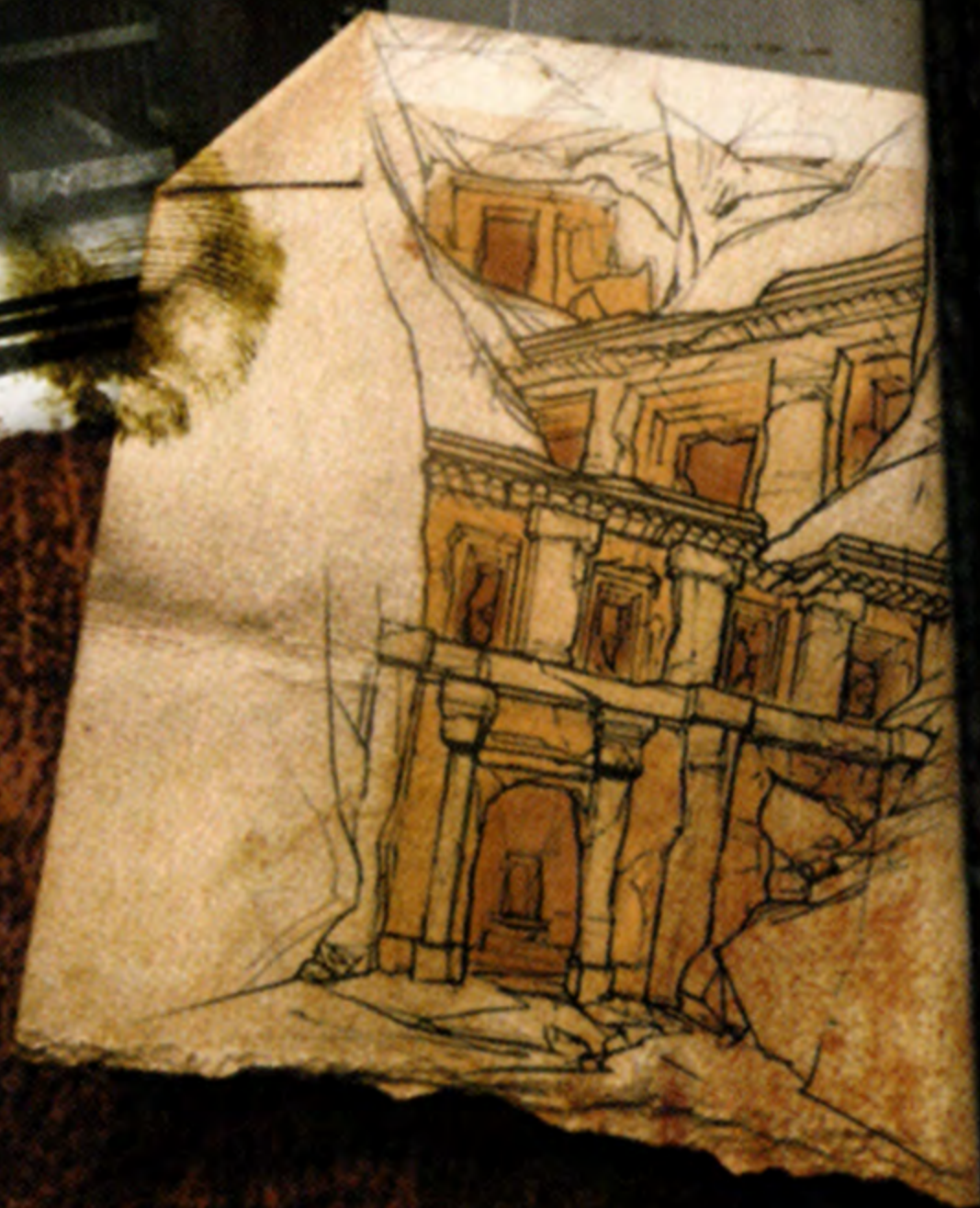


INDIANA JONES[®]

and the
STAFF OF KINGS[™]



LUCASFILM

⚠️ WARNING: PHOTSENSITIVITY/EPILEPSY/SEIZURES

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
 - Avoid large screen televisions. Use the smallest television screen available.
 - Avoid prolonged use of the PlayStation®2 system. Take a 15-minute break during each hour of play.
 - Avoid playing when you are tired or need sleep.
-

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation®2 system 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.

