



NTSC U/C

PlayStation®



Disney's

# ATLANTIS

THE LOST EMPIRE



SONY



COMPUTER  
ENTERTAINMENT



## WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE

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 game 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 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.

## WARNING TO OWNERS OF PROJECTION TELEVISIONS

Do not connect your PlayStation game 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.

## HANDLING YOUR PLAYSTATION® DISC

- This compact disc is intended for use only with the PlayStation® game console.
- 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 the outer edge. Never use solvents or abrasive cleaners.

## ATLANTIS TIPS AND HINTS

### PLAYSTATION® HINT LINE

Hints for all games produced by SCEA are available:

- **Within the U.S.: 1-900-933-SONY (1-900-933-7669)**  
\$0.95/min. auto hints; \$5.00 - \$20.00 for card recharge.  
Automated support: 24 hours a day, 7 days a week.
- **Within Canada: 1-900-451-5757**  
\$1.50/min. auto hints. In Canada, automated support is available 24 hours a day, 7 days a week.  
This hint line supports games produced by Sony Computer Entertainment America. No hints will be given on our Consumer Service Line.  
Callers under 18 years of age, please obtain permission from a parent or guardian before calling. This service requires a touch-tone phone.
- **CONSUMER SERVICE/TECHNICAL SUPPORT/ORDER LINE: 1-800-345-SONY (7669)**  
Call this number for help with technical support, installation or general questions regarding the PlayStation® game console and its peripherals. Representatives are available 6AM-8PM PST, M-Sat, 7AM-6:30PM PST Sun.
- **PlayStation ONLINE: <http://www.playstation.com>**  
Our news is always hot! Visit our website and find out what's happening—new titles, new products and the latest information about the PlayStation® game console.

## TABLE OF CONTENTS

<b>Setting Up Your Console</b> .....	<b>2</b>
MEMORY CARDS. ....	<b>2</b>
<b>Controller Diagram</b> .....	<b>3</b>
<b>Controls</b> .....	<b>3</b>
<b>The Atlantis Expedition</b> .....	<b>4</b>
<b>The Title Screen</b> .....	<b>6</b>
<b>Start Game</b> .....	<b>6</b>
Options .....	<b>6</b>
Special Features .....	<b>7</b>
<b>Playing the Game</b> .....	<b>7</b>
Searching .....	<b>7</b>
Changing Characters .....	<b>8</b>
Checkpoints .....	<b>8</b>
Puzzles. ....	<b>9</b>
Climbing and Hanging .....	<b>9</b>
Swimming .....	<b>10</b>
Personal Weapons .....	<b>10</b>
Pausing the Game .....	<b>11</b>
<b>The Game Screen</b> .....	<b>12</b>
<b>The Backpack and Using Items</b> .....	<b>14</b>
Combining Items .....	<b>15</b>
<b>Important Items</b> .....	<b>15</b>
<b>Crystals</b> .....	<b>17</b>
<b>Special Transport Levels</b> .....	<b>18</b>
<b>Characters You Control</b> .....	<b>20</b>
<b>Undiscovered Species</b> .....	<b>22</b>
<b>Saving and Loading Game Data</b> .....	<b>25</b>
<b>Credits</b> .....	<b>26</b>

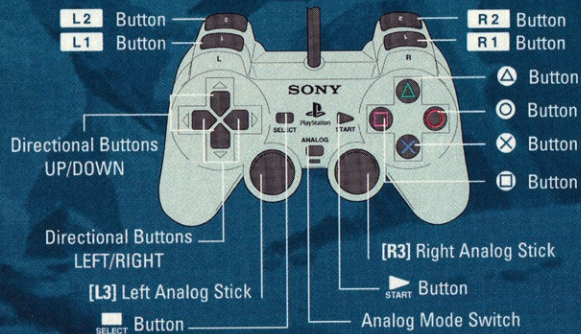


## SETTING UP YOUR CONSOLE

Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is OFF before inserting or removing a compact disc. Insert the Disney's Atlantis: The Lost Empire disc and close the disc cover. Insert one game controller and turn ON the PlayStation game console. Follow the on-screen instructions to start a game.

## MEMORY CARDS

To save game settings and progress, insert a MEMORY CARD into MEMORY CARD slot 1 of your PlayStation game console BEFORE starting play. You can load your saved games from the same card, or from any MEMORY CARD containing previously saved Disney's Atlantis: The Lost Empire games. Saving MEMORY CARD data requires one free block. To learn more about how to save and load games, see "Saving and Loading Game Data" on page 25.



