

INSTRUCTION BOOKLET

INDIANA JONES[®]

and the
INFERNAL MACHINE[™]



NINTENDO⁶⁴



WARNING: PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

THE OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.



THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772.

TEEN

ANIMATED BLOOD
ANIMATED VIOLENCE

Thank you for selecting the **Indiana Jones® and the Infernal Machine™** Game Pak for the Nintendo® 64 system.

Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Keep this instruction booklet and warranty information in a safe place for future reference.

This game is compatible with the N64 Expansion Pak™. Before using the N64 Expansion Pak, please read the N64 Expansion Pak Instruction Booklet carefully as it contains important information about the safety and use of this accessory.

Only N64 Game Paks displaying the N64 Expansion Pak icon will take advantage of the additional memory features of the N64 Expansion Pak. Look for this icon on specially designed games.

© 2000 LucasArts Entertainment Company LLC. © 2000 Lucasfilm Ltd. & TM or ® as indicated. All rights reserved. Used under authorization. LucasArts and the LucasArts logo are registered trademarks of Lucasfilm Ltd. The Factor 5 logo is a trademark of Factor 5, LLC.

NINTENDO, THE OFFICIAL SEAL, NINTENDO 64 AND THE "N" LOGO ARE TRADEMARKS OF NINTENDO OF AMERICA INC.
© 2000 NINTENDO OF AMERICA INC. www.nintendo.com

LICENSED BY



NINTENDO, THE OFFICIAL SEAL, NINTENDO 64 AND THE "N" LOGO ARE TRADEMARKS OF NINTENDO OF AMERICA INC.
©1996, 1999 NINTENDO OF AMERICA INC.

INDIANA JONES®

and the

INFERNAL MACHINE™

YOUR NINTENDO 64 CONTROLLER	2
CONTROLLER SETTINGS	3
INTRODUCTION	4
GETTING STARTED	5
GAME CONTROLS	5
MOVEMENT	5
ACTIVATE	6
I.Q. (INDY QUOTIENT)	6
TREASURES	6
TRADING POST	6
CONTROLLER HOT BUTTON INTERFACE	6
INTERFACE MENUS	7
OPTIONS MENU	7
END GAME MENU	8
LEVEL SELECTION SCREEN	8
INDICATORS	9
WEAPONS	9
CREDITS	10
HOW TO CONTACT LUCASARTS	11
SOFTWARE LICENSE/SERVICE INFORMATION	12

YOUR NINTENDO® 64 CONTROLLER

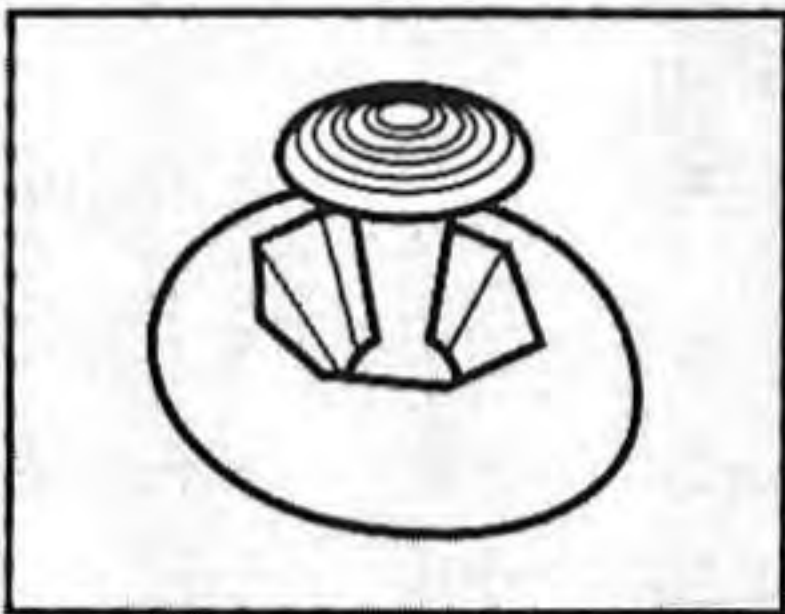
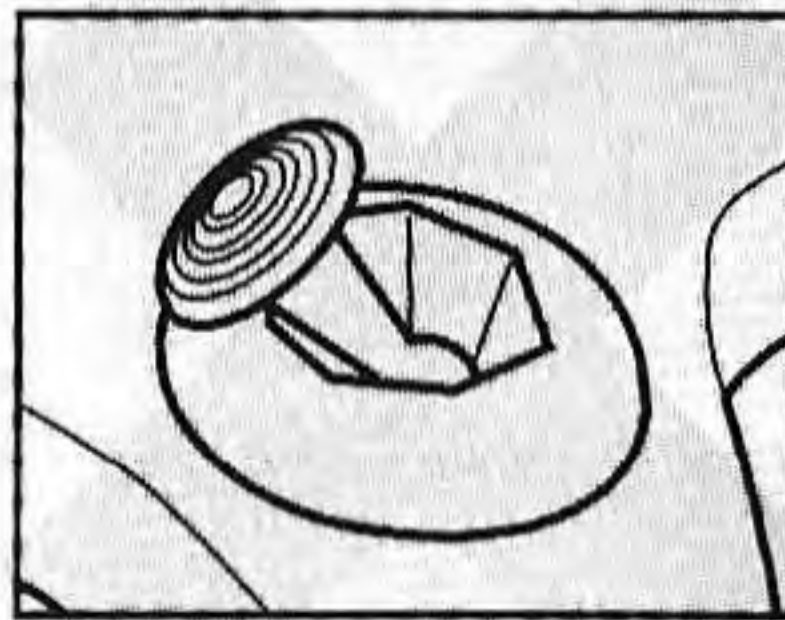
CONTROL STICK FUNCTION

The Nintendo® 64 Controller contains a Control Stick which uses an analog system to read the angles and direction of its movement. This allows subtle control that is not possible using the conventional + Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from its neutral position on the controller.

If the Control Stick is held at an angled position (as shown in the picture on the right), when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.

To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the right) then press **START** while holding the **L** and **R** Buttons. The Control Stick is a precision instrument; make sure not to spill liquids or place any foreign objects into it.

