

**GAME BOY ADVANCE**

AGB-ATLE-USA



Disney's

# ATLANTIS

THE LOST EMPIRE



**INSTRUCTION BOOKLET**

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

**IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES**

** WARNING - Seizures**

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions  
Altered vision**

**Eye or muscle twitching  
Involuntary movements**

**Loss of awareness  
Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

## **WARNING - Repetitive Motion Injuries**

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

## **WARNING - Battery Leakage**

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



<b>EVERYONE</b>
MILD VIOLENCE
Visit <a href="http://www.esrb.org">www.esrb.org</a> or call 1-800-771-3772 for Rating information.

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, OR VISIT [WWW.ESRB.ORG](http://WWW.ESRB.ORG).



THIS 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. LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

LICENSED BY



NINTENDO, GAME BOY, GAME BOY ADVANCE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO.  
© 2001 NINTENDO. ALL RIGHTS RESERVED.

<b>THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.</b>
---

# CONTENTS

Disney's

# ATLANTIS

THE LOST EMPIRE

Getting Started . . . . .	4	Items . . . . .	13
Controls . . . . .	6	Pausing the Game . . . . .	14
Main Menu . . . . .	8	The Levels . . . . .	15
Playing a Game . . . . .	9	Saving and Loading . . . . .	25
Mission Goals . . . . .	9	Credits . . . . .	27
Game Screen . . . . .	10	Limited Warranty . . . . .	29
Power-ups . . . . .	11		

# GETTING STARTED

1. Turn OFF the power switch on your Nintendo® Game Boy® Advance. Never insert or remove a Game Pak when the power is on.
2. Insert the Game Pak of Disney's Atlantis The Lost Empire into the slot on the Game Boy® Advance. To lock the Game Pak in place, press firmly.
3. Turn ON the POWER switch. The credit screens will appear (if you don't see them, begin again at step 1).
4. When the title screen appears, press START to proceed to the Main Menu.



# CONTROLS

## BUTTON

## ACTION

### Selection Screens

Control Pad 

Highlight menu selection

Control Pad 

Change options

A Button

Confirm selection

B Button

Return to previous menu

START

Confirm selection

## BUTTON

## ACTION

### Game Controls

Control Pad

Walk / Run / Swim / Duck

A Button

Jump

B Button

Use item / Throw

R Button

Look down

L Button

Look up

START

Pause the game

# MAIN MENU

- **New Game** — Begin a new game of Disney's Atlantis The Lost Empire.
- **Continue** — Enter a password to continue a previously played game. See **SAVING AND LOADING** on page 29 for more information.
- **Options** — Customize the game with the following options:
  - **Music** — Increase the music volume from 1 to 10, or turn it OFF.
  - **Sound** — Increase the sound effects volume from 1 to 10, or select OFF.
  - **Swap Buttons** — Select OFF to use the default controls (listed in the manual), or ON to switch the A Button and B Button commands.

## MAIN MENU



**NEW GAME**  
**CONTINUE**  
**OPTIONS**

# PLAYING A GAME

## Mission Goals

The mission goals and objectives are displayed before each level.

Accomplish these goals before the time limit in order to advance to the next level.



## MISSION

RESCUE 15  
CREWMEMBERS



## Game Screen

Check the top of the screen often for vital information pertaining to the level.

- **Health** — Milo's health is shown as a blue health bar. When Milo takes damage, the health bar will decrease in size. When the health bar is gone, Milo will lose a continue.
- **Continues** — The number next to Milo's portrait shows how many continues Milo has left. When the number reaches 0, the game is over.
- **Time Left** — A clock shows how much time is left to complete the goals for the level. When the clock reaches 0, Milo will lose a continue and will have to restart the level.
- **Power-ups** — Find power-ups along the way to help Milo in his quest.



## Power-ups

Milo has one power-up slot available to retain a special ability. During his adventures, Milo will find items and power-ups that he can grab to enhance his abilities. However, when he grabs another item, it will replace the existing ability in his power-up slot.



To borrow an ability, walk up to the power-up icon on the screen. The power-up ability will be transferred to Milo's power-up slot.



Blow up objects using dynamite.



Drill through floors with this tool.



Throw wrenches at enemies or switches.



Throw the boomerang at enemies.



Take no damage with Kida's invulnerability.



Gain either 50% or 100% health.



The Shepherd's Journal is a checkpoint. After finding one, you will restart from its position when you've lost a continue.