**Note:** DUALSHOCK™ analog controller only. Toggle the vibration function ON/OFF by using the Option mode, and setting the Vibration function to "ON" or "OFF". The Vibration function is not affected by the controller's analog mode switch.

## CONTROLS

Start game

Select menu items

Jump

Dive when in water

Swim

Climb

Let go/Drop to ground

Punch

Three Punch Combo

Duck

Search

Steer vehicles

Fire submarine, or aircraft guns

Look/Aim

Fire/Throw Personal Weapons

Push/Pull objects

Let go of objects

Open Backpack

Select/Equip/Combine Backpack items

START button

Directional button or Left analog stick  
UP/DOWN + X button

X button

Circle button

X button + Directional button or  
Left analog stick

X button + Directional button or  
Left analog stick UP/DOWN

X button

Triangle button

Triangle button repeatedly

L1 button

Triangle button

Directional button or Left analog stick

X button

R1 + Directional button or Left analog stick

Circle button

Directional button or Left analog stick

X button

SELECT button

Directional button or Left analog stick



# THE ATLANTIS EXPEDITION

Bizarre occurrences, mysterious architecture, and sightings of gigantic mythical beasts have intrigued mankind for centuries: Who really created Stonehenge or the Pyramids, structures built centuries before any machines capable of such a feat? What about sightings of the huge monster of Loch Ness or the Abominable Snowman? Ancient mariners swore that Sea Nymphs could wreck a ship by singing. Some say that the one who discovers the answers to these riddles will have found Atlantis.

Atlantis was the mythical empire that sunk into the North Atlantic Ocean 11,000 years ago, taking an incredibly advanced civilization with it. The Greek philosopher, Plato, was the first to mention Atlantis around 360 B.C. and great minds have searched for evidence of the lost empire ever since.

Linguist Milo Thatch has no doubt that this great kingdom once ruled the world. He sees proof everywhere. Milo's grandfather inspired his grandson with stories of Atlanteans and mystical crystals of incredible power. He was positive that the great sunken empire existed. What he wanted to prove was that Atlantean culture still exists today, right now, deep within the Earth. The old man died before he could prove his theory, and suffered the sneers of disbelief among his colleagues. Milo is driven to prove his grandfather right.



Centuries ago, a book written in a strange language was discovered. Named the Shepherd's Journal, it is the personal account of a man called Aziz who discovered Atlantis at the bottom of a deep chasm.

Some believe the journal is the ranting of a madman. But to Milo, each piece of the journal he deciphers, reveals more of the mysterious truth.

A team of experts is about to join Milo to embark on a submarine expedition to the realm of Atlantis. Will they discover the mythical empire and return heroically with the proof that has eluded adventurers for millennium? Or will they disappear under the vast North Atlantic forever, adding a few new lines to this ageless myth.

Journey into the deepest seas, battle the cold ferocity of nature, and outwit treacherous souls. You must have the brain of a scientist and the heart of a warrior to survive.


Earth's greatest mysteries are about to become crystal clear.








# THE TITLE SCREEN

## Start Game

On the Title screen, select START GAME and press the  button. Before the expedition begins, you will have to learn a few things from Preston Whitmore, a very rich old friend of Milo's grandfather.

## Options

- To select an option, press the Directional button or Left analog stick UP/DOWN and press the  button.
- To change settings, press the Directional button or Left analog stick LEFT/RIGHT and press the  button.
- To exit screens, press the  button.

## Controller

- Vibration – Adjust Vibration intensity. Full LEFT turns the function OFF.
  - Layout – Select a button control scheme. Choose LAYOUT A, B or C (default is Layout A).
- ### Sound
- Audio Mode – Select MONO or STEREO according to the specifications of your television.
  - Music and SFX Volumes – Set volume for SFX and MUSIC.




## Load Game

Load Saved Games

See “Saving and Loading Game Data” on page 25.

## Special Features

### Movie Viewer

Select a movie and press the  button to play it. Each time you collect all the Atlantean symbols in a level, a new movie appears in the Movie Viewer.


