

1935
JOURNAL

INDIANA JONES
AND THE
EMPEROR'S TOMB™



EmuMovies





HEALTH BOARD NOTICE

Safety Advisory For Travelers Abroad

POST 05 JAN 1935]

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 use and consult your physician before resuming play.

*Don't forget to bring
spectacles this trip!*

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.

Update: Customs requires all medications obtained outside of the United States be accompanied by documentation at the time of reentry. No exceptions.

This information provided by request of the American Consulate and can be obtained at any U.S. Emba

071342

jan 5
Marcus says I need a calling card for when I'm out in the field and not "immersed in academia." I've scribbled some lettering to mull over, and attached it to the cover. I think it suits me. My colleagues at the College think I focus too much on my duties outside the classroom. What's the use of research if it has no practical application? Still, I need to make sure I have this semester's curriculum outlined before I get too involved in another assignment for the museum. If it weren't for the steady pay I'd take a job less strenuous than teaching! The artifacts from the class field trip only date back a few hundred years, but I know Marcus will still be interested.

Contents

jan 6
To organize my thoughts I'm referencing important material on this first page. Dad always carried a journal so he'd remember every experience. Unfortunately for me, Dad never forgets!

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Research 10	LucasArts Company Store 34
Basic Moves 15	Software License and Limited Warranty 36
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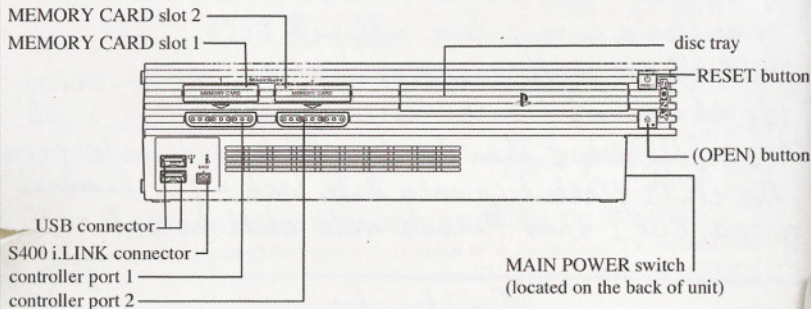
龍之心

SETUP & ID

RENDITION:

Indy- 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*

PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM



NATIONAL MUSEUM ANTIQUITIES ARCHIVE RESEARCH
THIS FORM AND ITS CONTENTS ARE CONFIDENTIAL UNTIL VERIFICATION PROCESS IS COMPLETE

DESCRIPTION:

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*

THIS DOCUMENTATION IS COMPLETED IN ACCORDANCE WITH THE INTERNATIONAL TREATY FOR THE PROTECTION OF ANTIQUITIES

SIGNED FORMS MUST ACCOMPANY ARTIFACT(S) BEFORE RELOCATION TO ARCHIVE STORAGE

Prague
2 Discover



Barnett College

Jones, I expect you will not follow convention but the trustees require me to review this with you. Steedly

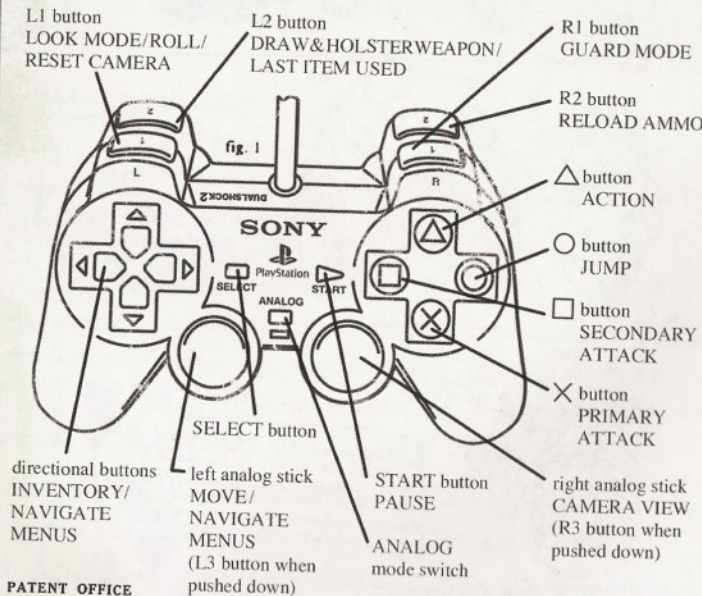
INTERDEPARTMENT MEMO 01/09/35
Department Heads route to all instructors. These guidelines and changes take effect immediately. Use as outlined below
ATTN: New departmental procedures concerning the manipulatory controls. See diagram for specifications and ex