**Note:** Most power-ups can be used repeatedly. However, the health and invulnerability power-ups can only be used one time. Press the B Button to use the item and clear the power-up slot.

## Items



### Crystal

Crystals are scattered and hidden throughout each level. Collect the crystals to earn extra lives. Before each level, the Mission Goals screen will show how many crystals are hidden. Find all the crystals in the game for a surprise!



### King's Eye Crystal

The King's Eye Crystals are the stones from the water in front of the King's throne. They mark the location of the heart of the city. Collect the pieces of the King's Eye to learn the secrets of Atlantis.



### Bonus Letters

Collect one gold letter from every level for a hidden surprise!



## Pausing the Game

Press **START** at any time to pause the game. Select **RESUME GAME** to return to the action, or **QUIT GAME** to exit the game and return to the Main Menu.

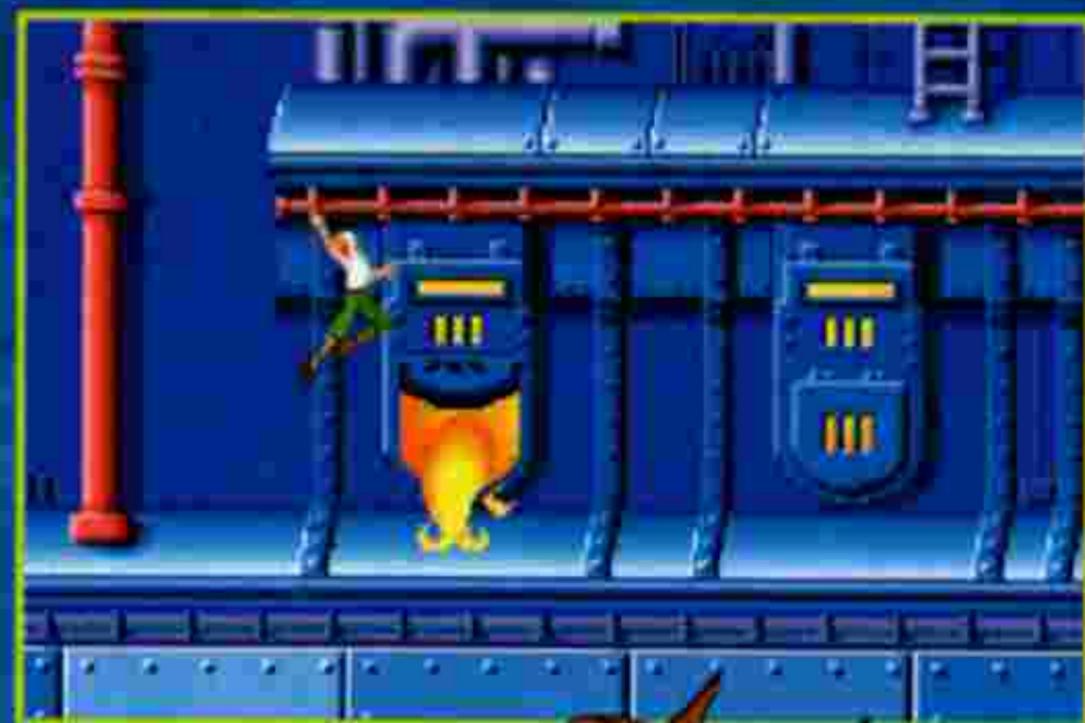
# THE LEVELS

## Level 1: The Boiler Room

Help iron the bugs out of the sub's engines. Keep the boiler from overheating by setting the steam vents correctly while avoiding obstacles.