### Personnel Files

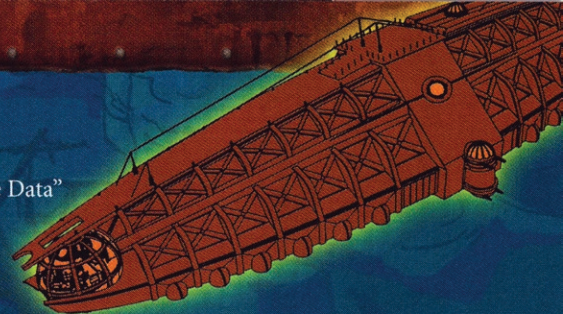
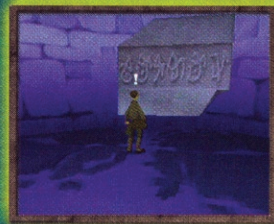
View information on each of the expedition team members.

## PLAYING THE GAME

The huge submarine Ulysses heads into the North Atlantic depths in search of the lost civilization of Atlantis. The expedition team includes five experts who you control. Each one has special skills and some are able to perform tasks that others cannot.

## Searching


When you move to an area and the “!” symbol appears, there is something that you better take a closer look at. Press and hold the  button to search for ideas or evaluate a situation. A team member may have a solution right away or decide that another team member is better for the job. A dialogue display will give you an idea of what action you should take.





## Changing Characters

Change characters at a Radio. Each controllable team member's face is visible in the radio. To change characters:

1. Walk into the Radio.
2. Press the Directional button or Left analog stick LEFT/RIGHT to change the displayed character.
3. Press the  button to change into the selected character.

Sometimes the team member you want will be out of radio contact. Static will interfere with that person's image in the radio and you will be told to try someone else.

## Checkpoints

Touch Checkpoints to mark your progress through the game. If you lose a life, you return to the last checkpoint to continue the adventure. (if you have lives remaining)

There are two different kinds of checkpoints:

### Radio Checkpoints

Walk through a radio and press the  button to trigger the checkpoint.



### Special Transport Level Checkpoints

Driving or Flying through these triggers the checkpoint.

## Puzzles

Breaking some barriers requires you to solve puzzles. Parts of these puzzles may be marked with the Search Symbol. Work these puzzles carefully, a wrong move may prove perilous.

## Climbing and Hanging





- When you see a ladder or rock outcropping and want to climb it, just press the  button to jump on it. Press the Directional button or Left analog stick UP/DOWN to climb and LEFT/RIGHT to move sideways. Only Milo and Kida can climb.
- If you find hand holds directly overhead, jump up to them and press the Directional button or Left analog stick to move hand-over-hand. To drop to the ground press the  button. Only Milo can hang.






## Swimming

You'll do plenty of underwater exploration, so get ready to hold your breath. Whenever a character submerges, the Air Timer appears. Swimming team members can stay under to a count of 100. If the timer runs out, a promising career as an explorer ends with a final gurgles. Every time you return to the surface to take a breath, the timer resets to 100.

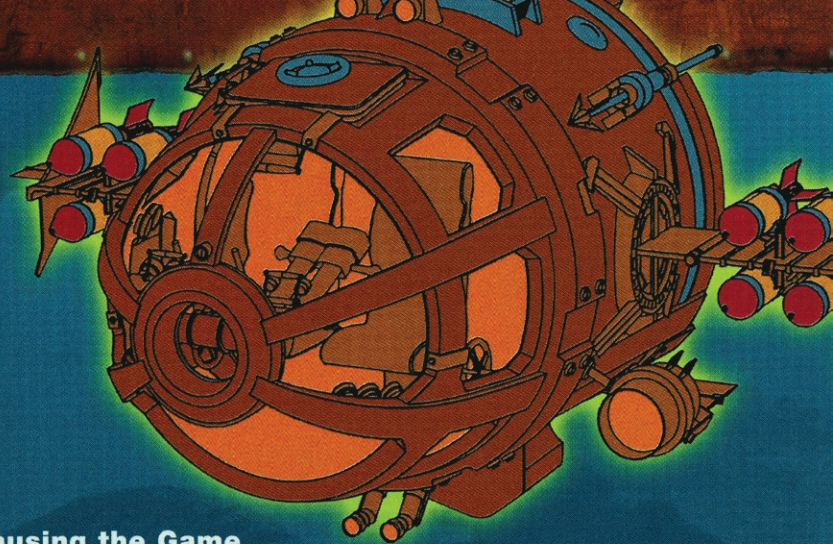
- To dive straight down, press the  button.
- To swim forward, press the  button.
- To swim up, press the Directional button or Left analog stick DOWN and press the  button.
- To swim down, press the Directional button or Left analog stick UP and press the  button.



