

- Character and is used to attack far
- enemies/to dive when in water
- 3. X - jump /swim/drive - to jump (duh)/to swim when in water
- /drive a vehicle when you get control
- 4. Triangle- search - keep it pressed when you see the
- exclamation sign
- 5. L1 - to duck - to duck flying objects
- 6. R1 - first person view - to look around
- 7. Select - to go in inventory - to use and combine objects

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 2.CHARACTERS
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Throughout the game you will find a radio for which you can change characters. Different characters are required to do different tasks. Each character has a different special ability. And you can change into them with the radio you can see in different stages of the game. A chart of characters are given below:

NAME	- SECONDARY ATTACK	- MAIN ABILITY
Milo Thatch	- Throws boomerang	- Only he can climb ladders.
Audrey	- Fires a pistol	- Is perfect at mechanisms
Vinney	- throws a grenade	- Is specialized to blast through blockages.
Mole	- throws rocks	- Is specialized in Geography.

NOTE - you can also save your game using the radio, simply switch to the old lady and press (X) and go into the save menu.

=====
 COLECTIBLES
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You can combine the ORANGE, PURPLE and BLUE crystals with the BOOMERANG and the COMPASS list of items you can collect are given below:

ITEM	- USAGE
Orange Crystal	- When combined with BOOMERANG it turns to
- LIGHTENING BOOMERANG	for some time.
- When combined with the compass it turns	
- makes the compass to track crystals.	
Purple Crystal	- It changes your BOOMERANG to SUPER POWER
- BOOMERANG.	
- It makes the compass to track secrets.	
Blue Crystal	- It has the ability to make your BOOMERANG
- LONG RANGED.	
- It makes the compass to track chests.	
Clear Crystal	- Take 15 of these to get an extra life
Green Crystal	- You can get one of these in a level
Red Heart	- It denotes your HP level
Gold Heart	- One Gold Heart gives you an extra life
First Aid Kit	- It increases your HP by 20
Can of Food	- It increases your HP by 10
Antivenin	- It removes the poison injected by enemies
Atlantanean Symbol	- Collecting eight of these to see the
	Movie of that level in the Movie Viewer.

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 4. WALKTHROUGH
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LEVEL 1 - WHITMORE'S MANSION

This is a type of practice level. First of all you find yourself in Whitmore's mansion and he teaches you a few moves. Just follow his instructions as he tells you about jump, punch, duck and first person view.

Then he tells you to go and take the compass which is to your top right corner by going there and then pressing the jump button (X) and press the up button. Then go back to Whitmore.

Now he will ask you to go down his boiler room which is at the bottom right corner of the room and bring back his CREW PORTFOLIO and END OF BROKEN KEY. But before you go there on the left side of the room you can see a switch go near it and then keep the search button pressed for about 3 seconds. Then go downstairs. Turn right and go near the table then again keep the search button pressed to get the key. After that continue right and to the end towards the shelves and jump and take the FIRST ATLANTANEAN SYMBOL. Take note of the desk like figure in front of you, as you might want to come back to it later. Then go to your left and inside the opening and collect the SECOND SYMBOL. Come out and take the book for the information on these symbols. Continue forward and take THE THIRD SYMBOL and then go in the next opening and punch the chest open and take the portfolio. Come out and take THE FOURTH SYMBOL to the corner. Now return to Whitmore.

Now he will show you how to use your backpack and tell you about your team (you can see the whole account of them up). Then he will ask you to find his BOOMERANG that he has lost in the big aquarium you see behind him but the entrance to it is through the door to your top left corner. He will also give you the other end of the key and show you how to combine it.

Head towards the door and then press select to go to your inventory and find the key by the directional button now press (X) two times to use it. Enter. You see the big to get in it simply jump near the edge of the big steel cage like structure and dive in the water (see the controls section to know how to swim). Swim to the top right corner of the tank to take FIFTH SYMBOL. Take the boomerang and then the yellow heart for an extra life. Now swim towards the surface and jump out. Take the SIXTH AND SEVENTH SYMBOL each from the two openings and go back to Whitmore. Now he will tell you to equip the boomerang and advise you to go in the boiler room again.

Go to the desk I told you to remember and keep the search button pressed an entrance will open. Go down the stairs and chance your arm with the boomerang. Try it a few times so that you can improve your accuracy rate. After that take the LAST SYMBOL in the level along with a green crystal. Return. Now go into the lift from which you came to the mansion. The practice level is complete!