STARTING UP

Filed Dec. 14, 1932 4 Sheets-Sheet 1

Jan. 1, 1935. 1,985,884

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATION



PATENT OFFICE

28 Claims. (Cl. 74-326.5) Serial No. 647,157

I have read the above and agree to these procedures as outlined by this institution.

any instructors who do not adhere to these procedures will and reduced effectiveness in their control. Please reagr

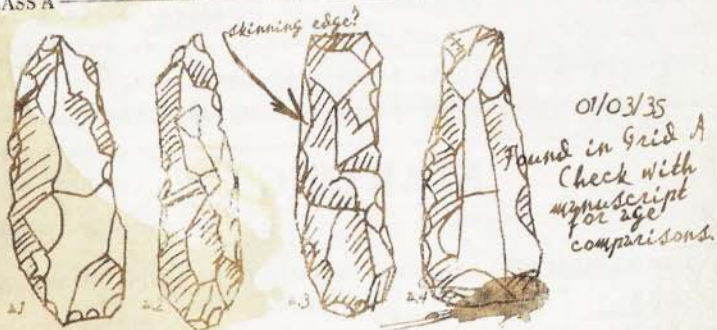
Diagrams and information provided by the campus Board of Education, courtesy of the Patent Office, reg. 052489

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.

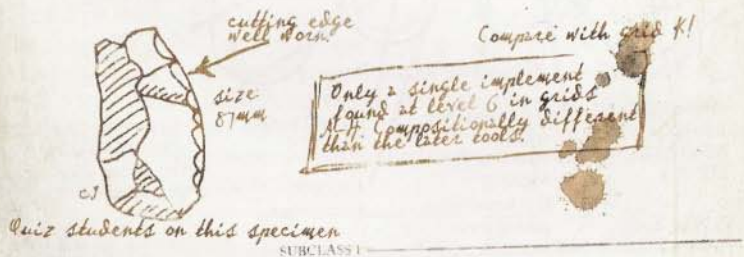
CLASS A



CLASS B



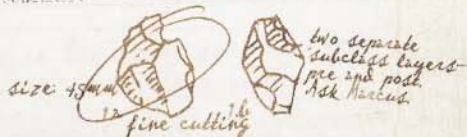
CLASS C



Quiz students on this specimen

SUBCLASS 1

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



052384

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 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.



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 feiange 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~~ sabbatical. So much for Hawaii!

5

STEAMER LINES



I overheard a wireless message coming from the cabin next to mine.

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IRD CLASS



RAILORDER ISSUED

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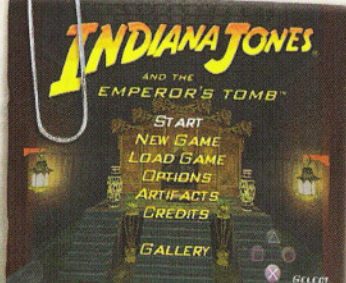
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STEAMSHIP TICKET SCHIFFSKART
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Der Fahrpreis
The passage

After pressing the START button at the Title Screen, the Main Menu appears. Press the left analog stick or directional buttons to highlight your selection, and press the X button to confirm. Press the A button to exit a menu.

MAIN MENU

a	Surname Family name	Sornamen Given names	b
1	START	Select after loading a previously saved game or after choosing to begin a New Game.	
2	NEW GAME	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 analog stick and pressing the X button. Up to ten games can be saved.	
3	LOAD GAME	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.	
4	OPTIONS	To enhance your gameplay experience, you may want to adjust the following: Controls: You can reconfigure the controller with the provided presets, and turn the vibration function ON/OFF. Camera: You can reverse the vertical viewing direction for your first-person views, and the vertical and horizontal views for your third-person view. Audio: You may set the volume levels of the game's Music, Sound FX, and Voice. Display: You can turn the subtitles ON/OFF. Difficulty: 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.	
5	ARTIFACTS	Find all the artifacts in the game to unlock a bonus.	
6	CREDITS	See the adventurers who brought you this incredible Indy experience!	

RAILORDER ISSUED No. 270

für Personen über 10 Jahre
for Persons over 10 years
für Kind von 1 bis 10
for Child from 1 to 10
für Kind unter 1 Jahr
for Child under 1 year

Follows the river

Northern Range

Est.

N ↑

Feb 3

After almost a week of digging we've found a Roman site

CLUB BOBI WA



比佛俱樂部
美國著名藝人

特威利史考

Indy-
Check out this
place. Many
possibilities.