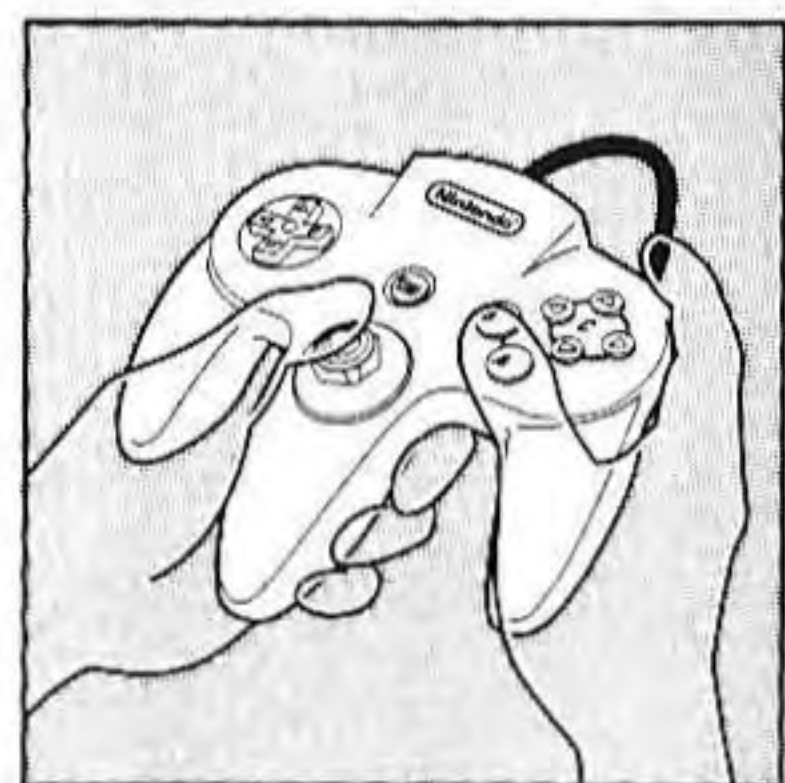
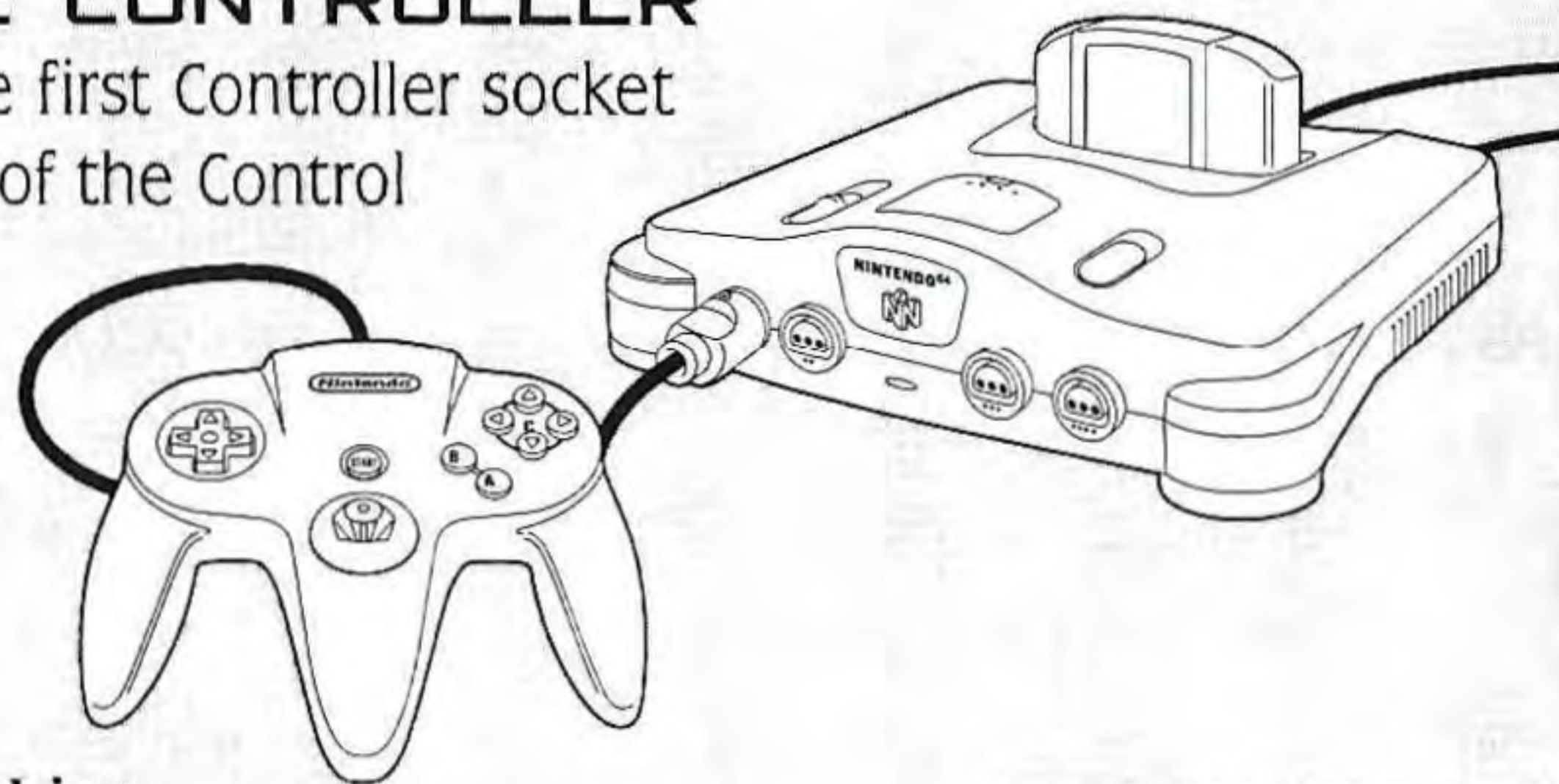


CONNECTING THE CONTROLLER

Plug your Controller into the first Controller socket on the far-left side in front of the Control Deck. The game will not start unless you do this.

HOLDING THE CONTROLLER

When playing **Indiana Jones and the Infernal Machine**, we recommend that you hold the Controller in the position shown at right. This lets you operate the Control Stick with your thumb to control Indy's movement. You can also easily reach the **A**, **B**, and **C** Buttons with your right thumb, and reach the **Z** Button with your left index finger.



ACCESSORIES

This game is compatible with the Rumble Pak™ and the N64 Expansion Pak™. Before using these accessories, please carefully read the instruction booklets that come with them. Make sure that the Control Deck is turned OFF when inserting accessories.

CONTROLLER SETTINGS

START

Pause/Unpause Game
Bring Up In-Game Menus

L BUTTON

Deselect Weapon
Close In-Game Menu

B BUTTON

Activate or Action
Get In/Out of Vehicles when Vehicle is Stationary
Brake when Vehicle is Moving

R BUTTON

Crouch
Toggles Between Targets when Auto-Aim is Selected
Dive when in Water
Reverse Vehicle

C BUTTONS

C↑ Free-Look Mode
C↓ Map these hot buttons to draw weapons/Infernal Machine parts. (See page 6 for details.)