LEVEL 2 - ULYSSES

Go straight into the next corridor. Then into the next room. You are told to get AUDREY to fix the guns. This room has three doors the one behind Rourke is locked, one goes straight and one to your right. Turn to the one to your right and punch the toolkit to collect first aid. Then go to the radio change to Vinney using directional buttons. Now head out. Go straight into the other room. Push the can in front of the gas pipe. Go straight and turn left. Now keep the action button pressed and quickly move away as quickly as possible. Now return back to the radio and change to Audrey. Come all the way back to the door and enter. Smash the toolkit and take the can of food. Now go to the end of the room and keep the search button pressed. Now return back to the radio and change into Milo.

After that go back to the corridor with the gas pipe this

time turn right and jump towards the ladder. Now climb up. Now go straight and turn left, jump down and take FIRST SYMBOL. You can go to the radio to activate the checkpoint. Then jump in the water now swim straight and then take SECOND SYMBOL. Return to the radio and go up the stairs. Now turn left (the only stairs in the area) and climb the stairs. Go straight into the next room, pick up the fire extinguisher and use the radio to change into Audrey and fix the gun as you did earlier. Now turn back to Milo and go all the way back to the room where you met Rourke and enter the door that was earlier locked.

Then go through the corridor and into the next area where you can see a ladder overhead go underneath it and jump to grab it, use the up button to go forward. (If some how you fall into the water don't get worried cause as I always say never fear when I am hear :-D. Just dive underwater, turn left and go in the opening then come out and you will find yourself at the room with the radio you visited before, simply climb the ladder and re trace your steps to the overhead ladder). Go straight into the corridor and you will see that Rourke wants you to put out the fire well talk about luck remember the fire extinguisher use it and wait foe Rourke to run away then continue forward.

Jump down the stairs, and to your left, in the water. Swim to the door and turn left to take the handle. You cannot pass the propellers currently cause the force is too strong. Go back to the ladder and activate the radio. Now use the handle on the door. Guess what the door swings open, turn right go into the corridor and then the next room take THE FOURTH SYMBOL (we will get the third one later on) and pull the lever with the search button and return to the room with the rays.

Cross each ray one by one you will notice that you the rays are timed in such a way that you can pass them easily. Now go into the door in front of you and pull the lever. The propellers that we saw earlier should now be stopped. As you make your way out you see that the transistors that were giving out the rays would have exploded (that's what they deserved didn't they :-)) now go back to the room with the radio and jump in the water, take the door and turn left.

Just before the propellers and after the opening there is THE THIRD SYMBOL (told you didn't I). Make your way from the sides of the fan. As you come out to the bigger area right beneath from where you came you can see a couple of holes take the one to your left and take the symbol and then the one to the right for another symbol and go up for a bit of fresh air.

Now come out of the hole and see the two corridors take the one to your left and go till the end and pick up the crystal (punch the scorpion if it comes in your way) return and take the other corridor and take the symbol and the heart. Jump out on dry land and make your way towards the door. Activate the checkpoint. Now you will face the same situation as before, just wait for the flames to seize then one by one cross them safely.

Finally go through the door and pull the lever to make your escape through the hatch that opens when you pull the lever go through the hole and that's it for the level.

LEVEL- 3 LEVIATHAN ATTACK

This level is pretty simple. It has two parts

1. To Destroy The Machine
2. To Escape

1. To Destroy The Machine :

The HP level of the machine is 12 which decreases when you fire at him. Yes that's what you have to do, keep firing at the monster. Apart from the big machine there are some other machines to be destroyed as well. When you get its HP down to 7 or 8 it will start throwing energy balls at you so you have to destroy the energy ball as well with your gun. Keep firing. After the HP is down to 4 you get another message. Continue firing. And make sure you destroy the energy balls. Soon all your pods would have escaped. Now it's your turn to escape.

2. To Escape :

In this part you have keep on firing at the huge Stones, keep away from scorpions, and take the items. You can only go straight. Make sure you take all the power ups (they look like lightning). All in all what you have to do in this level is to keep on firing, taking the power ups wherever you can and I hope this is going to be enough for you to complete this level.

LEVEL - 3 COVE (FIRST TIME)

You will have to come to this level three times so I numbered them for convenience. As the level begins Milo tells you that you need you need two gems to open a certain door. To get these gems you need to complete the ice trial and then the fire trial.

