Emperor Ch'in Shih-huang-ti has been considered the “First Emperor” since his self-proclamation. He created townships, built roads, standardized script writing and coinage, and unified economic and cultural exchange across the continent.

When he ascended the throne, Emperor Ch'in Shih-huang-ti began the construction of his tomb, in the tradition of all-powerful leaders of antiquity, and died in 210 B.C. while campaigning away from the Capital.

The tomb of the Emperor is widely known, and has been revered by locals for centuries; however, the actual crypt or mausoleum of the Emperor himself has never been discovered, nor has a full-scale excavation been commissioned.

We interviewed Dr. Ahn Ravenwood, an expert on Antiquities of the Orient, via cablegram over several days. Currently he is in Nepal working on personal research.

ITALIANS WILL START WAR BY YEAR’S END

Expect Campaign to Consume Four Years

Paris, Feb. 16—Great Britain has informed Italy that an invasion of Ethiopia will result in the collapse of the League of Nations and a resumption of the dangerous pre-war “balance of power” in Europe, authoritative sources said today.

London, Feb. 1.—Italy intends to attack Ethiopia on two fronts during the later part of the year and will be prepared for a four-year campaign, according to expert military opinion. Information in the hands of the British military intelligence is that Italian military leaders themselves are preparing to

LOST TOMB

(continued from page 1)

Dr. Ravenwood, how do you explain the absence of a sarcophagus?

“There can be several reasons. Grave robbers, Animals. Or perhaps the Emperor is simply buried in some undisclosed location to perplex his enemies.

What about treasure? Surely he was a man of great wealth. Since none has been found in his tomb, could treasure be buried with him in this secret location?

“Unlike the ancient Egyptians, the wealth of the Emperors of China generally remained in the palace or treasury for his successor. I doubt that anything of great monetary value would be found. Though artifacts invaluable to the scientific community may yet be uncovered. Palace records indicate that the Emperor commissioned hundreds of terra cotta statues from local artisans. An army to protect the dead is not unheard of in the past.

What about treasure of religious value?

“You have been talking to my colleagues, haven’t you? Yes, I have been seeking out artifacts that hold great religious significance. I find the study of ancient beliefs to be fascinating. But in the case of the Emperor, he was known as a reformer and a tyrant, but not a man particularly respectful to the gods."

Do you think the Emperor will ever be found?

“It is unlikely that he can be found. Unless some record exists as to where he may have been buried, I fear the First Emperor of China may forever rest, which is as it should be."

When asked for his opinion about the current state of the U.S. economy, his at the New York Stock Exchange.

When asked for his opinion about the current state of the U.S. economy, he politely declined to comment, saying, "I am not a financial expert."

Cincinnati, O., Feb. 1.—The Chief of Police, G. H. Moore, said yesterday that plans to stimulate employment in a Republican city were "news to me."

"I have not had the opportunity to comment further," he said, adding that he would be happy to spend the day at a prominent publisher's office.

The gun battle occurred in his home, where agents attempted to disrupt a meeting of the political leaders. The communicationadded that in the opinion of the British government, it is up to the United States to issue invitations for a formal conference of the five-power nations in London. It is understood that little progress was made in London and that the meeting was eventually canceled.

By AU
Dr. Jones,

Estimated is the routine I've recommended for improving your mobility. Though you're not sustaining any lasting injury from your last expedition, you seem to have a knack for getting punched in the face. Take care of that whip arm as well. Proper exercise is the best treatment I can offer, but I've also approved a prescription for minor muscle pain. Your diet could use improvement too. 

A stiff bell of whiskey... but hurt either!

Feb. 27

Doc says I need to participate in less strenuous digs. If he only knew! I'm still aching from that mishap near the Marquesas Islands. I think I'll avoid the water for awhile. Checked into my hotel in London. A cable from Dad was waiting. Though the impending war hasn't really affected home yet, he sounded pretty concerned about me being flying back and forth across European borders. A lot of ruckus in Ethiopia lately and the French control in Somalia is falling apart. It's just diverting attention from the real troublemakers though.
SPECIAL MOVES

The Monarch Hotel, "Where the World Comes For Holiday," is proud to offer our full-service spa as part of your stay. In addition to tennis, golf and massage, we provide a wide range of invigorating activities:

SHIMMY: While hanging from a precipice, pressing the left thumbstick left or right will make you shimmy along the edge. Pressing up will pull you back up (if possible). You can dismount by pressing the Jump (B) button, but be careful you don't fall!