## Personal Weapons

Each team member carries a personal weapon. To use a personal weapon, press the  button. Milo's boomerang and Kida's staff can be enhanced when combined with certain crystals.

See "The Characters You Control" on page 20 to see the kind of weapon each team member carries.



## Pausing the Game

Press the START button to pause the game. When you pause the game, important statistics will appear.

- Lives remaining
- HP remaining
- Clear Crystal count (Get 15 for another life.)
- Green Crystal count
- Weapon equipped (If your weapon is not equipped, you cannot use it.)

To resume gameplay, select CONTINUE. Select QUIT GAME to return to the Title Screen.



# THE GAME SCREEN

## Lives

Start the game with five lives. Each time you lose a life, your team member returns to the last checkpoint. All team members share the same lives. Press the START button to view remaining lives anytime during the expedition.

## Health

Each life equals 50 health points (HP). If a team member gets hurt, he or she loses some HP. When HP hits zero, the character loses one life and must begin at the last checkpoint. You can carry up to 100 HP, so look for Food and First Aid Kits. HP is common to all team members. Press the START button to view remaining HP anytime during the expedition.

## “!” Symbol

The “!” symbol displays to alert you to something of interest. Press and hold the search (A) button to learn more.

## Radios

Find radios throughout your expedition. Radios have three functions:



## Checkpoint

Lose a life and you restart from the last checkpoint you touched.

To trigger a checkpoint:

Find a radio and walk through it. Then press the (X) button to activate the radio and mark your checkpoint.

**Note:** There is a different checkpoint in Special Transport Levels.

## Change Character

Walk through the radio. Press the Directional button or Left analog stick LEFT/RIGHT to change the character in the viewer to the one you want. Press the (X) button to change characters.

See “Controllable Characters” on page 20.

## Save Game Progress

You can save your game up to the last Checkpoint (Radio) you touched.

See “Saving and Loading Game Data” on page 25.

## Atlantean Compass

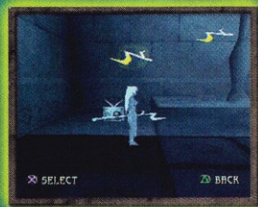
Use your compass whenever you need to navigate unfamiliar territory. It has a special capability mentioned by Whitmore. But no one knows what it is. Be sure to EQUIP your compass to use it.



# THE BACKPACK AND USING ITEMS

Useful items you pick up during the expedition are stored in your Backpack for use later.

To open the Backpack, Press the SELECT button.




From your Backpack you can:


- Equip an object to get it ready for quick use.
- Combine objects to create something new.
- Use an item when there is some special task at hand.

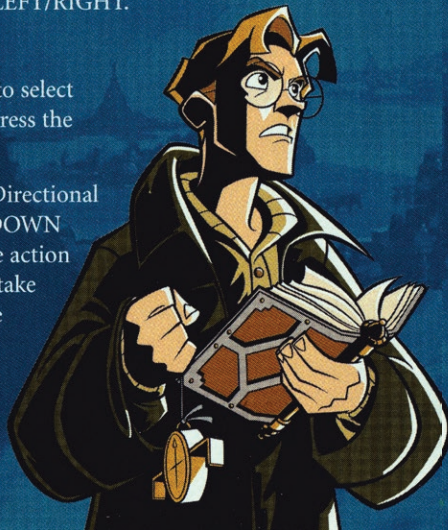
Select an object by pressing the Directional button UP/DOWN/LEFT/RIGHT.

To decide how to use the object:

1. Press the Directional button UP/DOWN to select EQUIP/COMBINE or USE/EQUIP and press the  button.






2. Press the Directional button UP/DOWN to choose the action you want to take and press the  button.



## Combining Items

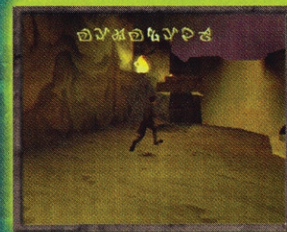
To combine items:

1. Press the Directional button UP/DOWN/LEFT/RIGHT to select an item.
2. Press the  button to select the item.
3. Press the Directional button UP/DOWN to select COMBINE and press the  button.
4. Press the Directional button UP/DOWN/LEFT/RIGHT to highlight the next item and press the  button to combine the items.