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.

Welcome

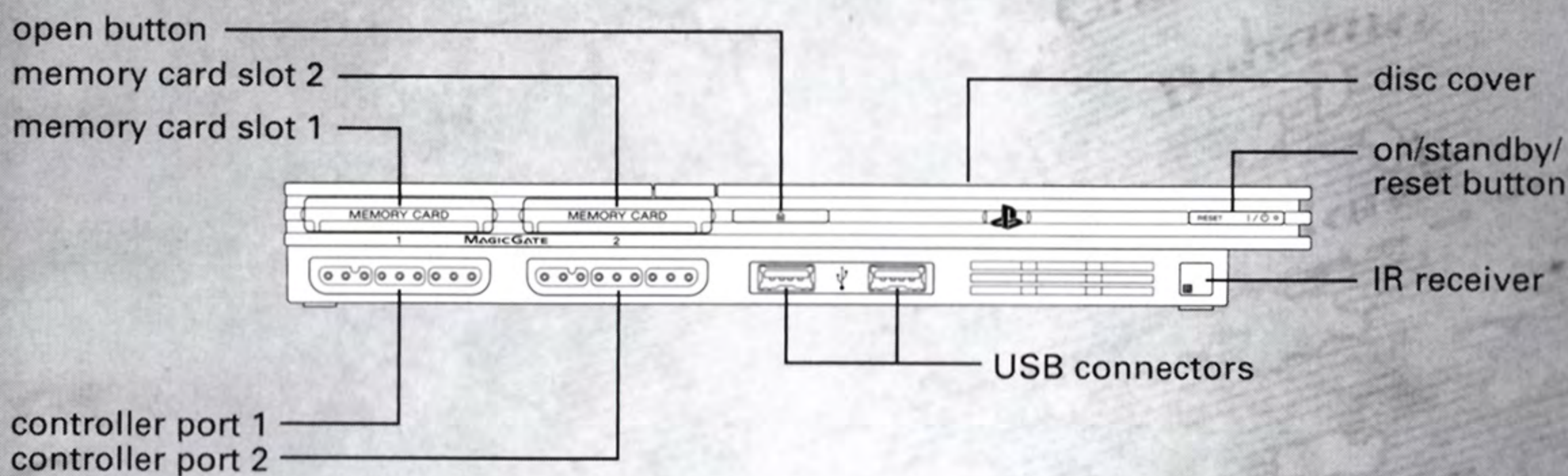
1939. A world on the brink of war. The forces of evil search for an ancient treasure—the most powerful artifact humankind has ever known. Only one man stands in their way.

His name is Indiana Jones. His fate—and the fate of the world—is in your hands.

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Getting Started



Set up your PlayStation[®]2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert the *Indiana Jones[®] and the Staff of Kings[™]* disc in the system with the label side facing up. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation[®]2)