### Hazards

- Steam blasts
- Moving machinery
- Overhead rails
- Hot valves
- Time



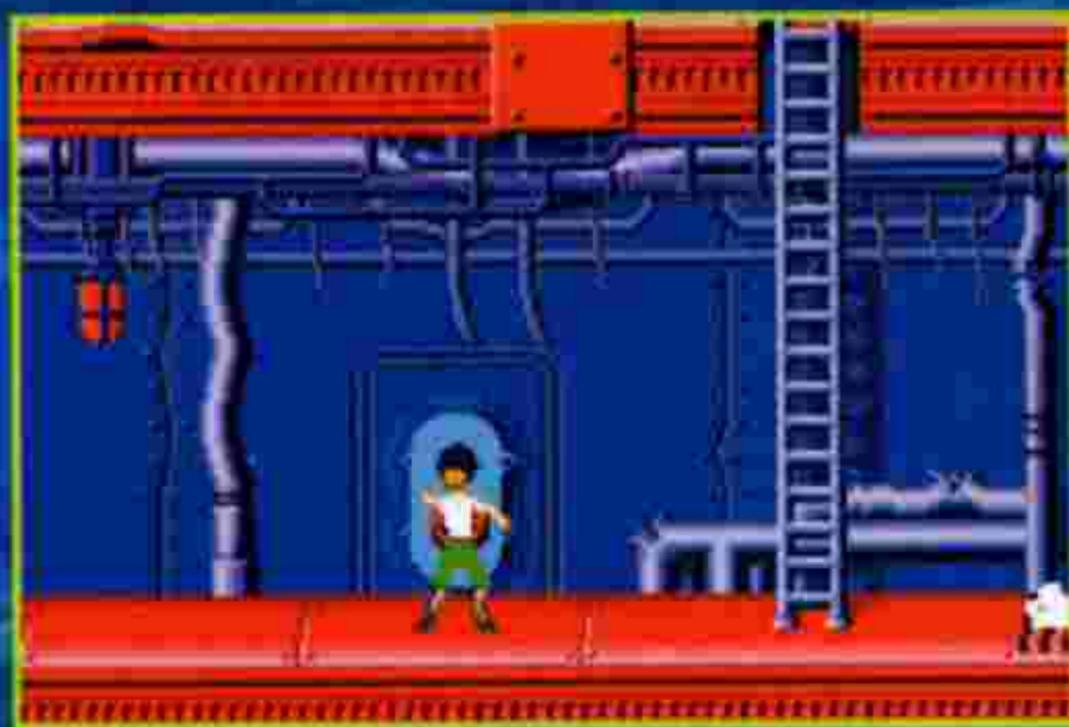
## Level 2: Lights Out

Rescue the trapped crew! The submarine is running from the Leviathan and Milo needs to get to the bridge ASAP! Navigate the various levels of the submarine, but try to avoid the exploding machinery. Crewmembers are scattered throughout the level, trapped in their quarters because of the failing electricity and equipment.

### Enemies and Hazards

- Electricity
- Falling debris
- Time

**Hint:** Help each crewmember escape by turning various wheels on the level to open their doors. It may take a few tries to unlock each crewmember's door.



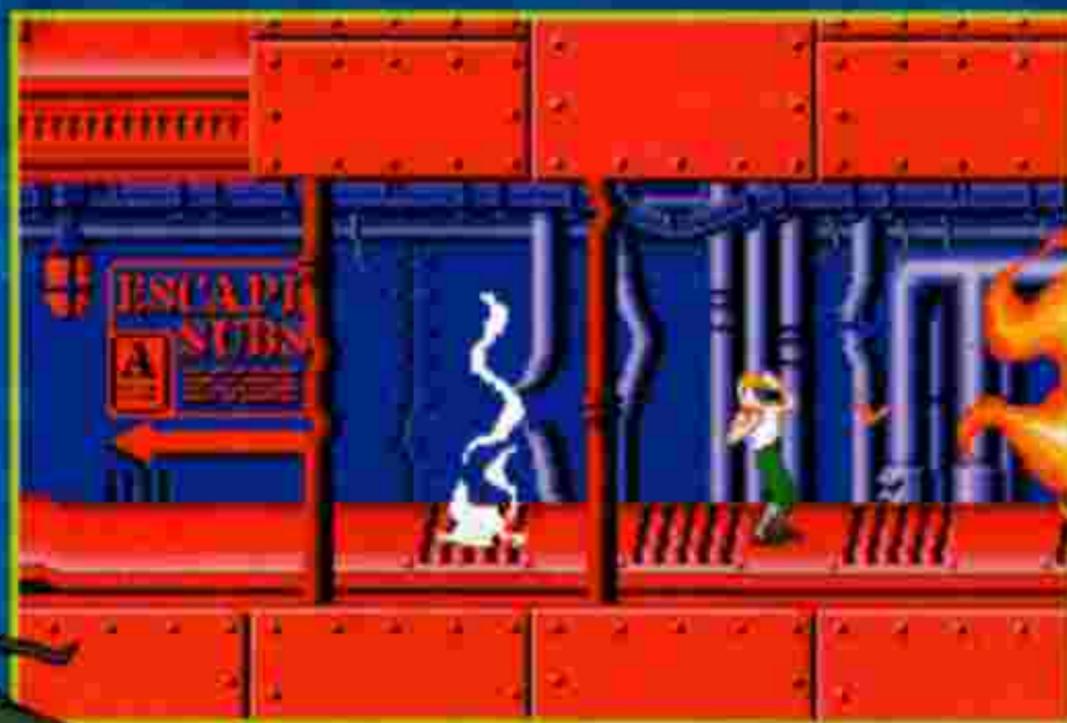
## Level 3: The Leviathan

Get to the Aqua Evac before the seawater reaches the boiler — and blows up the ship!