隆重登場
每晚於澳

WILLIE SCOTT
Famous American Entertainer

appearing nightly

8

Base camp

...is only a century old.
The Kelsey Museum claims Terenouthis, a
Ptolemaic/Roman site in Soknopaiou Nesos,
though it was MY research which located it!

9

RESEARCH



Feb 7

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 ~~clear~~ rigid guidelines for "conservation archeology." At least the Museum knows I'm only interested in preserving and protecting antiquities from profit hunters.

Feb 8

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 Anurapura and the Savarati Idol as soon as I hear back from him.

Feb 11

Albrecht Von Beck (?) is after the idol as well. This tip comes from a most unlikely source: Belloy! Though Belloy and I fiercely compete for the same artifacts, it appears the rivalry between Von Beck and Belloy is even greater!

I was greeted with a traditional ceremony. "Ayubowan" with hands clasped



Feb 19
Studying
Savarati
morning
course or



Emergency system
is still in circulation

WEATHER FORECAST

Showers probably tonight and Saturday; not much change in temperature.

SEVENTY-SIXTH YEAR—NO. 282

NEA Feature Service

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" 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.

EUROPE

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

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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 nondisclosed 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 perhaps? But I wax romantic. If the records are true, evidence of such a large assemblage would have turned up. A small statuette in the Chicago Museum is believed to be the model for its life-sized counterpart, but I don't believe the commission was ever completed."

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 will never rest, which is as it should be."

Dr. Ravenwood
archaeologist
is rumored that
Joseph Baker, who
connected with
New York

communication added that in the 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 the powers still regard London as

WEDNESDAY, FEBRUARY 20, 1936

MENT



The Hund of Water Front at Hong Kong, China

evaded other political said that plans to ite in a Republican today were "news to I to comment further. of the political leaders because they come to me ments," he said, adding led to spend the day a prominent publisher

resident is en route from his California home.

When asked for his opinion about the current state of the U.S. economy, he politely declined to comment, saying

Cincinnati, O., Feb. 1
The Chief of Police, Department of Justice and killed in a gun battle night and his slayer, resident, was wounded. The gun battle occurred in his home, where agents attempted to suspect automobile. The alleged thief charged with murder and was hospitalized though the injuries

Dr. Jones,

Jan 14, 1935

Outlined is the routine I've recommended for improving your mobility. Though you've not sustained 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.

Try eating dates. A stiff belt of whiskey ... don't hurt either!



Dr. B. Frodente
NY Medical Clinic (Poughkeepsie)
Plsnt Val-10-05

Dose	Quantity	Refill
2mg	30count	No
Date:	01/14/35	

R/x: salicylic tannis benzedrine

Directions: Take daily in the morning or whenever pain is prevalent.

Doctor: B.M. Frodente

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.

I've heard that Duke Ellington is playing in Paris



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 (⊙ 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 (⊙ button) to dismount from a hanging position. To climb certain vertical obstacles, look for ladders, vines, stone blocks or scaffolding. Approach the wall and press up on the left analog stick to climb. Pressing the ⊙ button before reaching the top will cause you to let go and drop.

ACTION: The Action button (⊕ 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 (⊗ button) and Secondary Attack button (⊞ 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).

from the offices of Dr. B. Frodente

anyone would do the same for fortune and glory.

Frei durch Dienstmarke!



Hierbei ein
Zustellung
Bereinfachte

Bugestellt am:

Someone knows I'm here. This German Police envelope was slipped under my door during the night. It's empty, but says "Wir haben das zweite Stück" on the back. Are they ahead of

16

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 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 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.

Our full-service accommodations also include complimentary post and cablegram services, in-room telephones, nightly live music in our World-Famous Ballroom, a Smoking Room, and a Lounge Bar open twenty-four hours.



Should you require anything, simply utilize your room telephone and our ever-ready staff will immediately assist.

Enjoy your stay in London.

ROOM NO. 2005

Thank You!

GUEST LEISURE ACCOMMODATIONS

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 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.

Visit Our World-Famous Sun Lounge and Ballroom

MONARCH HOTEL
LONDON

Mar 1
I've arranged this hotel. Swanky!
must really think I can help.
journey. I'm
you'll be spoiled

梅影

Mei Ying has
been teaching
me calligraphy
I'd like to
teach her a
thing or two!