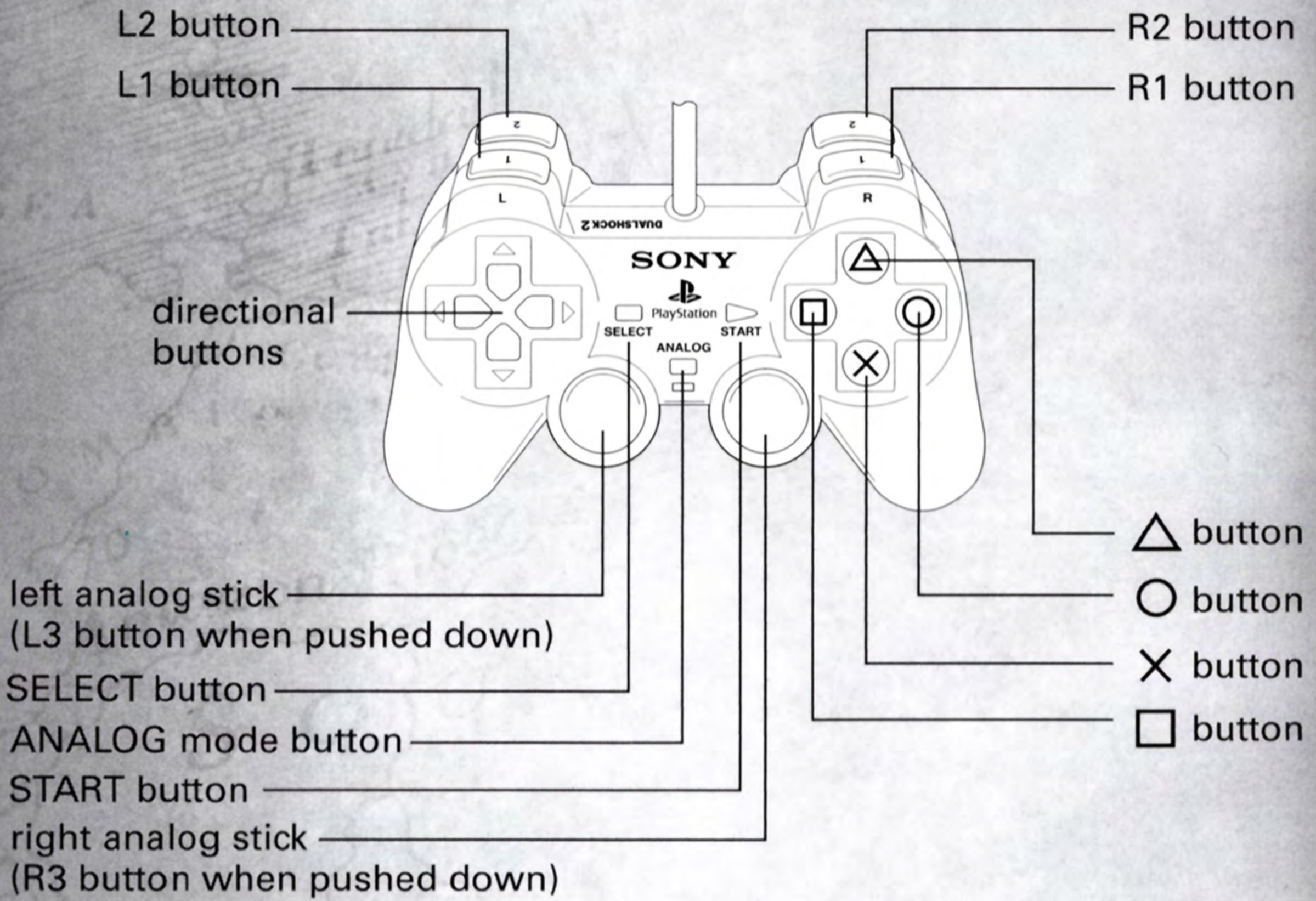
To save game settings and progress, insert a memory card (8MB) (for PlayStation[®]2) into MEMORY CARD slot 1 of your PlayStation[®]2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation[®]2) containing previously saved games.

Saving Data


For more information on saving and loading, see page 12.

Starting Up

DUALSHOCK[®]2 ANALOG CONTROLLER CONFIGURATIONS



Indy's Office

Press  button at the Title Screen to access the Main Menu within Indy's office. Inside, there are five selectable options: Journey Onwards, Journal, Passport, Extra, and Options.

JOURNEY ONWARDS

Continue your progress in the single player mode or replay completed levels to collect any remaining Fortune artifacts.

JOURNAL

Use the Journal to view collected Fortune artifacts, check on your progress in Story So Far, view collected information on the Characters you have met, and view collected Notes.

PASSPORT

Select and manage game profiles.