+ CONTROL PAD

Not Used

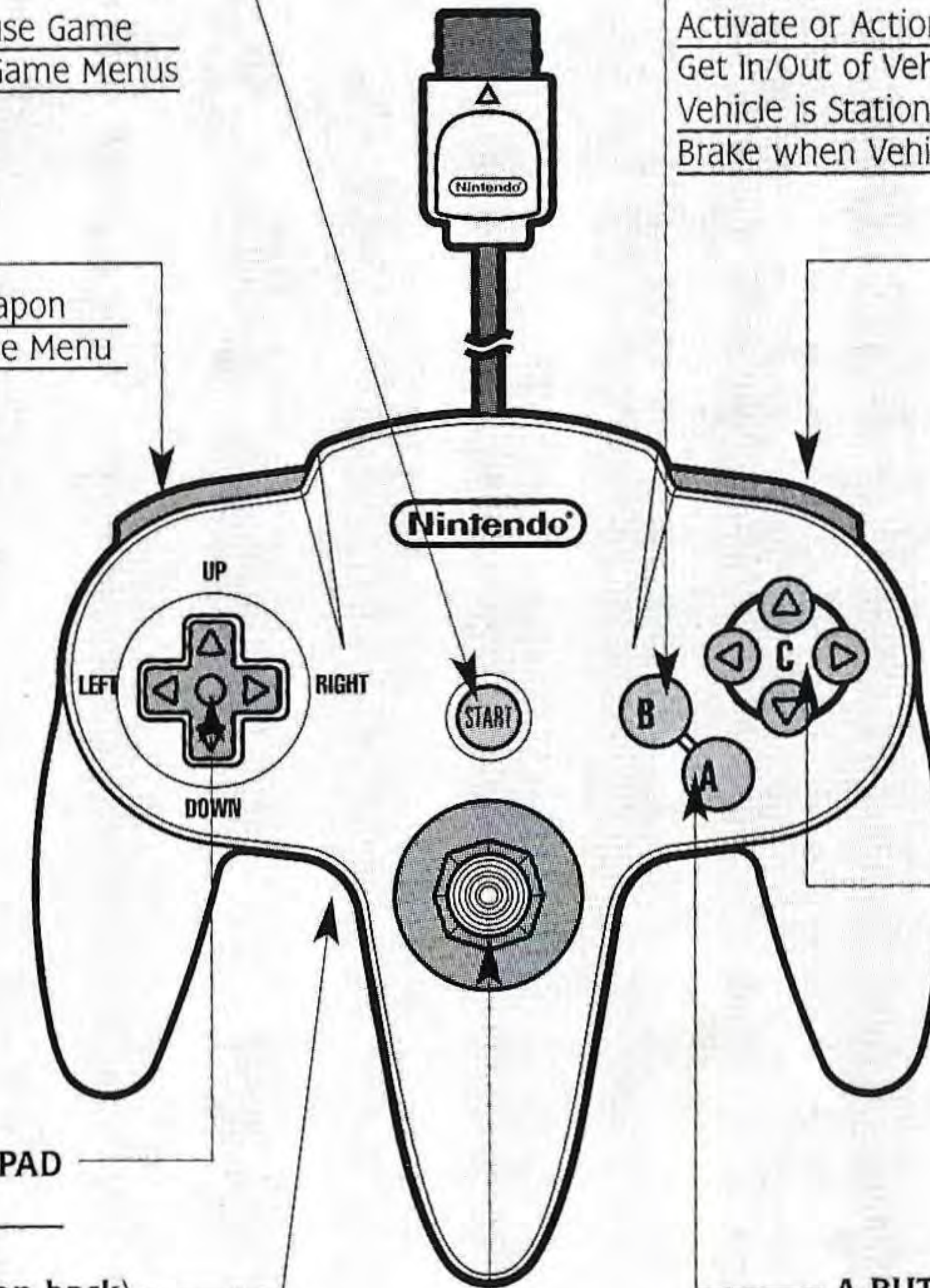
Z BUTTON (on back)

Strafe/Walk/Lock on to Target in Combat
Dive when in Water
Reverse Vehicle
Duck in Mine Car

A BUTTON

Jump (To do a standard jump, press the **Z** button, push the Control Stick forward all the way, then press the **A** Button.)
Accelerate a Vehicle
Thrust Forward when Swimming
Climb Out of Water
Climb 1 or 2 Meter Ledge

CONTROL STICK
Control Indy's Movement

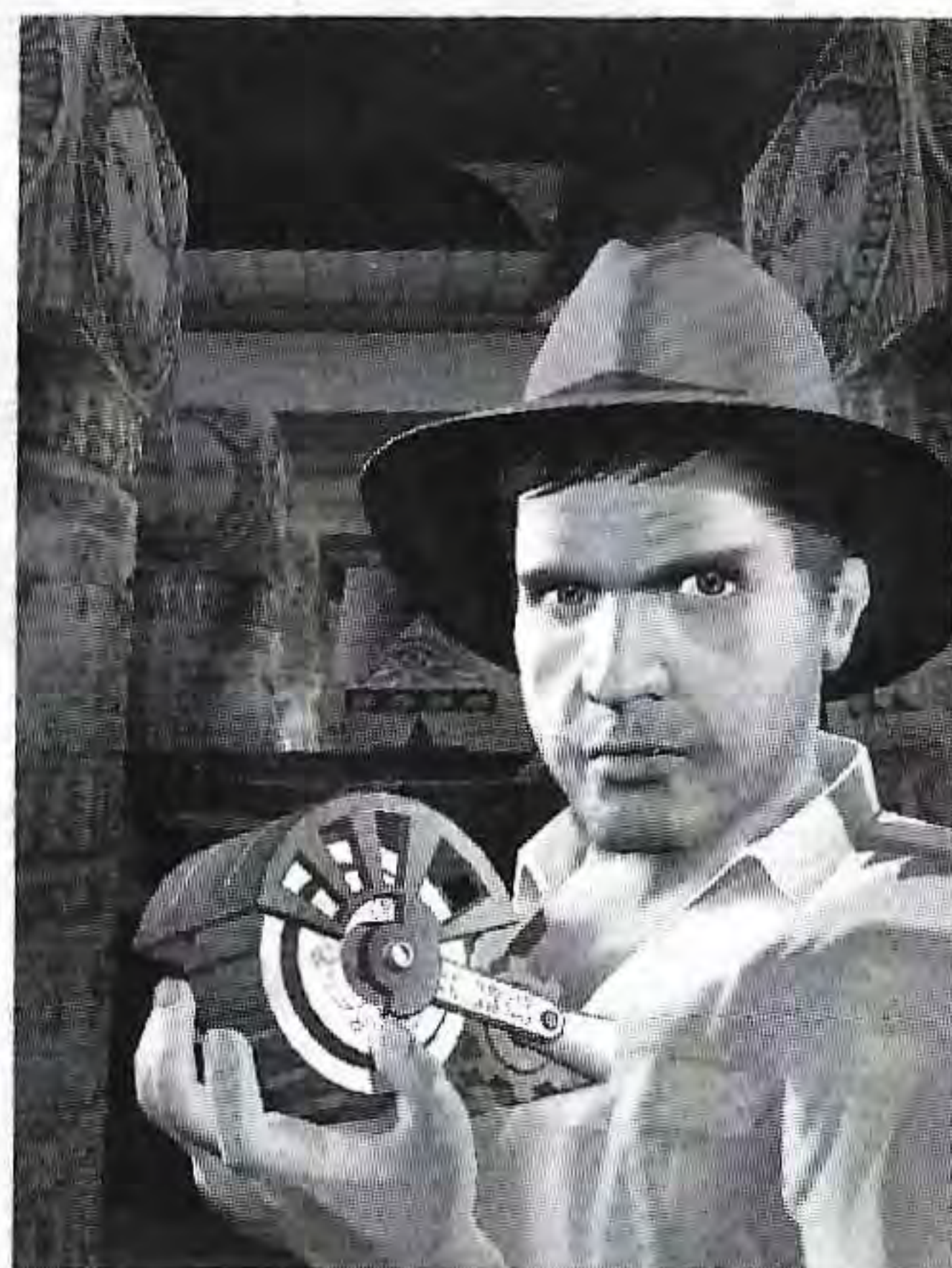


HISTORICAL NOTE: The oldest known real machine, a fused and corroded set of gears, was found by sponge divers in 1900 off the coast of Greece. It dates from a shipwreck in 78 B.C. Some scholars think it could be a mechanical planetarium described by Archimedes, but no one knows for sure.