### Enemies and Hazards

- Steam blasts
- Large and small fires
- Electricity
- Time

**Hint:** Don't make that crucial jump while the sub is shaking! Also, avoid the fires that are engulfing the submarine to activate switches or open doors.





## Level 4: Encounters

Follow Kida through the treacherous area, avoiding pitfalls, obstacles, and fatal dead ends!

### Enemies and Hazards

- Bottomless pits
- Time
- Swinging doom
- Spike pits

**Hint:** Try to keep Kida in sight to see which path she takes or which platforms she avoids — some paths can lead to dead ends!





Use these Atlantean switches to access new areas!

## Level 5: Eyes of the King

Find the Kings Eye Crystal puzzle piece.

### Enemies and Hazards

- Red spiders
- Blue spiders
- Lava
- Cliffs
- Lizard creature
- Spike pit



## Level 6: Caves of Atlantis

Explore the Caves of Atlantis and decipher the Atlantean writing on the walls — which path will you take?



### Enemies and Hazards

- Blow darts
- Bats
- Giant spider
- Traps

**Hint:** Use the symbols on the walls to determine the correct path.

## Level 7: Waterworks

There are a lot of enemies to avoid and extremely strong currents to contend with in this area. Watch out for the giant blowfish!

### Enemies and Hazards

- Fish
- Bats
- Shark
- Drowning
- Giant blowfish
- Currents
- Squid
- Lava
- Eels



## Level 8: Deception

Rourke has taken Kida, and along with her the secret of Atlantis! Milo has to recapture the stolen Kings Eye Crystal and find where Rourke has gone so he can rescue Kida.



### Enemies and Hazards

- Lava
- Fish
- Eels
- Drowning
- Spikes
- Spiders

## Level 9: Lofty Stakes

Battle Rourke on the balloon to save Kida!

### Enemies and Hazards

- Rourke
- Falling
- Flare gun



**Hint:** Avoid Rourke's flare gun! Milo's hacksaw might break, but he can find more in the toolbox at the top of the balloon.



Use the hacksaw to cut the ropes!

## Level 10: Awakening the Past



Shield the city! Rearrange the golem's crystals to activate the Crystal Shield before Atlantis is engulfed in lava!



### Enemies and Hazards

- Falling
- Lava
- Time



**Hint:** Be sure to activate all of the golems! Match each symbol with the ones on each golem's head.

# SAVING AND LOADING

Disney's Atlantis The Lost Empire uses a password system to save and load an existing game. After completing a level, the screen will display a code, or password, for you to remember. Write this down onto a piece of paper before turning the power OFF.

## Saving the Game



**PASSWORD**

**BBSCCX**

The only way to save your game is to receive a password. Packard will give you a new password at the end of each level.

## Loading the Game

### ENTER PASSWORD



Select CONTINUE from the Main Menu to load a previously saved game. Use the Control Pad UP/DOWN to select a character, then press RIGHT. Now select the next character and press RIGHT on the Control Pad again. Continue the process until the password is complete, then press the A Button to confirm.

If correct, you will return to the game. If incorrect, you will return to the Main Menu and can begin a new game.