EXTRAS

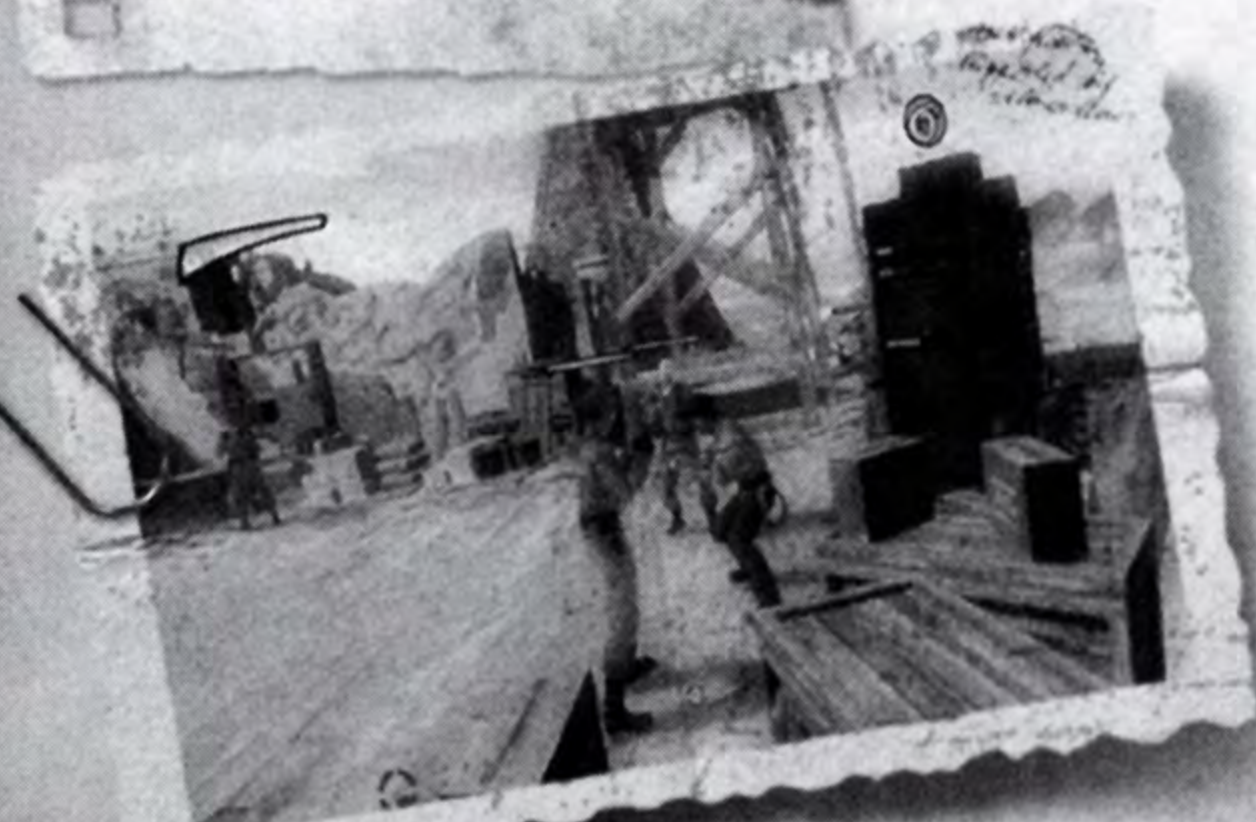
Play bonus content. Most Extra content requires you to collect a certain number of Fortune artifacts before it can be unlocked.

OPTIONS

Adjust Game Options, Sound Options, and set Screen Calibration.





HUD



Indy's Health Bar: Displayed in the upper left corner of the screen. The Health Bar depletes when Indy takes damage and refills at each save checkpoint.

Enemy Health Bar: Displayed above the heads of Indy's enemies.

Action Icons: Identify objects, items and obstacles with which you can interact. When in range the Action Icon will appear to display the type of action that you can perform with the object. Tap the  button to interact with the object at this time. The Action Icon will also appear when Indy can pick up an item. When the Action Icon appears over the item, press the  button.

Action Icons also display where in the environment you can perform finishing moves on enemies Indy has Grappled.















Bullets: Displays the number of bullets in Indy's gun. (During Gunplay)

Reticule: Identifies the exact position you are aiming Indy's gun.