1947. World War II is over. Dr. Henry "Indiana" Jones, Jr., exhausted by conflict, is trying to resume his digging career in the American Southwest, far from the excitement of his treasure-hunting past.

In truth, however, peace and quiet are boring companions. Fortunately for Indy's adventurous soul, the world is still a dangerous place. The Soviet Union has slammed an Iron Curtain down across Europe, provoking the Cold War that will occupy East and West for half a century. Communist agents are everywhere, searching for a weapon to tip the balance of power in their favor.

And...they may have found something useful in the desert ruins of Babylon. That's where King Nebuchadnezzar II built the legendary Tower of Babel 2600 years ago. The Bible portrays it as a failed attempt to reach heaven, inspired by pride, but Gennadi Volodnikov, an unorthodox Russian scholar, thinks the Tower housed a machine to reach across the dimensions of space and time, inspired by the winged god Marduk. When gears began to clatter, alarmed Babylonians toppled the Tower, scattering four of Marduk's disciples—and parts of the machine—to the far corners of the globe. Join Indy as he races the Soviets to recover those parts and stop them from repairing Marduk's "Infernal Machine."



GETTING STARTED

NAVIGATING

Use your Controller to move through all the front-end screens in the game. Pressing the **A** Button on your Controller confirms your selection. Pressing the **B** Button cancels your selection or returns you to the previous screen.

TITLE AND PLAYER SELECTION SCREENS

Once you start the game, you'll see the Title Screen which has these choices:

START Brings you to the Game Selection Screen.

OPTIONS Lets you toggle gameplay options.

GAME SELECTION

Upon choosing **START** in the Title Screen, you will be brought to the Game Selection Screen. There will be three slots in which you can save three individual games. Use the Control Stick to select a slot and press the **A** Button.

NAMING A GAME

If you're creating a new game at the Select Player Screen, you'll go to a



Name a Game

display of the letters of the alphabet. Move the Control Stick to the left or right to highlight the letter you want, then press the **A** Button to select it. Press **B** to delete a letter. Repeat this until you've spelled out up to three letters. Then, press the **A** Button to start your adventure!

GAME CONTROLS

MOVEMENT

Movement in **Indiana Jones and the Infernal Machine** is camera-relative. For example, moving the Control Stick up moves Indy forward away from you. Pushing the Control Stick down will move Indy forward towards you.

WALK/RUN

The pace at which Indy moves depends on how far you push the Control Stick. To make Indy run, push the Control Stick as far as it will go in any direction. Moving the Control Stick slightly will make Indy walk. Holding down the **Z** Button and pushing the Control Stick forward also makes Indy walk.

JUMP

Three kinds of jumps will help Indy get to those hard-to-reach locations. A standing jump (**A** Button) can help Indy climb up platforms or ledges directly above him. The length of a forward jump would depend on whether Indy is walking or running before the jump. A walking jump (**Z** Button, push the Control Stick forward all the way, then the **A** Button) lets Indy hop across minor obstacles. A running forward

jump (Forward + **A** Button) can help you get across a huge crevasse or a pit.

ACTIVATE

Indy needs to interact with all sorts of objects like treasures, doors, and switches. When Indy encounters an object he is able to interact with, the **B** (green) Button icon on the top-right of the screen will often display the action (such as GRAB, PULL, PUSH, or OPEN). Just press the **B** Button on the Controller to perform the maneuver.

WHIP

Indy's whip can be used in a variety of ways: as a weapon, as a climbing rope, or even as a line to swing from, in addition to being a clever tool for removing weapons from the hands of enemies. See the Weapons section on page 9 for details on using the whip and other weapons.

LOOKING

There will be places where Indy will need to look around to survey his surroundings. Hold down the **C↑** Button to look around the world in first-person view. But beware, you will not be able to use weapons while in this mode, so make sure Indy is out of harm's way before looking.

I.Q. (INDY QUOTIENT)

This is a numerical rating to show your skill at playing the game. The highest possible score at the end of the game is 2000 I.Q. points. (**NOTE:** the I.Q. point value of treasures is different than their monetary value at the Trading Post.)

TREASURES

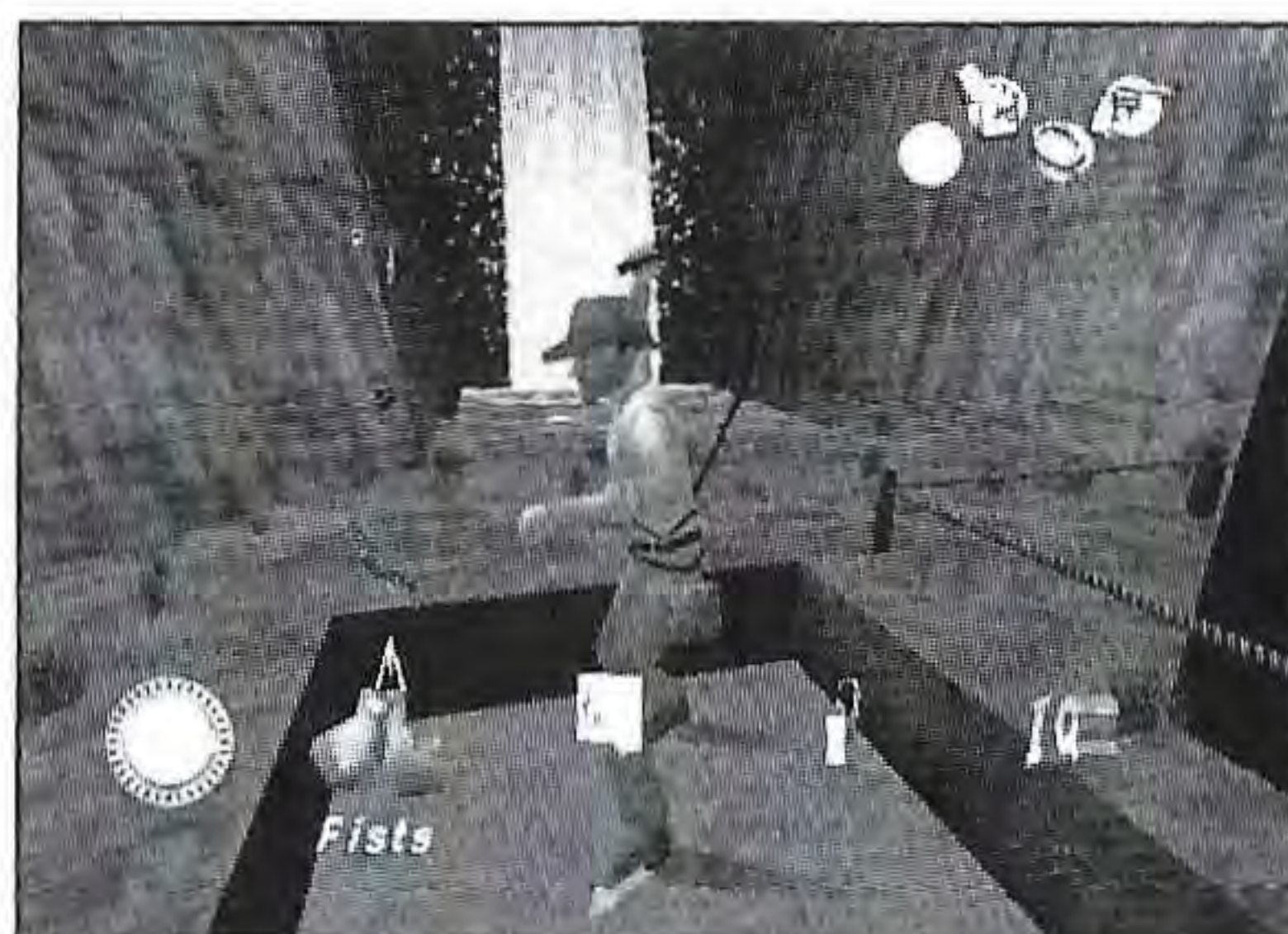
Hidden throughout each level are 10 treasures: gold and silver ingots, gems, and valuable idols. Once you pick them up, treasures appear in your Inventory in the treasure box. Acquiring these treasures helps you in two ways: They boost your I.Q., and they are worth money at the Trading Post.

