WARNING: READ BEFORE USING YOUR PLAYSTATION® 2
COMPUTER ENTERTAINMENT SYSTEM.
A very small percentage of individuals may experience epileptic seizures when
exposed to certain light patterns or flashing lights. Exposure to certain patterns or
backgrounds on a television screen or while playing video games, including games
played on the PlayStation 2 console, may induce an epileptic seizure in these
individuals. Certain conditions may induce previously undetected epileptic
symptoms even in persons who have no history of prior seizures or epilepsy. If you,
or anyone in your family, has an epileptic condition, consult your physician prior to
playing. If you experience any of the following symptoms while playing a video game
— dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation,
any involuntary movement, or convulsions — IMMEDIATELY discontinue play
and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:
Do not connect your PlayStation 2 console to a projection TV without first
consulting the user manual for your projection TV, unless it is of the LCD type.
Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:
The use of software or peripherals not authorized by Sony Computer Entertainment
America may damage your console and/or invalidate your warranty. Only official or
licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:
• This disc is intended for use only with PlayStation 2 consoles with the NTSC
  U/C designation.
• Do not bend it, crush it or submerge it in liquids.
• Do not leave it in direct sunlight or near a radiator or other source of heat.
• Be sure to take an occasional rest break during extended play.
• Keep this compact disc clean. Always hold the disc by the edges and keep it in
  its protective case when not in use. Clean the disc with a lint-free, soft, dry
  cloth, wiping in straight lines from center to outer edge. Never use solvents or
  abrasive cleaners.
GETTING STARTED

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the Indiana Jones® and the Emperor’s Tomb™ disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow onscreen instructions and refer to this manual for information on using the software.

RESEARCHER: Prof. H. Jones Jr.
CURATOR: Marcus Brody

Diagrams and information provided by the campus Board of Education, courtesy of the Patent Office, reg. 152489.

I have read the above and agree to these procedures as outlined by this institution.
EXCAVATION WORKSHEET
For Commonly Found Stone Implements and Their Strata Associations

This worksheet is intended for your general reference and for comparative purposes only. See the textbook for associated ages and relative timelines for each represented type.

CLASS A

01/03/35
Found in Grid A
Check with manuscript for age comparisons.

CLASS B

Specimen 6.3 found in Grid C 01/05/35
Depth 3 meters
Associated material: bone fragments (animal) charcoal (cooking piece)
Note: no vessels at this level

CLASS C

01/07/35
Cutting edge well worn
Compare with grid 91

Note: Each class is further divided by composition, structure, and use. Refer to the Classification section.

Jan 10
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. 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.

Jan 12
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 fineness 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!
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 should have used Marcus' government connections to have FDR straighten out my budget dispute! I've called my friend at the Consulate for the inside scoop. I'll head out in search of the lost city of Arampura and the Sarasati Idol as soon as I hear back from him.

Albrecht Von Beck (?) is after the idol as well. This tip comes from a most unlikely source: Bellog! Though Bellog and I fiercely compete for the same artifacts, it appears the rivalry between Von Beck and Bellog 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 "field," and "Huang" 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. Abner 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 exert a powerful influence over the government for immediate war.

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 and treasure is perhaps? But I am not entirely sure. If the records are true, evidence of such a large assembly would have turned up. A small statue in the Chicago Museum is believed to be the model for its life-sized counterpart, but I do not believe the commission was ever completed."

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 rest, which is as is should."

The communication added that in the current view, it is up to the United States to issue invitations for a formal conference to follow informal five-power meetings in London. It is understood that Britain wishes to go ahead with the conference, which the United States still regards London as responsible for.

By A. U.

Cincinnati, O., Feb. 1, 1931

The Chief of Police, D. A. Adams, Department of Justice

The gun battle occurred in his home, where agents attempted to seize a suspect automobile.

The alleged suicide was found in his California home.

When asked for his opinion about the current state of the U.S. economy, he politely declined to comment saying he was not qualified to do so.

By A. U.
BASIC MOVES 01/14/35

Per your Doctor's recommendation, follow this routine daily.

All control descriptions use the default controller configuration.
You can change the configuration at the Options Menu (see page 7).

WALK/RUN: Press the left analog stick gently to walk or hard to run in any direction.

JUMP: Press the Jump button (O button) while standing, walking, or running. Note: Only your whip can be used while jumping.

CLIMB: You can climb low obstacles by pressing the left analog stick forward. Higher obstacles will require a jump. Press the left analog stick up while hanging to pull yourself up, or press the Jump button (O button) to dismount from a hanging position. To climb certain vertical obstacles, look for ledges, vines, stone blocks or scaffolding. Approach the wall and press up on the left analog stick to climb. Pressing the O button before reaching the top will cause you to let go and drop.

ACTION: The Action button (A button) can perform a variety of operations depending on the situation. These can include activating the appropriate inventory item, picking up an item, opening a door, lighting a torch and more.

COMBAT: Pressing the Primary Attack button (X button) and Secondary Attack button (B button) will make you punch/jab/kick, or utilize your weapon if one is equipped (see Combat Moves on page 20).