When you gain control of Milo turn 180 degrees around and take the three clear crystals. Go to your inventory and equip the compass (take care as when you equip your compass your boomerang will be unequipped) head west according to the compass and activate the checkpoint there you can see the way to the fire trial level. Continue west, kill the crab and take the heart and finally the crystal at the right corner.

Now head east straight ahead you can see the entrance to the ice trial. Kill the crab and take your sixth crystal. Go to ice trial entrance and climb up. Enter the cave. That's all for your first visit here.

LEVEL - 4 ICE TRIAL

The first of the two trials stages. Here you will face a couple of snowmen, beware, as they will fire snowballs at you. Go straight. Take the purple crystal from the box. The door to your left will be locked. Right in front of the door you can see two boxes, smash both to get a blue crystal and the key to the door behind you. If you want you can get a few more crystals by turning to your left (south according to your compass). Take the crystal to your left and then turn right to take the two crystals outside and one in the box (you can combine the crystals that go in your inventory with the BOOMERANG to get different types of more powerful BOOMERANG). Go back to the door and take the crystal to your right and enter.

Go straight and take the crystals on the steps but jump over the second last one cause it has a poisonous crab. You can see a door ahead but first after you get down turn around 180 degree and go to your right. Kill the snowman and two crabs, go till the end and picking up two crystals, activate the checkpoint and change into Audrey. Take the can of food from the box. Now return to the door and enter.

Kill the crab and take the antivenin. Go through the next door to kill a snowman, take the book and press the R1 button and aim at the end of the stalagmite then fire. It will drop acting as a bridge. Take out the snowman at the other end with a safe distance and proceed forward. Go towards the end of the bridge and walk carefully on its walls to take two crystals and exit through the door.

There is a door to your right and a crystal ahead, just take the first crystal and a snowman will come out of that door, finish him and then enter the door to take the FIRST SYMBOL. Come back and proceed forward. Take three crystals on your way to the next door and enter.

Here you see a radio and a dead end, well it is not a dead end. Just go near the edge see the symbol in front of you. Notice that it matches the first symbol on the left wall. Press R1, aim at that symbol and fire. A platform will appear in front of you, jump. Now you can see another symbol at the edge of the platform. By shooting the third symbol on the left wall will do the trick, jump. Now hit the third symbol on the right wall, jump. This time fire at the fifth symbol on the left wall. And at the end the last symbol on the right wall will raise the final platform.

Go straight and pick up the can of food and the two crystals and then return (yes return don't go through the door). Come back where you picked up your latest can of food. And go towards the symbol (at north-east) and take THE SECOND SYMBOL. Go to the edge and fire at the three stalagmites one by one and to the other side. Activate the radio. Enter the door.

Go to the other door and finish off the wolf with two shots. Go around the structure and take the four crystals. Return to the entrance and jump up on the middle of the lift you see ahead.

Equip your compass and turn to the south from where you stand and climb the stairs and finish the soldier and turn left to take THE THIRD SYMBOL and the purple crystal. Then return to the lift and go straight (northwest in the compass) and change into Milo with the help of the radio. Climb right to the top and go around the finish the guard. Turn left and take the antivenin and the heart. Go back where you found the guard and continue straight to the next door. Take the can of food and make the snow monkey history and take the purple crystal in the chest before exiting through the door.

Go through and kill two more monkeys, then go left for a crystal and right for a can of food. Now go back to the entrance and go straight in the huge stone mouth you can see at south. Go straight to the south wall and press the search button to fall down. Take three crystals and THE FOURTH SYMBOL. Once you land push the frozen Mammoth before jumping down.

Finish the snowman and turn left and climb the rocks to take two crystals and activate the checkpoint on the elevated ground. Now go north and turn left. Take the two crystals and go through the broken door.

Ignore the mammoth and turn left as you take the first crystal unfortunately the mammoth doesn't ignore you (maybe you did something to annoy it) the only thing you can do now is RUN! For your life. Take the crystals if you can and keep on running avoiding the stalagmite and jumping over rubble. At last you come to a narrow path and the mammoth drops down (too bad in extinction again).

Go straight and enter the door. Take the two crystals and proceed through the door. Finish the guards. There are two doors here the one to your right is too dark for Milo or Vinney so you will have to get Mole or Audrey. Go towards the southeastern wall and climb. Take the antivenin in the chest, two crystals and change into Mole. Go down and straight to the dark room.