TRADING POST

The Trading Post appears between most levels and has items for sale, including ammunition and items that restore Indy's health.

CONTROLLER HOT BUTTON INTERFACE

While playing, you can create shortcuts to get quick access to commonly used weapons and Infernal Machine parts. There a set of four icons (one green representing the **B** Button, and three yellow representing the **C←**, **C↓**, or **C→** Buttons) on the top-right of the screen. The green icon will show which actions Indy can take when he interacts with something, such as LOOK, TAKE, PULL, or PUSH. The green



Hot-Button Interface

icon also shows which weapon is drawn and ready to fire.

The yellow icons show which weapons are ready to draw. At the beginning of the game, Indy will start out with his lighter, his whip, and his revolver. As you pick up more items and weapons, you can map them to these buttons for easier access. See Weapons Menu below for more details.

INTERFACE MENUS

Pressing **START** opens the Interface, which contains the Weapons, Treasure/Health, Items, and Options Menus.

WEAPONS MENU

This menu shows which weapons Indy has along with ammo rounds for each. You start out with basic weapons: Indy's fists, his whip and his revolver. Indy's revolver has an unlimited number of shots. As you play through the game, Indy will come across additional weapons. To ready weapons for drawing, choose a weapon (use your Control Stick to highlight the weapon you want to map to one of the **C** Buttons) and press the **C←**, **C↓**, or **C→** Button to map a weapon to a specific button.



Weapons Menu

That weapon will be drawn when the appropriate **C** Button is pressed.

TREASURE/HEALTH MENU

This menu shows treasure and health items. The number of treasures that you have found in the level and their I.Q. Point Value will be displayed over your Health Meter. Each level has a total of 10 separate treasure items concealed somewhere. Acquiring these items boosts your Indy I.Q. and allows you to purchase items from the Trading Post at the end of the level. Health restore items may be found on the various levels, or can be purchased from the Trading Post. To use health items, select them with the Control Stick and press the **B** Button.

ITEMS MENU

The Items Menu contains all the things Indy picks up that are not weapons, ammunition, treasures, or health kits. This includes door keys or machine parts. Included is Indy's lighter, which he mostly uses to provide light in dark rooms. **NOTE:** Only the lighter and Infernal Machine parts can be mapped to the **C** Buttons. Other items, such as keys, can only be used from within this menu like you would use health kits. (Select them with the Control Stick and press the **B** Button.)

OPTIONS MENU

The Options Menu contains a number of useful game functions listed below.

GAME STATS This shows various statistics about the game, including

the number of treasures you have collected within the level, the number of I.Q. Points you have accumulated, and the amount of money you have to purchase items in the Trading Post.

SAVE GAME This saves your current progress. (**NOTE:** You will only have one save game slot per game, so if you decide to go back to a previously played level, saving a game there will overwrite any previous saved games.)

OPTIONS The following gameplay options are found on this menu:

RESTART LEVEL Starts you from the beginning of the level.

ABORT GAME AND SAVE Quits the current game and saves your current progress.

ABORT GAME Quits game. Your current progress will not be saved.

GAME SETTINGS Allows you to toggle the following options:

Auto Activate Item When this option is enabled, the first weapon you map to the **C** Buttons is drawn automatically.

Target Cross Hairs When this option is enabled, you will see a yellow reticle around targets.

END GAME MENU

When Indy dies, a menu will pop up containing the following options:

CONTINUE LEVEL Restores Indy near the point of his death, but will not save current progress.

RESTART LEVEL Restores Indy at the beginning of the level.

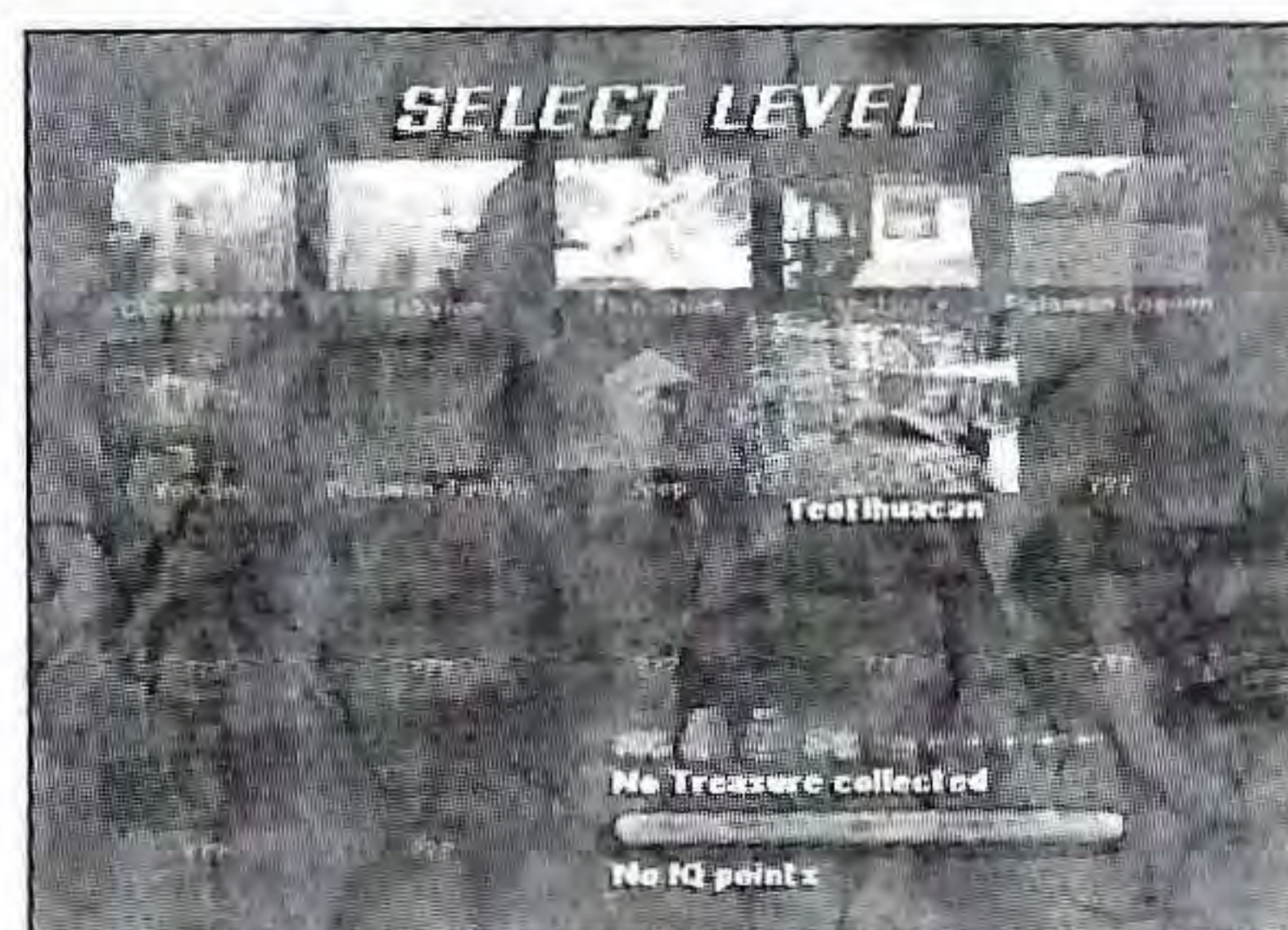
ABORT GAME & SAVE Quits you out of the game and saves your current progress within the level.