WALL HUG: Press the Action (Y) button while facing a wall to hug your back to the wall. This is useful for traversing narrow ledges (by pressing the left thumbstick) or to stealthily see around corners (by pressing the left and right triggers) without exposing yourself to an enemy. Press the Action (Y) button again to disengage from the wall. Note: If you are carrying your gun while Wall Hugging, you can lean around corners with the left or right triggers and shoot with the Primary Attack (A) button.

SWIM: Press the Jump (B) button to swim, and the left thumbstick to control your direction. Remember, you can only hold your breath for a limited time. Watch your Air Bar and resurface, if you can, to get more air. A lack of air detracts from your Health Meter (see page 25). Don't drown! You can pull yourself out of the water by pressing up on the left thumbstick only at an area that is close to the water level.

ROLL: Pressing the left trigger while running will perform a roll. The roll can be used to navigate through low spaces, and is useful in evading certain traps and enemy attacks.

WHIP SWING: The whip is your most valuable tool. Not only can you crack it at an enemy (see Combat Moves on page 20), but you can also use it to swing across a chasm. You can swing from a wide variety of objects that extend from walls or ceilings. Not all whip swing anchors may look like this, but if you are able to perform a whip swing a Whip Swing Action Icon will appear in the upper-right corner of the screen (see page 24). Press and hold the Primary Attack (A) button to grab the marker with your whip. If you release the Primary Attack (A) button before you reach the bottom of your swing, you will fall. If you hang on too long and stop swinging, press the left thumbstick in the appropriate directions to resume your swing. Furthermore, with good timing you can also swing from one target to another by releasing the Primary Attack (A) button and quickly pressing the button again to strike another target.

ROPE SWING: If you encounter a rope or chain, press the Jump (B) button to jump and grab on. To swing, press the left thumbstick in the appropriate direction. Use the right thumbstick to turn and face another direction. To climb the rope, press the right thumbstick up or down. You can release the rope (don't fall!) by pressing the Jump (B) button again.

SETTING A CHARGE: If you find a Demo Charge, you can strategically place it on destructible walls or floors by pressing the Action (Y) button and running to a safe distance before the fuse runs out. An icon of a bomb will appear in the upper-right corner of the screen if you are near an area that can be affected by a Demo Charge (see page 24).

A note on falling: If you hold down the right trigger while carefully walking off a precipice, you will automatically catch the edge. This technique allows you to safely lower yourself from dangerous heights. Otherwise, you will sustain varying damage from a fall. If you fall too far, you will surely die (see Health Meter on page 25). However, you will not be hurt if you fall into water, unless from a great height.

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LONDON

Thank You!
KNOW YOUR ENEMY
You will fight your enemies in either Close Combat or Ranged Combat.

Close Combat is bare-knuckled, no-holds-barred fighting involving hand-to-hand moves, your whip, and improvised weapons.

Ranged Combat is useful in situations where long-range firepower is more effective than bare-fisted brawling, and involves a variety of guns from your trusty pistol to enemy machine guns.

When in doubt, whip 'em!

CLOSE COMBAT
Hand-to-hand attacks can range from punches, jabs, elbow smashes, kicks, knee smashes, head-butts, shoulder throws and more, depending on which buttons you press and your position to the enemy.

To punch, press the Primary Attack (A) or Secondary Attack (X) buttons (which correspond to your right and left fists). These buttons may also kick an enemy if the enemy is down in front of you. Use the left thumbstick to control the direction of your attacks.

To grab an enemy, press the Primary Attack (A) and Secondary Attack (X) buttons simultaneously.

Study the examples shown at right.