Sprint Gauge: Red and green bar displayed at the bottom of the screen when Indy is running from an obstacle. If the bar descends too far into the red, the obstacle overtakes Indy.

Last Chance Gauge: Red bar that appears at the bottom of the screen when Indy is dangling from a ledge. If the bar is depleted, Indy falls to his doom.

Controls


Character Navigation	left analog stick
Camera Control	right analog stick
Reset Camera	 button
Contextual Action (Wall Hang, Shimmy, etc.)	 button (when prompted by Action Icon)
Pick Up / Put Down Object	 button
Throw Object	 button (tap when holding object)
Use Whip	 button
Punch / Attack with Object	 button
Grapple	 button
Dodge	 button
Aim Gun	right analog stick (During Gunplay)
Fire Gun	 button (During Gunplay)
Reload Gun	 button (During Gunplay)
Take / Leave Cover	left analog stick (During Gunplay)
Pause / in-game options	 button
Journal	 button
Highlight menu option	left analog stick / directional buttons (in Menu Screen)
Accept	 button (in Menu Screen)
Go Back / Cancel	 button (in Menu Screen)

Action and Adventure

WALK AND RUN

Use the left analog stick to help guide Indy through his environment. Press the stick lightly to make Indy walk in a desired direction. Push the stick all the way to make Indy run.

WALL HUG, LEDGES, AND SHIMMY

In some instances, the only path available to Indy is a small ledge sticking out from a wall. To help Indy cross, guide him to the edge of the wall and press the  button when the Action Icon appears then use the left analog stick.


If Indy does accidentally stumble off the edge of a ridge he will automatically grab the ledge. Press the left analog stick up to climb back onto the ledge, or left or right to shimmy along the ledge. Pressing down will cause Indy to drop, so be careful!

In some cases, when Indy drops off a cliff edge, a recovery action will need to be performed to prevent him falling to his demise. For more information on this action see Trap and Panic Moments on pg. 9.




CLIMBING UP, JUMPING DOWN, AND USING LADDERS

If a ledge can be scaled, Indy will hoist himself onto it upon approach. If the wall is too tall to easily scale, Indy will grab hold of the ledge. Press up on the left analog stick to finish scaling the wall. Similarly, if Indy approaches a small drop he will jump down. If the drop is larger, he will grab the ledge. Press down to drop.



SHOULDER BASH

Some doors and rickety walls can be knocked down if Indy puts a little effort into it. If a door or wall can be forced it will be marked by an Action Icon. Approach the Icon then tap the  button when prompted.

PICKING UP OBJECTS



Indy can pick up several objects within his environment. Objects that can be picked up are marked by an Action Icon. The Action Icon will appear as a small red circle if you are too far away to use the item. When in range the action icon will change to display the type of action that you can perform with the object. Tap the  button to pick up the object at this time. The icons appear red until you are in range to use it. To put the object down, tap the  button again. Indy can also throw the object right away by pressing the  button.

USING TORCHES

When exploring darker areas Indy will often need a torch to help light the way. Torches are marked by an Action Icon. Approach the unlit torch and tap the  button. Tap the  button to drop the torch.

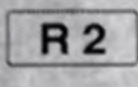
Once the torch is lit, it will act like any object Indy can pick up. Additionally, the torch can burn spider webs, bug nests, and bugs.

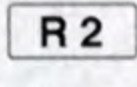

PUSH AND PULL OBJECTS

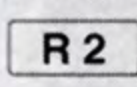
There are many large objects that Indy can push and pull to help clear his path. To push or pull an object, first approach it. When prompted, press and hold the  button. Use the left analog stick to move the object then release the  button to let go.

USING YOUR WHIP

An adventurer's greatest asset is often a Bull Whip. Indy can use his to overcome many challenging obstacles, from swinging over ravines to scaling walls.

To swing over a large gap, approach the ledge. When prompted, press the  button. Indy will use his whip to grab onto the item and swing across.

To use Indy's whip to climb a wall, first approach the wall. When prompted, press the  button. Indy will swing his whip and attach it to the beam. Push up or down on the left analog stick to climb up and down. If there is a weak point in the wall along the way, Indy can perform a Whip Bash to brake through. To perform the bash, press the  button.