RESTORE LAST SAVE (Option available only if you saved during level.) Restores Indy to the last point in the game where you saved through the Save Game option in the Options Menu.

ABORT GAME Quits without saving your current progress.

LEVEL SELECTION SCREEN

As you progress through the game, you will see the levels you have completed on this screen (which appears after the Game Selection Screen). You have the option of going through any of the levels you have completed to find treasures you might have missed the first time. **NOTE:** When using the N64 Expansion Pak, an additional level, Solomon's Mines, is available.



Level Selection Screen

INDICATORS

HEALTH INDICATOR



Indy's Health Indicator shows literally how much life he has left. As long as it is green, he is in great shape. As he starts to lose health, it can turn yellow, red and then black. When the circle is all black, Indy is finished. But there are cures. Indy can find health kits along the way (or buy them from the Trading Post) that can restore him to fighting trim.

UNDERWATER ENDURANCE INDICATOR



Shows how much air Indy has left. As long as there is blue on the indicator, Indy has air and takes no damage. When air runs out, Indy better be close to the surface, or he is dead.

RAFT AIR INDICATOR



This yellow indicator shows how much air is left in Indy's raft. As long as the raft has air, Indy takes no damage. Rocks in the river cause the raft to spring leaks, which can be repaired with Puncture Repair Kits that Indy finds.

AETHERIUM ENDURANCE INDICATOR



The Aetherium is another plane of reality. Because this is a totally alien place, it is unhealthy for Indy. When Indy is floating, his tolerance for the Aetherium drops, which is shown on the Aetherium Indicator in the bottom right of the

screen. Once the Indicator runs out, Indy starts taking damage quickly. He can restore energy with contact with ordinary reality.

WEAPONS

When Indy needs a little firepower, sometimes a whip isn't enough. Indy will collect quite an arsenal before this adventure is over. All weapons work the same. They must first be mapped to **C** Buttons so weapons can be drawn. First press the **START** Button to bring up the Interface Menus. Move the Control Stick to the right once to select the Weapons Menu. Move the Control Stick up and down to scroll through your weapon choices. Highlight the weapon, then press a **C** Button where you want the weapon to be mapped. Your mapped weapons should now appear on the upper right-hand side of the screen.

To draw a weapon, press the **C** Button mapped to your desired weapon. The **B** Button displayed on the screen will now show the drawn weapon. Press the **B** Button to fire/use it.

When a weapon is drawn, a yellow reticle will appear over the closest target Indy can hit, depending on the weapon's range. You can lock onto one target by holding down the **Z** Button. This will make the yellow reticle around the target turn red, and Indy will stay oriented to the target as long as the **Z** Button is down.

In a fight with multiple targets, the **R** Button toggles the reticle between targets. It starts with the closest one, then moves to the next furthest, etc.

CREDITS

**Co-DESIGNED AND
DEVELOPED BY**
LucasArts and Factor 5

LUCASARTS

LEAD PROGRAMMER

Nick Pavis

WRITTEN AND DESIGNED BY
Hal Barwood

ADDITIONAL PROGRAMMING
Randy Tudor

ARTIST

Bill Tiller

LEAD LEVEL DESIGNER
Steven Chen

LEVEL DESIGNERS

Geoff Jones

Don Sielke

Tim Longo

TECHNICAL ARTISTS

Lissa Klanor

Daryl Smolen

Harley Baldwin

CHARACTER MODELING

Mai Nguyen

LEAD TESTER

Brent Jay Andaya Jalipa II

TESTERS

Chane "Doc" Hollander

Hugh Moore

Scott Glasgow

Matthew McMannus

Jeffrey Day

Eric N. Rauch

QA MANAGER

Dan Pettit

QA SUPERVISOR

Theresa O'Connor

PRODUCTION MANAGERS

Wayne Cline

Michael Jablonn

SOUND DESIGN AND EFFECTS

David Levison

ORIGINAL INDIANA JONES

THEME COMPOSED AND

CONDUCTED BY

John Williams

"RAIDERS OF THE LOST

ARK" THEME BY

John Williams

"THE RAIDERS MARCH"

FROM THE MOTION PICTURE

RAIDERS OF THE LOST ARK

Written by John

Williams, published

by Bantha Music

(BMI), administered by

Ensign Music Corpor-

ation for the world.