17



Herr A. VB.
Post B21 Ceskoslovensko
Prag



乙 1022
中華民國陸軍部
特別快車
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im NS-Zeitungsverlag
Gmünd / Posifach



VIA ZEPPELIN
FRIEDRICHSHAFEN



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DEVELOPED BY SAMUEL FR. MORSE

帝王之墓



T 12.21 "A Night At the Opera" while in London.

FIELD MANUAL

SKILL LEVEL THREE

COMBAT MOVES

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 button (X button) or the Secondary Attack button (square 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 (X button) and Secondary Attack button (square button) simultaneously.

Study the examples shown at right.



FIG. 1

FIELD MANUAL: PHYSICAL TRAINING SERIES — HAND-TO-HAND

Nazi Junior, though I don't approve of violence (in your methods in general), this guide from my training days in the volunteer corps may prove handy should you run into trouble again. Your father

12.21.3.1.19 — 1

WASHINGTON D.C.

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.

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

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

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

Example combos:

In addition to the combinations above, alternately pressing the Primary Attack button (X button) and Secondary Attack button (square 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.

X button - square button - X button
square button - X button - square button

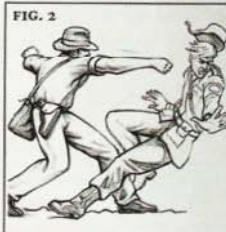


FIG. 2

FIG. 3

FIG. 4

FIG. 5

FIELD MANUAL: PHYSICAL TRAINING SERIES — HAND-TO-HAND

PREPARED BY THE TRAINING DIVISION, DEPARTMENT OF WAR
KEEP THIS AND OTHER TACTICAL DOCUMENTS CONFIDENTIAL FOR YOUR SAFETY AND THE PROTECTION OF YOUR COUNTRY.

...some than even the Finovergh murder. 21

Even
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NEW YORK MUNICIPAL AIRPORT

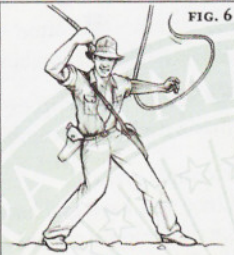
KER
not
total
STRIKING

ANNUAL
LEVEL THREE

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 (C 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 (C 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.

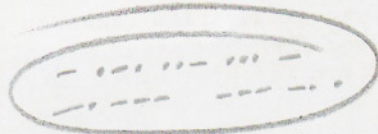
Grenades: Grenades will explode several seconds after you press the Primary Attack button (X button). Make sure that you are out of range of the explosion!

PREPARED BY THE TRAINING DIVISION, DEPARTMENT OF WAR

BRUXELLES 1935-EXPOSITION UNIVERSELLE
OFFICIELLE

Mar 9
rusting K'ai.
between him

19.16.9.5.12.2.5.18.7
WASHINGTON D.C.



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 (C 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!

FIELD MANUAL: PHYSICAL TRAINING SERIES — RANGED COMBAT

everyone the truth.

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The Emperor cer...

ARCHAEOLOGY 101
SPRING SEMESTER
PROFESSOR JONES

REQUIRED MATERIALS

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

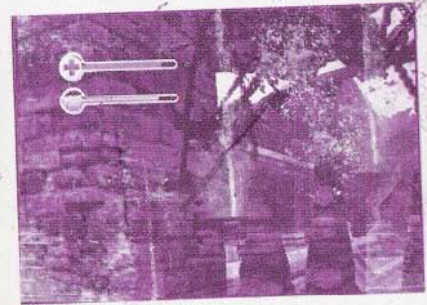


Look



Operate Crane

Jan 07, 1935



figurine, First Dynasty.
Found in Sian, not
much patina.

about 150 cm high,
bronze. Kneeling
warrior, possibly
holding a wooden
staff (missing).
Lost wax casting.

what does the
right arm
gesture mean?

STATUS

Your Status appears whenever you are in Look Mode (press and hold the LI 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. 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).

recursor to the one
the Chicago Museum

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, Indy, and better luck next time.
 MARCUS



much free time in the field
 26 some polished ritual stone



Barnett College

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DEPARTMENT <u>NATURAL SCIENCES</u>	DATE <u>07/12/55</u>
COURSE <u>ARCHAEOLOGY 101</u>	PURPOSE <u>FIELD SUPPLIES FOR ON-SITE RESEARCH (SEE ATTACHED)</u>
PROFESSOR <u>JONES, H. JR.</u>	
SEMESTER <u>FALL '55</u>	
DEPT. APPROVAL <u>Dr. Snedley</u>	

MATERIALS INVENTORY

The inventory in your Mark VII satchel changes as you acquire new items during gameplay. Your standard kit contains your whip, pistol, and canteen. To scroll through your inventory, press the directional buttons ← or →, and press the directional buttons ↑ to select, or press the directional buttons ↓ to deselect.



