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Nintendo

GAME BOY COLOR

Disney's
ATLANTIS
THE LOST EMPIRE

CGB-BABE-USA



INSTRUCTION BOOKLET

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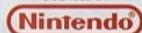


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MILD VIOLENCE

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GETTING STARTED

1. Turn OFF the power switch on your Nintendo® Game Boy® Color. 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 Color. 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 COMMAND

Menu Navigation

A Button

B Button

Control Pad UP/DOWN

Control Pad LEFT/RIGHT

ACTION

Confirm selection

Return to previous menu

Highlight menu selections

Scroll through options

BUTTON COMMAND

Exploration

A Button

B Button

B Button + B Button + B Button

Control Pad UP

Control Pad DOWN

Control Pad LEFT/RIGHT

START

Note: Kida has a unique ability to double jump from a wall. While playing as Kida, press the Control Pad LEFT or RIGHT + A Button when in contact with a wall.

ACTION

Jump

Let go of object (pushing/pulling)

Attack

Weapon Attack

3 Hit combo (with standard attack)

Special ability (hold UP)

Pull up from ledge (while hanging)

Climb ladder

Defensive crouch

Descend ladder

Run

Hand-over-hand (while hanging)

Push/Pull object

Fall from ledge hanging position

Pause game

BUTTON COMMAND

Swimming

Control Pad LEFT/RIGHT

ACTION

Tread water (at surface)

Swim (under water)

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PLAYING THE GAME

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Main Menu

Begin a new game or change the game settings from the Main Menu.

- **Start Game** – Begin or continue a game.
 - **New Game** – Select this to start from the beginning.
 - **Continue** – If you have already completed a level and have a password, enter it here to continue where you left off. See page 28 for more information.
- **Options** – Change the game's sound settings.
 - **Sound** – Toggle the sound effects ON or OFF.
 - **Music** – Turn the Music ON or OFF.



Game Screen

Attention Atlantis Exploration Crew: the game screen shows important information as you progress through the game. Whether using the radio, special abilities, or taking damage from an enemy, the on-screen information will help in your quest.

- **Radio** – Use the radio to call for help! Look for the radio in the training level. When you see the Control Pad icon appear over the character's head, press UP to send an S.O.S. signal (and change characters). See page 10 for more information.
- **Special Abilities** – Try to find different ways to advance if you get stuck in a level. Either by digging through the floor or blasting a stick of dynamite, try to use each character's strengths to help you advance. See page 11.
- **Health Gauge** – Gauges dropping! When you take damage or find a Medi-pack, the health gauge will appear on the bottom of the screen. The longer the health gauge, the more life you have. Next to the health gauge is a number that shows how many lives you have left. When the gauge is reduced to nothing, you will lose a life.

Note: The Control Pad icon only appears over the character's head in the training level, when near a radio.



Pausing the Game

Man the gauges! Press **START** at any time to pause the game. Your health gauge and number of lives will be displayed at the bottom of the screen. You will also see the number of crystals you have collected. Press **START** again to return to the action.



Changing Characters

The mission to top all missions! Every member of the Atlantis Exploration Crew is needed to find the lost empire, including Mole (for digging), Vinny (for blowing stuff up), Audrey (for getting to hard to reach places), and Milo (the master decoder).

Before changing characters, you will have to find a radio first. When near a radio, press UP to view the radio screen.

There are five radio frequencies to tune in to — each one will call a different character. If a character is out of range, static will appear on that channel. Use the Control Pad LEFT/RIGHT to find a frequency, then press the A Button to radio that character for help. You will return to the action playing as the new character.



Note: You can also use the radio to mark a return point for the level. If you run out of health, you will lose a life and start over from the last radio you used.

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Special Abilities

Sometimes the only way to make progress is to use a character's special ability. You might have to find a radio to change characters before being able to advance to the next level. For example, since Milo is unable to dig through floors, you would have to call Mole from a radio to dig through the floor (and progress through the level).



Milo — "Decode this!"

- **Master Decoder** — Milo has the power to observe objects and reveal their 'true' nature (such as a secret passage).

Vinny — "I like to blow stuff up."

- **Demolition** — As an explosives expert, Vinny the Fusemeister can demolish certain obstacles, clearing the way for the rest of the Exploration Crew.