DRAW/HOLSTER WEAPON/LAST ITEM USED: Pressing the L2 button will draw or holster the last selected weapon (see Combat Moves on page 20) or item. Pressing this button will also access the last selected inventory item, or place an item in your satchel (see page 27).

RELOAD: Pressing the R2 button will reload any equipped gun with ammo from your inventory.

MOVE CAMERA: The right analog stick allows you to adjust the camera view at any time. Press the L1 button briefly to reposition the camera behind you.

LOOK: Holding the L1 button down will activate the first-person perspective Look Mode. While in Look Mode, move the left analog stick to change your viewing angle, which is very useful for aiming. While in Look Mode, you can also see your status (see page 25).

Anyone would do the same for fortune and glory.
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 analog stick 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 button (button), but be careful you don’t fall!

WALL HUG: Press the Action button (button) while facing a wall to hug your back to the wall. This is useful for traversing narrow ledges (by pressing the left analog stick) or to stealthily see around corners (by pressing the right analog stick) without exposing yourself to an enemy. Press the Action button (button) again to disengage from the wall. Note: If you are carrying your gun while Wall Hugging, you can lean around corners with the L1 and R1 buttons and shoot with the Primary Attack button (button).

SWIM: Press the Jump button (button) to swim, and the left analog stick to control your direction. Remember, you can only hold your breath for a limited time. Watch your Air Bar, and you will never 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 analog stick only at an area that is close to the water level.

ROLL: Pressing the L1 button 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.

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ROOM NO. 2005

Thank You!

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 swing anchors may look like this, but if you are able to perform a 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 button (button) to grab the marker with your whip. If you release the Primary Attack button (button) before you reach the bottom of your swing, you will fall. If you hang on too long and stop swinging, press the left analog stick 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 button (button) and quickly pressing the button again to strike another target.

ROPE SWING: If you encounter a rope or chain, press the Jump button (button) to jump and grab on. To swing, press the left analog stick in the appropriate direction. Use the right analog stick to turn and face another direction. To climb the rope, press the right analog stick up or down. You can release the rope (don’t fall!) by pressing the Jump button (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 button (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 R1 button 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.

THE MONARCH HOTEL

LONDON
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.

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 button (button) or the Secondary Attack button (button), 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 analog stick to control the direction of your attacks.

To grab an enemy, press the Primary Attack button (button) and Secondary Attack button (button) 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.

button - button - button
(basic triple-left combination)

button - button - button
(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 button (button) and Secondary Attack button (button). You can also throw an enemy that has been grabbed by pressing the left analog stick in any direction. Grabbing an enemy from behind performs an especially powerful head-lock grapple.

button + button (grab),
then button - button (knee attack),
then left analog stick (throw enemy)

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

button - button - button
button - button - button
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 button (X button) and Secondary Attack button (B button).

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 button (B button) will crack the whip, and is effective in pushing back multiple enemies. Pressing the Primary Attack button (X button) quickly may 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 button (X button) may 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 button (A button). Use the Primary Attack button (X button) to wield the object. Some objects (like bottles) can be thrown by pressing the Primary Attack (X button). Pressing the L2 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 button (X 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 button (X button) to make a Throw Meter appear on screen. As the Throw Meter rises and falls, release the Primary Attack button (X button) to throw the object at different strengths.

Blocking (Guard Mode): To block Close Combat attacks, hold down the R1 button 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 button (C button) and pressing the left analog stick will allow you to quickly execute special evasive moves: dash left/right, or dash back/forward. Pressing the L1 button 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 analog stick 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 button (X button). Pressing the Secondary Attack button (B button) will bash your opponent (if they are close enough) with the butt of your pistol. For weapons that fire, holding down the L1 button will initiate the Look Mode and an aiming cross hair appears (see page 15). Holding down the R1 button 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 R2 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.

- **Whip Swing**
- **Fill 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 (press and hold the El button).

**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. If 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 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, Indy, and better luck next time.

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DIANA JONES, BARNETT COLLEGE, NEW YORK

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Why do British archeologists always look like they’re on a safari? I’ll take a fedora over
I couldn’t have gotten through this without help from a lot of people—special thanks to Marcia, my Father, and friends in Barnett College, and the National Museum, Oh, and George and Steven too. And all those to whom I owe credit.

The Collective

Michael Hauser

Robert Jonas

James Finley

Kevin Christensen

Patrick Cullen

Neil Buchholz

Rachid El Guerrab

Mike Singleton

Ami Goldstein

Additional Technology

Fred Ochse

Fred Farnsworth

Additional Animation

Robin Browne

Additional Design

Greg Baldwin

Allen Kerr

James Jin

Storyboards

Hiro Lee

Voice Director/Producer

Darragh O’Farrell

Lead Voice Editor

Cindy Wong

Voice Editor

Will Kaufman

Assistant Voice Editor

Burke Pemberton

Assistant Directors

Jennifer Miller

The Wilders March. From the motion picture "BRENNING." © 1985 Written by John Williams. Published by Benton Music (BMI) and administered by BMI Corporation throughout the world.
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As you search for the Heart of the Dragon artifact, this guide will provide you with solutions to finding all three pieces of the Dragon Seal key, detailed walkthroughs of all 10 levels, puzzle solutions and combat tactics for defeating your enemies.
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