# CREDITS

**Atlantis Game Development by**  
3d6 Games Inc.

**Lead Programming**  
Dan Filner

**Programmer**  
Tom Mensch

**Scripting**  
Nick Robertson

**Executive Producer**  
William Schmitt

**Producer**  
Chris Novak

**Art Director and Lead Artist**  
Eric DeSantis

**Artists**  
Heidi DeRick, Rick Grossenbacher  
Andrew Hsu, Christopher D. White

**Level Designers**  
Troy Sheets, Martin Theyer

**Music and Sound Effects**  
Slackmates Inc.  
Rod Abernethy, Dave Adams

**Additional Character Animation**  
Clever Image, Inc.

## THQ INC.

**Producer** ..... Jamie Bafus

**Assistant Producer** ..... Roger Faso

**Executive Producer** ..... Carolina Beroza

**VP of  
Product Development** ..... Michael Rubinelli

**QA Manager** ..... Jeremy Barnes

**Lead Tester** ..... Julian Brummitt

**Testers** ..... Charles Way

Julio Avalos

Melissa Prosser

**Product Marketing Manager** ..... Kevin Hooper

**Group Marketing Manager** ..... John Ardell

**Associate Product Manager** ..... Paul Naftalis

**Creative Services** ..... Kirk Somdal

**Director,  
Creative Services** ..... Howard Liebeskind

**VP of Marketing** ..... Peter Dille

## Special Thanks

Brian Farrell, Jeff Lapin, Alison Locke,  
Germaine Gioia, Leslie Brown, Tiffany Ternan,  
Robert Riley, Gordon Madison, Ricardo Fischer,  
Jack Suzuki, Christian Kenney, Thq Kids Group

## DISNEY INTERACTIVE

**Producer** ..... Jared Brinkley

**Senior Producer** ..... Scott Cuthbertson

**VP - Production** ..... Dan Winters

**Art and Animation** ..... Ken Christiansen

Mary Ann Ramirez

# LIMITED WARRANTY

## Warranty and Service Information

In the unlikely event of a problem with your product ("Product"), you may only need simple instructions to correct the problem. Please contact the THQ Inc. (THQ) Customer Service Department at (818) 880-0456 or on the web at <http://www.thq.com> before returning the Product to a retailer. Live Customer Service Representatives are available to help you Monday through Friday 9am to 5pm PST or you can use our automated systems by phone or on the web 24 hours a day, 7 days a week. Please do not send any Product to THQ without contacting us first. Your 5 digit Product Code is **32080**. Please use this code to identify your Product when contacting us.

## Limited Warranty

THQ warrants to the best of THQ's ability to the original consumer purchaser of the Product that the medium on which the Product is recorded shall be free from defects in materials and workmanship for a period of ninety (90) days from the original date of purchase. The Product is sold "as is," without express or implied warranty of any kind, and THQ is not responsible for any losses or damages of any kind resulting from use of this Product. If a defect occurs during this ninety (90) day warranty period, THQ will either repair or replace, at THQ's option, the Product free of charge. In the event that the Product is no longer available, THQ may, in its sole discretion, replace the Product with a Product of comparable value. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to THQ's satisfaction, that the product was purchased within the last ninety (90) days.

## To receive warranty service:

Notify the THQ Customer Service Department of the problem requiring warranty service by calling (818) 880-0456 or on the web at <http://www.thq.com>. If the THQ service technician is unable to solve the problem by phone or on the web via e-mail, he will authorize you to return the Product, at your risk of damage, freight and insurance prepaid by you, together with your dated sales slip or similar proof-of-purchase within the ninety (90) day warranty period to:

**THQ Inc.**  
**Customer Service Department**  
**27001 Agoura Road, Suite 270**  
**Calabasas Hills, CA 91301**

THQ is not responsible for unauthorized returns of Product and reserves the right to send such unauthorized returns back to customers.

This warranty shall not be applicable and shall be void if: (a) the defect in the Product has arisen through abuse, unreasonable use, mistreatment or neglect; (b) the Product is used with products not sold or licensed by Nintendo or THQ (including but not limited to, non-licensed game enhancement and copier devices, adapters and power supplies); (c) the Product is used for commercial purposes (including rental); (d) the Product is modified or tampered with; (e) the Product's serial number has been altered, defaced or removed.

## Repairs after Expiration of Warranty

After the ninety (90) day warranty period, defective Product may be replaced in the United States and Canada for US\$20.00. The original purchaser is entitled to the replacement of defective Product for a fee, only if proof of purchase is provided to THQ. Make checks payable to THQ Inc. and return the product along with the original proof of purchase to the address listed above.

## Warranty Limitations

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND REPRESENTATIONS. NO OTHER WARRANTIES OR REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE THQ. ANY APPLICABLE IMPLIED WARRANTIES OR REPRESENTATIONS, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE HEREBY LIMITED TO NINETY (90) DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL THQ BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