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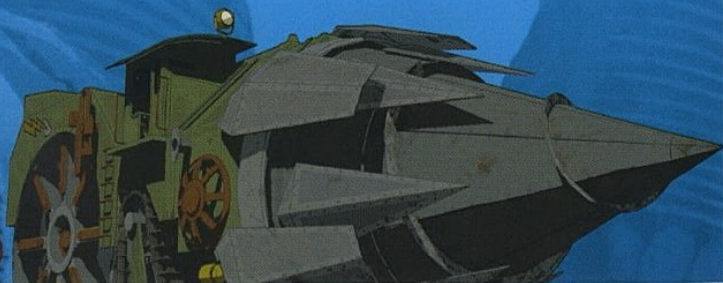
Moliere (Mole) – "When do we dig?"

- **Dig** – Mole can dig through certain patches of ground to reach a new section of the level.

Audrey – "Two for flinching!"

- **Repair** – Audrey can fix any mechanical object.

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EXPEDITION SURPLUS

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Items can be found throughout each level to help the expedition. Some of these items are rare and hard to come by.



Crystal – Find all 25 crystals on a level to receive an extra life.



Small Medi-Kit – Receive a small amount of health.



Large Medi-Kit – Fill your health gauge with a large amount of health.



Boomerang – Milo can use the Boomerang to ward off enemies.



Grenade – Vinny can use Grenades against enemies.



Stone – Moliere's faithful little friend replaces his claw attack.



Flaregun – Audrey's weapon of choice, a flare will cause the most damage when burning on the ground.



Crystal Blast – Harnessing the powers of the crystal that she wears, Kida can fire small globes of energy at her enemies.



PERSONNEL

Personnel: 63841

MILO JAMES THATCH

M.O.: Master of linguistics and cartography. Friendly and eager; somewhat meek, but toughens up mentally and physically during the expedition. Believes in himself and aspires to stand among the greatest explorers in history.

Abilities:

- **Swim** – Milo has an average swimming speed and can hold his breath underwater for 35 seconds.
- **Traverse** – Move 'hand-over-hand' along an inverted surface.
- **Jump** – Milo has an average jumping ability.
- **Push Objects** – Milo has the ability to push and pull objects.



Personnel: 53089

VINCENTO "VINNY" SANTORINI

M.O.: Demolitions expert. Approaches his extremely dangerous job with casual confidence – he's more relaxed than a soggy fuse!

Abilities:

- **Swim** – Vinny has the worst swimming speed and can hold his breath underwater for 35 seconds.
- **Jump** – He has an average jumping ability.
- **Push Objects** – Vinny has the ability to push and pull objects.



Personnel: 23571

GAETAN MOLIERE

M.O.: The group's geologist, mineralogist and tunneling expert. Known as "Mole" for short, he's a man with a tireless passion for all things dirt, he anxiously digs through every rock wall the group encounters.

Abilities:

- **Headlamp** – Positioned on top of his head, Mole will automatically turn on the headlamp when he walks into a dark area.
- **Swim** – He has an average swimming speed and holds his breath underwater for 35 seconds.
- **Jump** – Mole has the worst jumping ability.



Personnel: 42871

AUDREY RAMIREZ

M.O.: The highly opinionated mechanic of the team, Audrey is bright, industrious and quick. The extent of maintenance required throughout the journey often puts her on edge. She is fearless in the face of danger but tends to be short-tempered with anyone of less mechanical expertise than herself – which is pretty much everybody.

Abilities:

- **Swim** – Audrey has an average swimming speed and holds her breath underwater for 35 seconds.
- **Jump** – She has an average jumping ability.





Personnel: 87401

COMMANDER LYLE T. ROURKE

M.O.: The pragmatic, mercenary captain of the expedition, Rourke makes his own rules. Tough and focused, he's a seasoned leader who's spearheaded numerous expeditions.

STATS:

- Has secret agenda to steal and profit from the life-giving energy of the Atlantean crystal.



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Personnel: 71455

HELGA SINCLAIR

M.O.: The Second in Command, she plays for keeps and likes high stakes. Mysterious, but tough.

STATS:

- Commands everyone's full attention with her austere beauty and aloof, edgy demeanor.



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Princess Kida

Strange, but serenely beautiful, Kida is daring and resourceful. Despite being 5,000 years old, she's unable to piece together exactly what happened to her civilization, until she gets a little help from Milo. Eventually, Kida learns of her empire's past and is able to bravely take her place in her family's royal lineage.

Abilities:

- **Traverse** – Kida can move 'hand-over-hand' along an inverted surface.
- **Swim** – She has the fastest swimming speed and holds her breath underwater for 45 seconds.
- **Jump** – Kida has an excellent jumping ability.
- **Double Jump** – The only one who can perform a double jump, Kida can jump from one wall to another by springing off a wall just after contact is made.