Now go straight and enter the door. Take the three crystals and THE FIFTH SYMBOL and go toward the southwestern wall and pull the lever. Now go to the radio again and change back into Milo and go to the door right behind the statue and enter.

Take the can of food to your left and finish the guard. Turn left. Climb the right side of the wall and finish the guard and then climb the wall again. Go through the door.

Kill the guards and take three crystals, a blue

crystal and a can of food. Now climb the right side of the east wall. Take the ICE GEM (yahoo! but its not over yet). Jump down and exit from where you came. Go till the end of the corridor and turn left. Go through the door. Here you see a radio, change into Audrey and go through the door.

Take out the guard you can see and jump. On the second platform finish the other guard in hiding to your left. From there jump to your right and take the Green crystal then jump towards the crate and take the First Aid. Jump to closest platform. And enter the door. Go straight to the next door.

Take caution of the huge rolling stones and pick up the crystal and the SIXTH SYMBOL and continue and take the SEVENTH SYMBOL and crystal and finally the EIGHTTH SYMBOL the last crystal. And keep running towards the blackness. END OF THE LEVEL.

LEVEL - 5 COVE (SECOND TIME)

Select this level again, as no new level is available. Take the crystals and can of food on either side and jump in the water. Go to your left and take THE FIRST SYMBOL and turn back and swim east and go in the opening, enter the door and jump up. Take out the two enemies. Take the clear crystal along with the blue crystal, first aid kit and the THIRD AND THE FOURTH SYMBOL. Look at the two statues. The left one is of ice and the right one is of fire. Go to the left one and use the ice crystal there. Now return to the fire trial entrance climb and enter.

LEVEL - 6 FIRE TRIAL

In here there is only one way to go. Take caution, as the platform will sink if you stay on it more than a few seconds. Go straight and turn left. Jump on the lift. Go straight and turn left quickly because the platform will break down. Activate the radio, take the crystal and activate the radio. Now jump on the lift.

Go straight and quickly jump through the two platforms to the end and grab a crystal. Now turn right. Jump through the platform, turn right, through another platform and turn left. Then jump on the lift.

Jump on the platform. Take FIRST AID KIT from the chest. Go straight and choose right path to take the FIRST SYMBOL and return to the main path. Take care, as the platform will fall. Take the crystal and go through the door.

Activate the radio and change into Vinney. Take the crystal and the antivenin and turn right. Go to the edge of the pillar and press the search button and QUICKLY MOVE AWAY! Push the stone towards the pillar, climb up and walk towards the other end. Beware of the fireman and his fireballs. Jump down the pillar and turn right.

Jump on the about to sink platform and enter the door. And the fly from far away and take the turn clear crystal a long with the LAVA CRYSTAL and antivenin. Now return to the area with the pillar.

Turn right and take out the crab from far away. Take the crystal and finish the fireman. Proceed. Take the antivenin and ORANGE CRYSTALS by smashing the cheats. Turn left.

The two pillar room. Go to the first pillar and bombard it do the same with the pillar to your right and kill the crab but beware of the fireman. Take the SECOND ATLANANEAN SYMBOL from behind the right pillar you just blasted. Activate the radio and choose Milo. Push the stone to the first pillar you blasted in this room and cross lava like you did before.

Keep going straight and take the crystal. Take out the crab and the upright bug. This time beware of the fireflies. Take the both chests. Just beside the chest to your left you can see the rocky section of the wall

(just behind the book) climb up and take the crystal. Take the book and jump up to hold on to another rocky patch, keep going forward smash the chest and LAVA CRYSTAL. Jump down and go back to the room with two pillars. Go back to the radio activate it and push the rock to the second pillar and cross.