Example punches:
Most Punch Combinations can be achieved with only three button actions. If your enemy is down, you will perform Kick Combinations as well.

X-X-X (basic triple-left combination)
A-A-A (basic triple-right combination)

Example grabs:
Once you have grabbed an enemy, you can perform special grapple punches or knee attacks by pressing the Primary Attack (A) and Secondary Attack (X) buttons. You can also throw an enemy that has been grabbed by pressing the left thumbstick in any direction. Grabbing an enemy from behind performs an especially powerful headlock grapple.

X+A (grab), then X-X (knee attack), then left thumbstick (throw enemy)

Example combos:
In addition to the combinations above, alternately pressing the Primary Attack (A) and Secondary Attack (X) buttons will perform more advanced (and devastating) combinations. Furthermore, pressing the left thumbstick in varying directions while tapping out any of the button combos will result in different attacks.

X-A-X
A-X-A
COMBAT MOVES

Your Close Combat weapons include your whip and a wide selection of improvised weapons you can pick up from the environment and wield for a limited time. Close Combat weapon attacks are performed with the Primary Attack (A) and Secondary Attack (X) buttons.

The Whip: To use the whip effectively in combat requires skill and practice, because the whip is not a particularly fast weapon. However, its ability to drive enemies backwards and its variety of special attacks makes the whip a versatile and stinging weapon. Pressing the Secondary Attack (X) button will crack the whip, and is effective in pushing back multiple enemies. Pressing the Primary Attack (A) button quickly will perform a quick overhead strike that will knock a weapon out of your enemy’s hand.

Note: If you disarm an enemy, sometimes you can pick up and use his weapon. Be careful, however, as other enemies can do the same thing and use the fallen weapon against you. Pressing and holding the Primary Attack (A) button will wrap the whip around an enemy’s neck and pull him towards you automatically for a powerful combination punch.

Machete: Use the machete to hack your way through vine-covered passageways, or cut some ropes.

Improvised Weapons: You can use items in your environment as improvised weapons, such as a shovel, bottle, chair or even a table leg (if the table is broken first). Some improvised weapons can be used to parry blows, while others can only be thrown at an enemy. Unlike your whip, some improvised weapons may only be used a few times before they break! To pick up an improvised weapon, press the Action (Y) button. Use the Primary Attack (A) button to wield the object. Some objects (like bottles) can be thrown by pressing the Primary Attack (A) button. Hitting the Black button or selecting a new weapon will make you drop the improvised weapon.

Grenades: Grenades will explode several seconds after you press the Primary Attack (A) button. Make sure that you are out of range of the explosion!

Throw Meter: If you pick up certain throwable objects, like grenades, press the Primary Attack (A) button to make a Throw Meter appear on screen. As the Throw Meter rises and falls, release the Primary Attack (A) button to throw the object at different strengths.

Blocking (Guard Mode): To block Close Combat attacks, hold down the right trigger and enter Guard Mode. You will automatically face your nearest enemy. You can block any frontal attacks but you cannot block attacks that come directly from behind, so position yourself to protect your back when combating multiple enemies. While in Guard Mode, holding down the Jump (B) button and pressing the left thumbstick will allow you to quickly execute special evasive moves: dash left/right, or dash back/forward. Pressing the left trigger executes a forward somersault.

Trap Mode: Occasionally, when confronted with dangerous traps, you will automatically enter Trap Mode. While in Trap Mode, pressing the left thumbstick will execute quick evasive dashes, but you cannot change the direction you are facing.

RANGED COMBAT

Your primary Ranged Combat weapons are your pistol and whip. Unlike the whip, guns only utilize the Primary Attack (A) button. Pressing the Secondary Attack (X) button will bash your opponent (if they are close enough) with the butt of your pistol. For weapons that fire, holding down the left trigger will initiate the Look Mode and an aiming cross hair appears (see page 15). Holding down the right trigger enables you to lock onto one target, increasing your accuracy.