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THE LEVELS

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Whitmore's Mansion (trainer level)

Key Characters: Milo, Vinny, Audrey

Make your way through Whitmore's mansion, collecting the crystals on your way. Use the different characters to help further the expedition.

Submarine Level

Key Characters: Milo, Vinny

Navigate your way around the Ulysses submarine using ladders and special abilities. Switch characters to access other areas of the sub. Don't forget to switch off the fan!

Hazards:

- Crabs
- Steam
- Electricity
- Storm-troopers

Cove Level

Key Characters: Milo, Mole, Vinny, Audrey

Barely escaping from the Leviathan, the crew lands in an underground grotto. Travel over the platforms and ramps to make your way through the cove. Use the moveable objects to help access new areas – watch out for hazards along the way!

Hazards:

- Crab
- Rock Monster
- Spider
- Wasp
- Spike Pits

Fire Level

Key Characters: Milo, Mole, Vinny, Audrey

The crew presses onward despite the odds with their fate in the hands of Milo and the Shepherd's Journal. Moving further underground, jump the fire-pits and ride the moving platforms, then dig your way to a new area.

Hazards:

- Small Lava Monster
- Rock Monster
- Spider
- Wasp

Ice Level

Key Characters: Milo, Mole, Audrey, Vinny

After an encounter with a swarm of fiery insects, the icy mountaintops are a welcome change – or are they? Avoid the falling snowballs as you climb the slopes. Watch out for the Atlantean Mammoth towards the end!

Hazards:

- Yeti
- Birds
- Atlantean Mammoth

Volcano Level

Key Characters: Milo, Vinny, Mole

Consider yourself warned – the volcano bed is an extremely hot, hazardous area with tremors and deep pits. Move obstacles to access other areas of the level.

Hazards:

- Rockmen
- Fireflies
- Steam jets
- Rolling boulders
- Spike pits

External Level

Key Characters: Milo, Vinny, Mole

Milo has come face to face with an Atlantean hunting party and has chased them to the threshold of his dream. He has found Atlantis. Climb, dig and swim to reach new areas as you get closer to the lost city. Each switch will activate a different door.

Hazards:

- Stone Sentinel Guard
- Flopsy (atlantean tiger)
- Scavenger Dog
- Spiders

Internal Level

Key Characters: Milo, Mole, Vinny, Kida

Closing in on the very heart of Atlantis, it doesn't appear to be some dusty archaeological ruin as Milo had expected.

Hazards:

- Louis
- Bugman

Palace Level

Key Characters: Milo, Vinny, Mole, Audrey, Kida, Kashekim
Kida leads the explorers into the city where they meet her father, the King. To their surprise he orders Rourke and the team to leave Atlantis at once. However, Rourke bargains for time to rest and re-supply, and dispatches Milo to learn more from princess Kida. Enter all of the rooms to find switches to other areas.

Hazards:

- Bomont
- Storm-troopers
- Spike pits
- Crab
- Spiders
- Louis
- Electricity

Secret Swim

Key Characters: Kida, Audrey, Vinny, Mole, Milo
Kida takes Milo on a breathtaking tour of the ancient city and confides in him about the Atlantean life force — the crystals. Much to Milo's surprise, the crew has known about the crystals all along and Rourke is planning on stealing them to sell on the surface.

Hazards:

- Shecky (shark)
- Spiders
- Spike pits

Balloon Level

Key Characters: Milo

Locate Helga and lead her on a chase. Find a control panel and try to get Helga to shoot at it. Watch out for the steam pipes from the Zeppelin!

Hazards:

- Helga
- Steam jets
- Rourke

PASSWORDS

Passwords allow you to continue a game where you left off. You must complete a level in order to receive a password.

Saving a Game

After completing a level, the Stage Clear screen will appear. Remember the 4 letters — this is your password. Write your password down onto a piece of paper for future reference.

Loading a Game

To continue where you left off, select START GAME from the Main Menu. Next, choose CONTINUE to view the Password screen. Press UP/DOWN on the Control Pad to select the first letter. Press the Control Pad RIGHT to highlight the second letter. Continue selecting each letter until all four are correct, then press the A Button. If correct, you will advance to the saved game. If incorrect, you will return to the Main Menu.



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Customer Service Department
27001 Agoura Road, Suite 270
Calabasas Hills, CA 91301

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