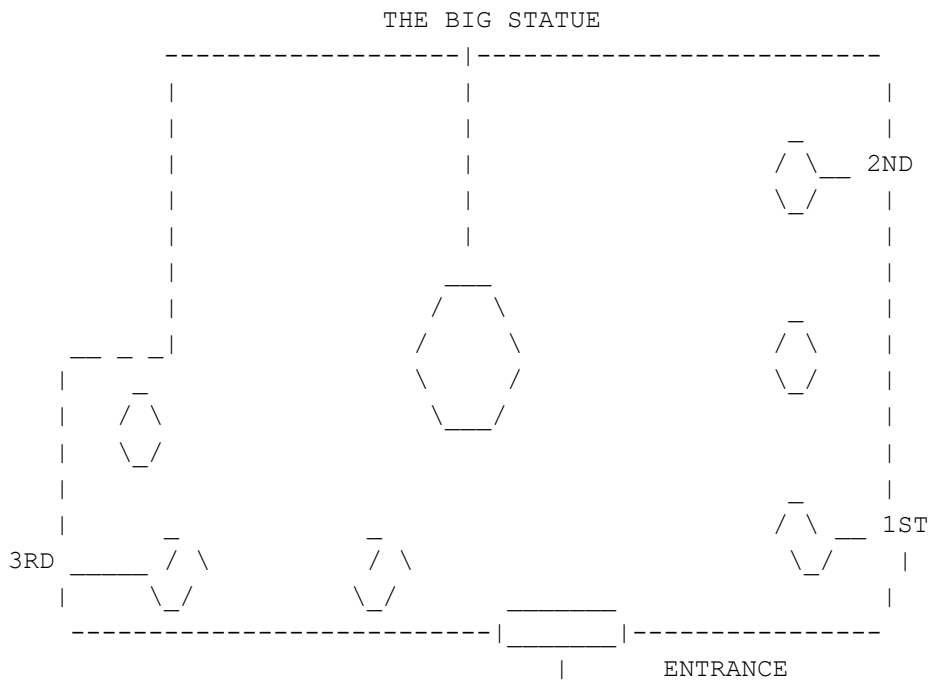
Use the lava crystals in the slot by the door one by one and enter. Corridor of fire breath faces. Turn right and push the rock in the front of the first face and stop turn around the rock and pull from other side (got the idea). After that get the stone in the middle of first two statues and jump on the rock. Between the two faces you can see a crystal get it. Now do the same process. In the middle of second and third take the THIRD SYMBOL like you took the crystal and continue. Push the stone in front of third mouth and go straight.

Turn left. Take out the fireman and continue straight taking purple and clear crystal. Finish the crab and avoid the fireflies. Now turn left.

Kill the fireman and two crabs, take the chest. And crystals. Turn right.

Go straight and take crystal. Wait for the fire breath to stop then cross. Cross the huge fireball and activate the radio and enter. Kill the two crabs and take the four crystals with the GOLD HEART and FOURTH SYMBOL.

See the map below and go to the entrance door and turn around 180 degree. Go to the first symbol to your right and press search. Now go last symbol to your right and press search. Finally go to the second symbol to your left and exit through the door. A map and the locations are given below. The 1ST, 2ND, and 3RD are the symbols you have to search.



Change into Vinney through the radio. And turn left. Go left till reach platform to your right jump and cross the lava. Take the crystal behind the left head cross the heads when you see the path clear.

Go straight and take the crystal and first aid kit and take out the bugman from far. Keep straight. Take out another bugman and crab to grab the crystal and the first aid kit from the chest. Take out the fireman from far and take the orange crystal and clear crystal. Exit through the door.

The many towers room. Go straight and turn left and go to the very first pillar and search. Move Away (I thought you would have known). Don't jump on the pillar yet, just go straight and at the end turn right. Activate the radio and change into Milo (you won't like to lose all the progress you have made if your younger sister or brother took the console plug by mistake!).

Go back to the pillar you just blew up. Cross the ramp, jump to the other side and climb up the rocky patch.

Take out the two crabs. Turn left to take the antivenin and the crystal. Now go straight. At the edge jump towards the platform to your left. Now jump towards the crystal and the radio. Activate the radio. Jump and take the FIFTH SYMBOL. Finish the crab's life from there and leap. Go straight at the end and pull the radio (only Vinney and Milo can pull it). Go back to the previous radio and change into Mole. Pass the tower and walk till the edge of the ramp then leap to your left. Go in.

End the miserable life of the bugman and a pair of crabs. Go forward, take the two crystals and go to the book and right there press the search button.

After the fall destroy the bugmen and take the crystal. There is the SIXTH SYMBOL behind one of the pillars. Towards the Western Wall there is a lever, pull it using the search button, now exits through the only exit.

Kill the three crabs here and grab the can of food and the orange crystal. Go straight and exit.

You are back at the "Many Pillars Room". Go straight and cut a right followed by another right and to the radio room.

Continue straight. Take caution of the fireflies, take out the bugman and the crab. Grab the crates, two clear and the green crystal for the level. Now enter the door.

Be quick here, cause there is a big fireman here although you can keep him down by throwing your BOOMERANG at him when he stands up and he will sink back in the lava. Take the crystal and the FIRE GEM (Yay!). now go back to the radio room.