## IMPORTANT ITEMS

### Atlantean Symbols

Collect these golden symbols whenever you see them. If you find all of them in an expedition area, a movie becomes available in the Movie Viewer. To open the Movie Viewer, select MOVIE VIEWER from the Special Features Menu.



### Crates

Crates contain valuable items. To open a crate, punch it ( button). Items you find in crates are stored in your Backpack.



## Health Items

These repair lost HP or cure dangerous conditions.

**Can of Food** – Adds 10 HP

**First Aid Kit** – Adds 20 HP

**Anti-Venin** – Use this to treat poisonous stings or bites. When you become poisoned, your Heart icon turns green and you lose HP.

**Gold Hearts** – Win one Extra Life

**Red Hearts** – Find these in Special Transport Levels to increase HP by five.

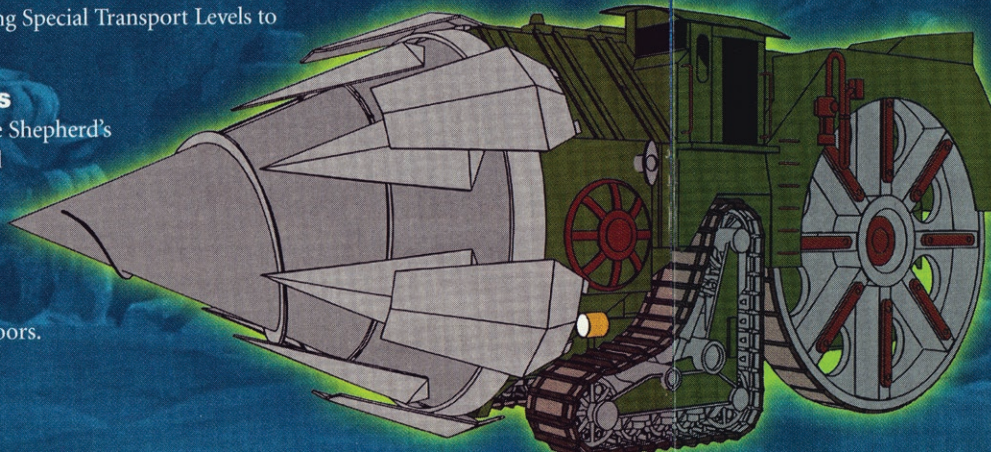
**Special Transport Level Health Medallion** – Fly, float or drive into these during Special Transport Levels to increase HP by five.

## Journal Pages

These pages from the Shepherd's Journal give you vital information about how to proceed with the expedition.

## Keys

Find keys to open doors.



## CRYSTALS

Atlantean Crystals yield the powers of this great civilization in many forms. Some need to be combined before they reveal their true nature.

### Clear Crystals

Get an extra life when you collect 15 of these. Press the START button to view the current number of collected Clear Crystals.

### Weapon Crystals

The crystals increase the power and accuracy of Milo's boomerang or Kida's staff when you combine them with the weapon.



**Orange Crystals** – Lightning Storm Boomerang and Firestorm Bolt Staff

**Blue Crystals** – Long Range Boomerang and Homing Staff

**Purple Crystal** – High Power Boomerang and Power Staff

**Green Crystals** – Rumor has it that there is a Green Crystal in every level. Collect them all and a reward will reveal itself.




## SPECIAL TRANSPORT LEVELS

You will enter Special Transport Levels during intense crisis or combat situations on the expedition. You will not always be defending yourself with weapons. Sometime defensive driving will be all you can handle.

### Special Transport Level Checkpoints


Touch the blue double arrows to lock in your checkpoint. If you lose a life, you will return to the last checkpoint to continue the expedition.

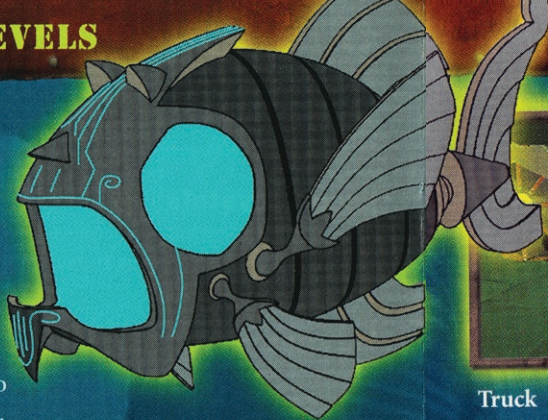
### Firing Weapons

In Special Transport Levels, press the  button to fire your weapon, if you have one. A crosshair will appear on-screen to help you aim. Press the Directional button or Left analog stick to aim at the target.