Indy can also use his whip to grab items that are out of his reach. To do so, first approach the item. When prompted, press the  button. Indy will use his whip to grab the object and pull it to himself.


TRAP AND PANIC MOMENTS

If Indy steps into a trap, you will be prompted to quickly react. Tap the indicated buttons to dive out of the way. Be careful because this button will change depending on the situation!

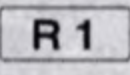
If the ground falls out from under Indy's feet or if he finds himself running from a deadly trap, a bar will appear at the bottom of the screen and you will need to rapidly tap the correct button sequence to prevent Indy's demise.

Fists and Whips


PUNCHING

Indy is no stranger to a brawl and knows how to use his fists. Indy can string together devastating bare-knuckle combos. Tap the  button to throw a variety of swings and punches.

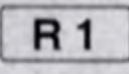
GRAPPLING

Press the  button to grapple the enemy in front of Indy. Once grappled, use the left analog stick to move around with the enemy. While in the grapple stance, Indy can use grapple attacks, release, throw, or perform an environmental based contextual attack.


Grapple Attack:

Perform any punch by pressing the  button. As long as the enemy is held the punch will land.


Release:

Tap the  button a second time to release your enemy from the grapple.

Throw:

Tap the  button to throw your enemy away.

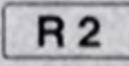
Contextual Attack:

All contextual attacks are identified by Action Icons. To perform a contextual attack, walk your enemy to an Action Icon and press the  button when prompted. Indy will perform a spectacular finishing move.

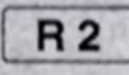
USING YOUR WHIP

Indy can also make use of his whip when forced into a fight to disarm an enemy, ensnare an enemy, or use the environment against his opponents with a whip Hotset.


Whip Disarm:

Press the  button to disarm an enemy.

Whip Ensnare:

Press the  button to ensnare an enemy and then move the left analog stick down to pull him towards Indy. Indy will perform a cool finishing move on the ensnared enemy.

Whip Hotset:

Often the environment will provide helpful ways to take out enemies, such as precariously placed statues or faulty awnings. Hotsets are identified with Action Icons. To set off a Hotset, approach the Action Icon and, when prompted, press the  button.

Note: Not all enemies can be ensnared by the whip so you must find another way to take them out.

DODGE

To dodge an attack press the **○** button. If you are successful in dodging a punch, Indy will spring up and counter the attack.

USING OBJECTS

Once Indy has picked up an object, he can use it to give his attacks a bit more bite. Attack as normal while holding objects to do extra damage. Most objects will break after a few uses. Sometimes these broken pieces can be picked up and used as weapons as well. Indy can throw objects at opponents by pressing the **□** button. Indy can also perform quick throws by pressing **□** while close to an object.

GUNPLAY

When Indy is forced to draw his gun he will enter cover and wait for the perfect shot. While in Gunplay mode use the right analog stick to aim the reticule onscreen. When you are ready to shoot, use the left analog stick to exit cover and the **R1** button to fire. When Indy is out of bullets, the **L1** button to reload.



Fortune

Collect Fortune throughout your adventures to unlock additional content in the Extras menu.



Hidden throughout the game are collectable items known as Fortune artifacts that appear as Indy's hat. Guide Indy over the artifact to collect it. Each artifact represents a historical item from your current region's past. You can examine all collected Fortune artifacts in your Journal.

Save and Load

Indiana Jones and the Staff of Kings uses an autosave feature to save your progress as you pass from Checkpoint to Checkpoint and at the end of each Chapter. While the saving icon is visible, the game is saving. During saving process do not turn off the power or reset your system. Make sure the memory card has at least 100KB of open space or you cannot save.

Profile Management

Indiana Jones and the Staff of Kings can support up to three separate game profiles, which are displayed in the Passport menu. Each time you turn on your game you will be asked which profile you would like to continue before entering Indy's Office.

From within the Passport menu you can continue a game by pressing the  button over the profile you would like to play. You can also delete a profile by selecting the profile and pressing .

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