ORIGINAL MUSIC COMPOSED

AND SYNTHESIZED BY

Clint Bajakian

SOUND ASSISTANTS

Michael Frayne

Jory Prum

SOUND DEPARTMENT

COORDINATOR

Malena Slettom

VOICE CAST LIST

Indiana Jones

Doug Lee

Sophia Hapgood

Tasia Valenza

Gennadi Volodnikov

Victor Raider-Wexler

Simon Turner

Bruce McGill

Holy Woman

Carolyn Seymour

Nubian Boy

Grey Delisle

Soldier 1

Andrew Kochergin

Soldier 2

Andrew Kochergin

Soldier 3

Phil Proctor

Soldier 4

Vladimir Romanov

Soldier 5

Adam Gregor

Radio Man

Vladimir Romanov

Messenger Volodnikov

Phil Proctor

Babylon Guard

Vladimir Romanov

Pudovkin Guard

Phil Proctor

Pudovkin Sailor

Adam Gregor

Marduk

Adam Gregor

IMP5

Doug Lee

VOICES RECORDED AT

ScreenMusic Studios,

Studio City, CA

LucasArts

Entertainment Co. LLC,

San Rafael, CA

VOICE DEPARTMENT

MANAGER

Tamlynn Niglio

PRODUCER/DIRECTOR -VOICE

Darragh O'Farrell

VOICE EDITORS

Coya Elliott

Will Beckman

ASSISTANT VOICE EDITOR

Cindy Wong

VOICE PRODUCTION

COORDINATOR

Peggy Bartlett

PRODUCT MARKETING

Tom Byron

Joel Dreskin

MANUAL WRITER

Brent Jay Andaya Jalipa II

MANUAL EDITOR

Mollie Boero

MANUAL DESIGNER

Patty Hill

PUBLIC RELATIONS

Tom Sarris

Heather Twist Phillips

Alexis Mervin

MARKETING COORDINATOR

Karina Hallum

PACKAGE DESIGN

BD Fox & Friends

PACKAGE ILLUSTRATION

Drew Struzan

DIRECTOR OF SALES

Meredith Cahill

DIRECTOR OF SALES

OPERATIONS

Jason Horstman

VP OF GLOBAL SALES

AND MARKETING

Mary Bihr

DIRECTOR OF ART

Karen Chelini

DIRECTOR OF TECHNOLOGY

Malcolm Johnson

DIRECTOR OF PRODUCTION

Camela Martin

VP OF DEVELOPMENT

Randy Breen

PRESIDENT

Simon Jeffery

FACTOR 5

LEAD PROGRAMMER

Florian W. Sauer

N64 CAMERA, CONTROL AND

PRODUCTION

Julian Eggebrecht

PROGRAMMERS

Sigmund Vik

Thomas Engel

Holger Schmidt

TOOL PROGRAMMER

Brian Krueger

ARTISTS

Mario Wagner

David Stripinis

Bastian Hoppe

MUSIC

Chris Huelsbeck

SOUND DESIGN AND VOICE

PRODUCTION

Rudolf Stember

I.S. DEPARTMENT

Rene F. Henke

SPECIAL THANKS

LucasArts I.S.

Department

Lucasfilm Licensing

VERY SPECIAL THANKS

George Lucas

HOW TO CONTACT LUCASARTS

LucasArts can provide you with information about our latest games, hint and gameplay assistance, and technical support.

HINT LINE

U. S.

If you need a hint, you may call our automated Hint Line. This service costs 95 cents per minute, requires a touch tone phone, and you must be at least 18 years old or have a parent's permission to call. The number is **1-900-740-JEDI (1-900-740-5334)**. The option to speak with a live hint operator is also available from this number. Hint Line operators are available during regular business hours, 8:30 a.m. to 5:00 p.m. (Pacific Standard Time). Monday-Friday. (Average call length is three minutes.)

CANADA

In Canada this service costs \$1.25 (U.S.) per minute, requires a touch tone phone, and you must be at least 18 years old or have a parent's permission to call. The number is **1-900-677-JEDI (1-900-677-5334)**. Hint Line operators are available during regular business hours, 8:30 a.m. to 5:00 p.m., Monday-Friday (Pacific Standard Time). (Average call length is three minutes.)

WHERE TO FIND US ONLINE

Visit the LucasArts Tech Support Web site at **support.lucasarts.com**. You can receive online technical support through Yoda's Help Desk, browse technical documents, or leave a message for an online representative.

YODA'S HELP DESK

We are proud to feature Yoda's Help Desk, an interactive knowledge base, which is

available at **support.lucasarts.com**. Here you can send an e-mail message to an online representative.

TECHNICAL SUPPORT PHONE NUMBER

This number is for technical assistance only. Hints will not be given out over the Technical Support line.

You can reach our Technical Support department by calling **1-415-507-4545**. We are available to help you Monday-Thursday 8:45 a.m.-5:30 p.m. and on Friday 8:45 a.m.-4:30 p.m. (Pacific Standard Time). We are closed daily 11:45 a.m.-1:00 p.m.

TECHNICAL SUPPORT FAX NUMBER

For your convenience, you can fax us your technical questions at **1-415-507-0300**. When sending us a fax, please include your name, return fax number with the area code, and a voice phone number so we can contact you if we experience any problems when trying to fax you back.

TECHNICAL SUPPORT MAILING ADDRESS

LucasArts Entertainment Company LLC
P.O. Box 10307, San Rafael, CA 94912
Attn.: Product Support

LUCASARTS COMPANY STORE

Safe, quick, convenient shopping is just a click away. Visit our secure online store at **companystore.lucasarts.com** for great deals on games and unique items you won't find anywhere else-hats, T-shirts and much more. Place your order online or call us toll free at **1-888-LEC-GAMES**. (Technical support is not available on this phone line.)

SOFTWARE LICENSE/ SERVICE INFORMATION

PLEASE READ THIS LICENSE CAREFULLY BEFORE INSTALLING OR USING THE SOFTWARE. BY USING THE SOFTWARE, YOU ARE AGREEING TO BE BOUND BY THE TERMS OF THIS LICENSE. IF YOU DO NOT AGREE TO THE TERMS OF THIS LICENSE, DO NOT INSTALL OR USE THE SOFTWARE, DELETE THE SOFTWARE AND ALL RELATED FILES FROM YOUR COMPUTER, AND PROMPTLY RETURN THIS PACKAGE AND ITS CONTENTS TO THE PLACE OF PURCHASE FOR A REFUND.

The computer software, artwork, music, and other components included in this product (collectively referred to as the "Software") are the copyrighted property of LucasArts Entertainment Company LLC and its licensors (collectively referred to as "LEC"). The Software is licensed (not sold) to you, and LEC owns all copyright, trade secret, patent and other proprietary rights in the Software. You may use the Software only in connection with a Nintendo 64 game console. You may not: (1) copy (other than once for back-up purposes), distribute, rent, lease or sublicense all or any portion of the Software; (2) modify or prepare derivative works of the Software; (3) transmit the Software over a network, by telephone, or electronically using any means, except in the course of your network multiplayer play of the Software over authorized networks; (4) engage in matchmaking for multiplayer play over unauthorized networks; (5) design or distribute unauthorized levels; or (6) reverse engineer, decompile or disassemble the Software. You may transfer the Software, but only if the recipient agrees to accept the terms and conditions of this Agreement. If you transfer the Software, you must transfer all components and documentation and erase any copies residing on the game console and/or computer equipment. Your license is automatically terminated if you transfer the Software.

LEC warrants to the original consumer purchaser that the media furnished in this product will be free from defects in materials and workmanship under normal use for a period of ninety (90) days from the date of purchase (as evidenced by your receipt). If the media furnished in this product proves

to be defective, and provided that the original consumer purchaser returns the media to LEC in accordance with the instructions in this paragraph, LEC will replace the defective media: (a) free of charge to the consumer purchaser, if the media proves to be defective within the ninety (90) day period following the date of purchase, and (b) for a fee of \$30.00 per Game Pak, if the media proves to be defective after the expiration of the ninety (90) day warranty period. To obtain a replacement Game Pak, please return the Game Pak only, postage prepaid, to LucasArts Entertainment Company LLC, P.O. Box 10307, San Rafael, CA 94912, accompanied by proof of date of purchase, a description of the defect, and your name and return address, as well as a check for \$30.00 made payable to LucasArts Entertainment Company LLC per Game Pak if after expiration of the warranty period. LEC will mail a replacement to you.