- ✓ WEAPONS: Your whip, pistol, and other weapons are explained on page 22.
- ✓ CANTEEN: The canteen restores your health by refreshing you with water. The canteen holds enough water to restore your health from 0-100 percent. You can drink water at any time by selecting it from your inventory and holding down the Primary Attack button (X button) until you reach the level you desire or until your canteen is empty. The canteen can be refilled at fountains found throughout the levels. To refill your canteen, stand at a fountain and hold down the Action button (A button). It's a good idea to fill your canteen at every opportunity.
- ✓ MAP: If you should find a map, you can view it by selecting it from your inventory.



PLEASE NOTE: DUE TO NEW POLICY, AMMUNITION CAN NO LONGER BE SUPPLIED BY THE INSTITUTION.

SPECIAL ITEM REQUESTS

Book: "Poisons, Antidotes, and Medical Theories" by Addison.
 Khayber Bowle Sword
 Textbook: "Learning to Fly: An Introduction to Private..."

*Jones -
 I'm app
 items only! The college will NOT replace
 and we Webley! Snedley*

FOR OFFICIAL USE ONLY. DO NOT WRITE IN THIS AREA.

Oct 7 1935

5-3
5

Paris

& that rickshaw
through the city was



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.

NOTE: Indiana Jones and the Emperor's Tomb supports the memory card (8MB) (for PlayStation®2) in MEMORY CARD slot 1 if you wish to save your progress. You must have at least 156KB of memory available on your memory card to save your progress.

culture.

H. Jones

Jan. 1966

CONSULAT ROYAL D'ÉGYPTÉ à PARIS

Visa ^{d'entrée} ~~_____~~
 No. 406 Date 8 FEV. 1935
 Durée de validité douze mois

~~pour un seul voyage~~

Validité } pour tous les voyages
 effectués pendant la
 durée de la validité

Droits perçus f 70

TOURISTE

Le Consul

H. H. Roussier



number of snakes. no wonder it's part of their

and I must translate this when I have time.

THE COMPANY WILL APPRECIATE SUGGESTIONS FROM ITS PATRONS CONCERNING ITS SERVICE

a with helmet any day! I should know better than that

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Why do British archeologists always look 30 like they're on a safari? I'll take a fedora over

flying none other than Amelia Earhart!

FORM 1935-A

P.R.T. No. 3 1912
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Sept 5

I couldn't have gotten through this without help from a lot of people— Special thanks to Marcus, my Father, Barnett College, and the National Museum. Oh, and George and Steven too. And all those to whom I owe credit:

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"The Raiders March" From the
motion picture RAIDERS OF THE
LOST ARK Written by John Williams.
Published by Bantha Music (RMT)
and administered by Esign Music
Corporation throughout the world.

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Wei Ying
Vivian Wu
Marshall Kai,
Oh'in Shi-Huang-ti
Keone Young
Von Beck, Ivory Hunter
(South African)
Mick Jameson
Richter, SS Soldier 3
Kai Wullii
Feng Twin 1, Feng Twin 2
Jennifer Yen
Wu Han
alan Drevin

Homonculus, Triad Ghoul
Kevin Michael Richardson
SS Soldier 2
Jim Ward
German PA announcer,
Ivory Hunter (Russian)
Phil Proctor

Triad Grunt 1,
Triad Grunt 2, Waiter
Arthur Eng
SS Soldier 1
Herbert Primig
Turkish Mercenary
Kerem Hanci
Palace Guard
Lei Tin

Gestapo Agent 1, SS Colonel
Torsten Voges
Gestapo agent 2,
SS Officer
Matt Lindquist
Thanks to
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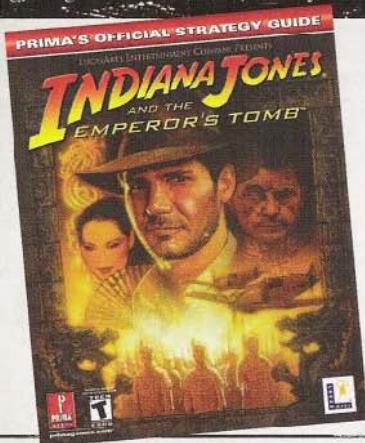
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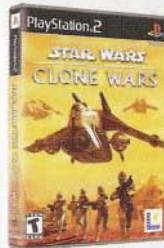
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