As you select or fire your weapon, your Ammunition Status appears in the lower right portion of the screen. The ammunition is shown in two counters. The first indicates the number of shots you can fire before reloading, and the second indicates the number of rounds remaining in your inventory. You can reload your weapon at any time by pressing the White button.

trust your instincts!
This introductory course to antiquarian research covers basic field methods and the interpretation of material evidence from the excavations of historical sites; with emphasis on strata association (sequencing and seriation techniques) and the prevention of site contamination. Excavation is inherently destructive; therefore the history of excavation methodology and the ethics of disturbing sites of cultural significance will also be examined. This is a hands-on course, and requires each student to become familiar with the following in order to properly interact with the curriculum:

**ACTION ICONS**

The Action Icons are informative graphics that appear in the top-right corner of the screen when a special action can be performed. These Icons can provide valuable hints if you are uncertain about what to do. Note: These Icons do not appear if the game difficulty is set to Hard.

- Whip Swing
- Pill Canteen
- Cut Item
- Lever/Interactive
- Pick Up Object
- Level End
- Push
- Zip Line
- Demo Charge
- Look
- Operate Crane

**STATUS**

Your Status appears whenever you are in Look Mode (when the left trigger is held down).

**HEALTH METER:** Your Health Meter ranges from green to red and reflects your current condition. Each time you receive damage (from a punch, pistol shot, fall or drowning), the Health Meter appears momentarily on screen. Watch yourself: as you become hurt, you will slump forward from exhaustion. Once your health drops below 20 percent, the Health Meter will remain on the screen. Once your Health Meter reaches zero, the game is over.

**WATER METER:** You need water to survive on your adventures. As you drink water, your Health Meter increases proportionately. You drink water from your canteen and refill it at the fountains found throughout the level (see Inventory on page 27).
MEMO:

"He shall not bind his soul with clay."—Alfred T. Tennyson (1809-1892)

Indiana

Because the condition of the Savarati Idol was, shall we say, LESS than satisfactory, our exhibit on religious idolatry is being postponed, much to the disruption of the Museum’s operating budget. I’m not giving up, however. The Museum has yet another relic it would like recovered in time for a special exhibit on the South American Chachapoyan Warriors, opening early next year. We have begun preliminary research and hope to locate the temple which we believe may contain a 2,000-year-old golden idol. Not much is known about the site; only that we are in competition with several other museums and collectors, which may add a modicum of danger to the expedition. This is YOUR area of expertise, and your chance to show the Museum that you are still our most profitable “expert of antiquarian acquisition.”

Thanks again, lady, and better luck next time.

MARCUS
SAVING AND LOADING

SAVE GAME: Your game is automatically saved at various points as you progress through a level.

If you should die during the game, you will be presented with two options: Continue from last Save Point or Quit to Main Menu.

LOAD GAME: To load a game while a game is in progress, you must first quit the game in progress, after which you will be returned to the Title Screen.
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HINT LINE (CANADA)

1-900-677-JEDI (5334). YOU MUST BE 18 YRS OLD OR HAVE PARENT'S PERMISSION. REQUIRES A TOUCHTONE PHONE. COSTS $1.25 (U.S.) PER MINUTE. TO TALK TO A LIVE OPERATOR, CALL DURING REGULAR BUSINESS HOURS (8:30 A.M. TO 5:00 P.M. PST). AVERAGE CALL LENGTH IS 3 MINUTES.

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Keone Young

Von Beck, Ivy Hunter
(Truant 2)
Nick Janse

Richer, SS Soldier 3
Kai Waki

Feng Twin 1, Feng Twin 2
Jennifer Ten

Wu Nan
Alan Drevin

Honoratus, Triad Ghol
Kevin Michael Richardson

SS Soldier 2
Jim Ward

German Pa announcer,
Ivy, Hunter (Russian)
Phil Proctor

Triad Ghol 1, Triad Ghol 2, Walter
Arthur Eng

SS Soldier 1
Herbert Pring

Turkish Mercenary
Keren Hanoi

Palace Guard
Lei Yin

Gustapo Agent 1, SS Colonel
Torsten Voges

Gustapo Agent 2,
SS General
Matt Lindquist

Thanks to
George Ohung
Brooks Gardner

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