You expressly acknowledge and agree that use of the Software is at your sole risk. Except for the limited ninety (90) day warranty on the media set forth above, the Software and any related documentation or materials are provided "AS IS" and without warranty of any kind. LEC EXPRESSLY DISCLAIMS ALL WARRANTIES, EXPRESS AND IMPLIED, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT. LEC DOES NOT WARRANT THAT THE FUNCTIONS CONTAINED IN THE SOFTWARE WILL MEET YOUR REQUIREMENTS, THAT THE OPERATION OF THE SOFTWARE WILL BE UNINTERRUPTED OR ERROR-FREE, OR THAT DEFECTS IN THE SOFTWARE WILL BE CORRECTED. THE ENTIRE RISK AS TO THE RESULTS AND PERFORMANCE OF THE SOFTWARE IS ASSUMED BY YOU AND YOU (AND NOT LEC) ASSUME THE ENTIRE COST OF ALL SERVICING, REPAIR AND/OR CORRECTION. SOME JURISDICTIONS DO NOT ALLOW THE EXCLUSION OF IMPLIED WARRANTIES, SO THE ABOVE EXCLUSION MAY NOT APPLY TO YOU.

UNDER NO CIRCUMSTANCES INCLUDING NEGLIGENCE SHALL LEC, OR ITS DIRECTORS, OFFICERS, EMPLOYEES, LICENSORS OR AGENTS, BE LIABLE TO YOU FOR ANY INCIDENTAL, INDIRECT, SPECIAL OR CONSEQUENTIAL DAMAGES (INCLUDING DAMAGES FOR LOSS OF BUSINESS PROFITS, BUSINESS INTERRUPTION, LOST DATA, LOSS OF BUSINESS INFORMATION,

AND THE LIKE) ARISING OUT OF THE POSSESSION, USE, OR MALFUNCTION OF THIS PRODUCT, INCLUDING WITHOUT LIMITATION DAMAGE TO PROPERTY AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURY, EVEN IF LEC OR AN LEC AUTHORIZED REPRESENTATIVE HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES OR LOSS. SOME JURISDICTIONS DO NOT ALLOW THE LIMITATION OR EXCLUSION OF LIABILITY FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATION OR EXCLUSION MAY NOT APPLY TO YOU.

YOU AGREE THAT THE LIABILITY OF LEC ARISING OUT OF ANY KIND OF LEGAL CLAIM (WHETHER IN CONTRACT, TORT, OR OTHERWISE) WILL NOT EXCEED THE AMOUNT YOU ORIGINALLY PAID FOR THE USE OF THE SOFTWARE.

THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS DEPENDING ON THE LAWS IN YOUR STATE.

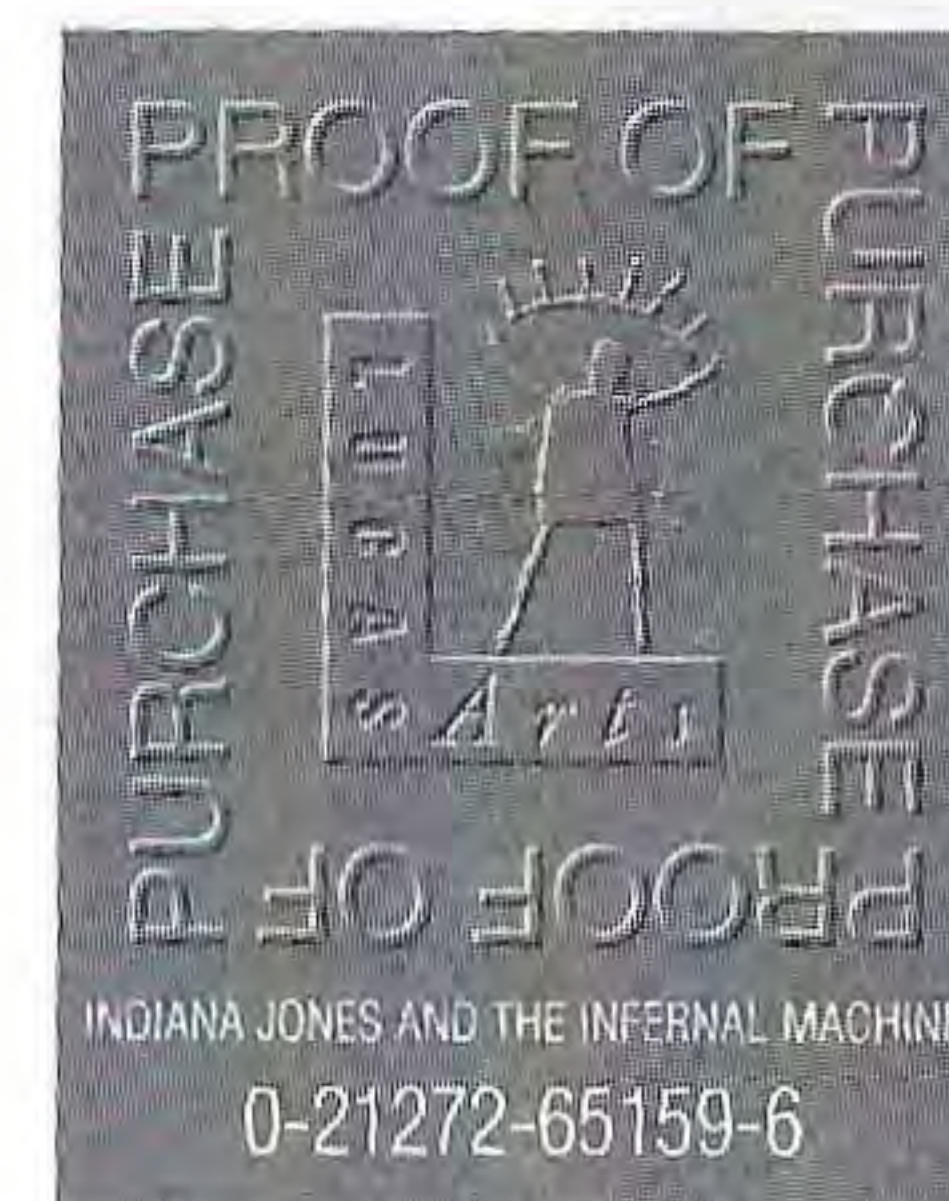
If the Software is acquired under agreement with the U.S. government or any contractor therewith, it is acquired as "commercial computer software" subject to the provisions hereof, as specified in 48 CFR 12.212 of the FAR and, if acquired for Department of Defense (DoD) units, 48 CFR 227-7202 of the DoD FAR Supplement, or sections succeeding thereto.

© 2000 LucasArts Entertainment Company LLC. © 2000 Lucasfilm Ltd. & ™ or ® as indicated. The LucasArts logo is a registered trademark of Lucasfilm Ltd. All rights reserved. Used under authorization.

This is a work of fiction. All of the characters and events portrayed in this game are fictional. Any resemblance to real persons, living or dead, or actual events, is purely coincidental.



LUCASARTS ENTERTAINMENT COMPANY LLC
P.O. Box 10307, San Rafael, CA 94912



© 2000 LucasArts Entertainment Company LLC. © 2000 Lucasfilm Ltd. & TM or ® as indicated. The LucasArts logo is a registered trademark of Lucasfilm Ltd. All rights reserved. Used under authorization.

DEVELOPED IN
CONJUNCTION WITH

FACCOR

RIA

IRAQ

IRAN

SAUDI ARABIA

KUWAIT

Visit the LucasArts Company Store at
companystore.lucasarts.com

indy.lucasarts.com

INDIANA JONES[®]

and the
INFERNAL MACHINE[™]



LUCASARTS ENTERTAINMENT COMPANY LLC[®]
P. O. BOX 10307, SAN RAFAEL, CA 94912

PRINTED IN U.S.A.
6515902