### Controlling Your Craft



#### Sub Pod

- To steer the Sub Pod, press the Directional buttons. These are flight controls. Press the Directional button DOWN to maneuver up and UP to maneuver down.
- Press the  button to fire.





#### Digger

To steer the Digger vehicle, press the Directional buttons.

- Steer the vehicle into a barrier to start the digging process.
- Press the  button to move forward.
- Press the  button to travel backward. Control the camera using the Right analog stick.


#### Truck

To steer your vehicle, press the the Directional button LEFT/RIGHT.

- Press the  button to accelerate.
- Press the  button to brake.
- To control the camera, press the Right analog stick.



#### Aktirak

- To steer the Aktirak press the Directional button. These are flight controls. Press the Directional button DOWN to fly up and UP to fly down.
- Press the  button to fire.




## CHARACTERS YOU CONTROL

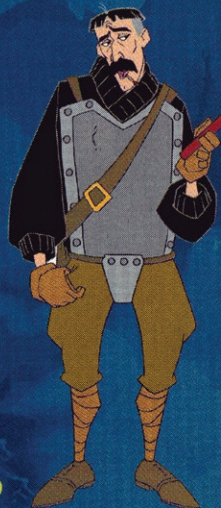
### Milo Thatch, Linguist/Cartologist

Milo wants to finish what his grandfather could not, prove that Atlantis is a living, breathing culture at the center of the earth. Going down in history as the greatest explorer in the world would be nice too. Milo uses his skills to decipher the Shepherd's Journal, a diary of one man's contact with Atlanteans.



### Vincenzo Santorini, Demolition Expert

Vinny is the explosives expert. If something needs blowing up, bring in Vinny. Just get him to where you want an explosion, press the  button to let him figure out how to set the fuse and get outta there! Vinny believes the best defense is a good hand grenade.



### Audrey Ramirez, Mechanic

Young Audrey is a mechanical genius who was tearing apart engine blocks by the time she was five years old. She can repair anything. Give her a bad time and she evens the score with a flare gun.



### Gaetan Moliere, Geologist

Dirt and rock are the only things this rotund and reclusive man trusts. He is a foremost authority on tunneling. Light seems to annoy him. Get him mad and be ready to start dodging rocks.

### Kida

She is the Royal Princess of Atlantis and a royal wild woman in a fight. Kida is trained in close-quarter combat with an Atlantean Bolt Staff. She will know things about the inner working of Atlantis.





# UNDISCOVERED SPECIES

Countless undiscovered insects and animals roam the Atlantean underground. All are aggressive and dangerous.



## Rock Monster and Relatives

This missing link hardly ever misses when throwing rocks so be ready to duck. His cousin, the Yeti can nail you with a snowball at 50 yards and Lava Monster hurls huge lava balls.

## Snappy and Crab

Snappy glides through the water stalking swimmers and delivering a nasty pinch with huge claws that would make a seafood chef drool. Pig-sized land crabs click their pincers like castanets just before they attack.



## Ground Beetle and Spider

As big as manhole covers, these bugs skitter across dry land scrounging for food or just someone to bite. They like dark caves.



## Atlantean Tiger

This voracious cat is all muscle with a thick weasel-like tail and sabre-teeth.



## Haywood

Find this predator hovering close to water. It delivers a power sting with its tail.








### Atlantean Police

These deep sea deputies will send you to jail.





### To save at the end of a level:

You can save to any block you want when saving a game.



1. When the save game screen appears, highlight the block you want to save to by pressing the LEFT/RIGHT Directional buttons.
2. Press the  button to save to that block.

### To save at a Radio Checkpoint:

1. Walk up to a radio.
2. Press the Directional button or Left analog stick LEFT/RIGHT to select Packard, the old lady in charge of radio communication and press the  button.
3. When the save game screen appears, highlight the block you want to save to by pressing the LEFT/RIGHT Directional buttons.
4. Press the  button to save to that block.



### Loading Saved Game Data

1. On the Title Screen, highlight LOAD GAME and press the  button.
2. Press the Directional button or Left analog stick LEFT/RIGHT to highlight the game you want to load and press the  button.



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# Disney's Aladdin in Nasira's Revenge

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