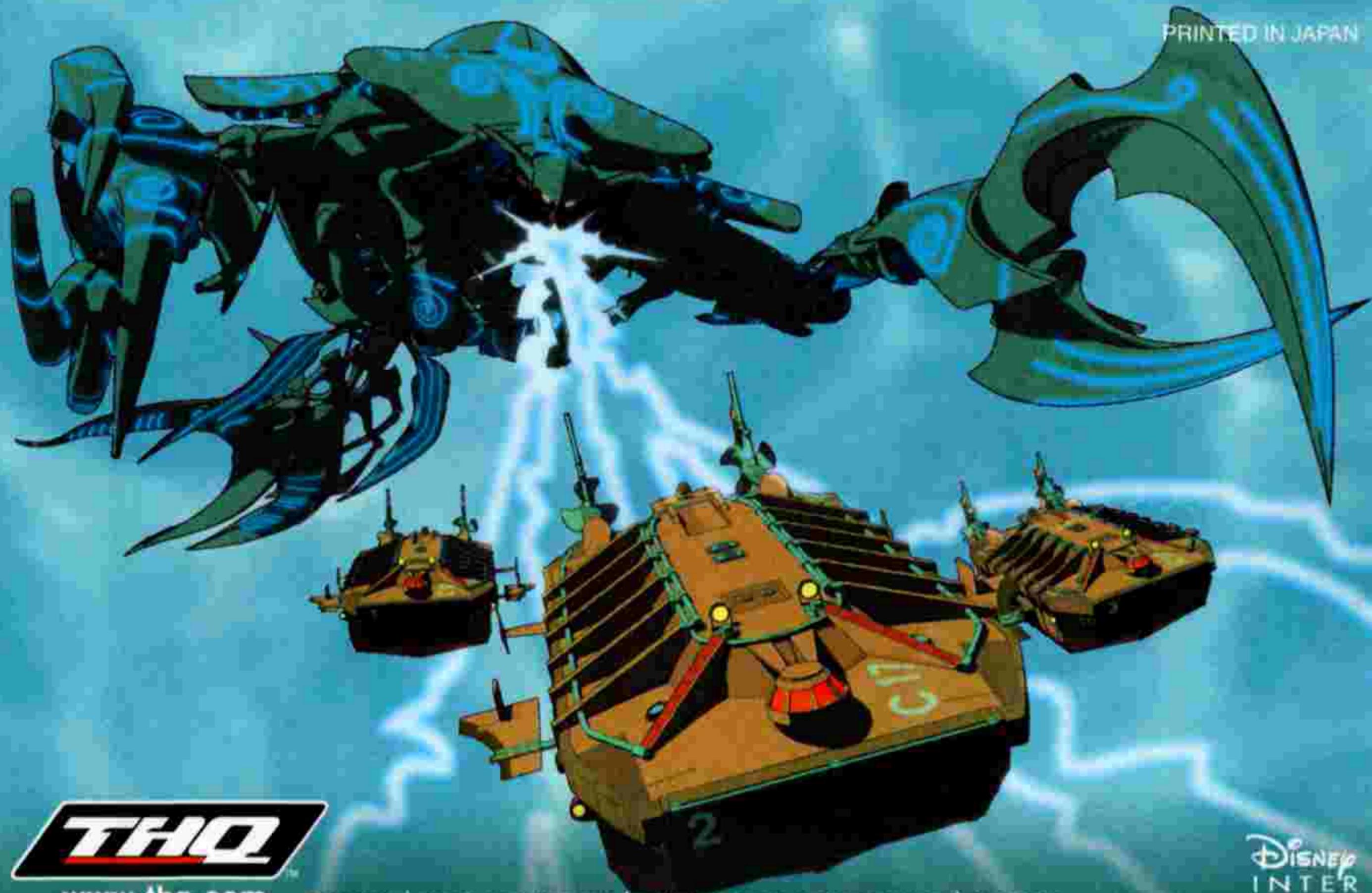
The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may also have other rights, which may vary, from state to state.

## Warning

Copying of this Product or any of its contents or elements is illegal and is prohibited by United States and international copyright laws. Back-up or archival copies of this Product or any of its contents or elements are not authorized and are not necessary to protect your Product. United States and international copyright laws also protect this manual and other printed matter accompanying this Product. Violators will be prosecuted.

Package and Manual Design: Michael Jacobs, Beeline Group

PRINTED IN JAPAN



**THQ**

[www.thq.com](http://www.thq.com)

THQ INC. | 27001 AGOURA RD. | SUITE 270 CALABASAS HILLS | CA 91301

© Disney. Developed by 3d6 Games Inc. 3d6 Games and its logo are trademarks of 3d6 Games Inc. Published by THQ Inc. THQ and the THQ logo are trademarks and/or registered trademarks of THQ Inc. All Rights Reserved. LICENSED BY NINTENDO. NINTENDO, GAME BOY, GAME BOY ADVANCE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO. © 2001 NINTENDO.

Disney  
INTER  
ACTIVE