Activate the checkpoint. Go to the "many pillar room". As you enter this room keep going straight toward the crystals you can see.

Keep going straight, take the antivenin and activate the radio. Wrap up the bugmen and the crab. Go to the edge.

It's quite a jumping and landing game from here. So, jump on the pod (according to CROW). To your left you can see another orbit of pods. Once one of those pods come near jump on it. Now duck (using the L1 button) under the fiery breath of one face then the other. See the platform on your left? Well don't jump there yet. Just keep standing to collect to take your SEVENTH SYMBOL. Duck again but this time jump to the platform to your left. Use the lift to go down.

Go to the edge and jump on the platform. Now jump on the platform coming from your left and wait to rise. Now jump to the area to your right. Kill the tiger and the fly and take first aid kit and crystals. If you follow this guide you would have taken all 39 crystals. Exit through the door.

Go to the edge and jump on the platform when it rises. At the end off it and exit through blackness Level Complete!

LEVEL - 7 COVE (THE LAST TIME)

Yup once again take all the crystals and can of food and go to the fire and ice statue room by diving in the water. Take all the crystal and the two chests and use the fire crystal on the fire statue and enter.

Take out the bugman and take the crystals. Go forward. Oh your left take the FIFTH SYMBOL and can of food and crystal from the next left turn. Finish the bugmen and turn right (south west) and take out the bugmen and take the OLD COG, crystal and THE EIGHT SYMBOL don't worry I remember that we still have to collect three more. Go out and turn right (Southeast). Take the purple crystal can of food and THE SIXTH SYMBOL the green crystal for this level. Turn right and finish the bugman and take the crystal to your left and THE SEVENTH SYMBOL and activate the radio. Now go

all the way back to the fire and ice statue room. Jump in the water and go back to the place where you always start this level. Change into Audrey using the radio and enter the big door, which is always behind you when you start.

Take the crystals and the FIRST SYMBOL. ((Told you we will get it didn't I?)). Go to the left side of the digger, take the book and use the COG there.

Once you get control of the digger, go straight by pressing the X button and keep it pressed until the big door collapses to nothing.

Straight-ahead is the exit. If your HP is less than 40 then you should drive on some of the monsters and collect health. After you get it above 50 odd go to the exit and keep the X button pressed. After the road is clear cross to end the level.

LEVEL - 8 TRUCK ESCAPE

This level is pretty much like the LEVIATHAN ATTACK. What you have to do is keep the X button pressed and take all the hearts and can of gasoline you can. Also avoid the fire and falling rocks and in the process not fall yourself. Always remember to take the RECYCLE SIGNS whenever you see them as they act as checkpoint. Don't bother if you use up one or two lives here cause you get a GOLD HEART provided that you can take it. At the end of the day that should be enough to get you through this level.

LEVEL - 9 OUTER ATLANTIS (first time)

At turn left (south) and take the crystal jump down and the chest. Return back and go north. Take the crystal, jump down take the crystal and turn right. Take the chest. Now go back.

Go west and finish the monster and bat from far and jump. Keep going straight turn left before going in the opening). Take the crystal and THE FIRST SYMBOL. Turn around and go north. Cross the opening and take the two crystals. Return back to the opening and enter. Take the crystal and finish the flamingo. Now enter the door. Finish the monster and the flamingo. Take the crystal, SECOND SYMBOL and first aid kit and exit.

Finish the flamingo and turn left. Enter the door. Quickly finish the monster and pick up everything and activate the radio. Now head out.

Turn left and take crystal and continue forward. Avoid the falling stone and take out the bats (or whatever you call it then) and hang a left. Finish another bat and at the end of the passage turn right and walk forward. Take the crystal and finish the huge worm and pull the lever. Go back don't enter the door instead continue straight to take a crystal and the green crystal for this level. Turn back and enter.

Take out the monster and take another crystal with can of food. Finish another monster and exit.

Take the crystal to your right and FOURTH SYMBOL hidden in the bushes to your left. Now jump straight and kill the weird creature in front and continue.

To your left you can see a bridge. This can be tough. After you cross the bridge you find a GOLD HEART and radio. Activate the radio and change into Vinney. Now come back and jump straight. Take the two crystals. Press search near the left side of the rubble and enter.

Finish the bat and the monster from afar and grab all the crystals. Now make a right and enter.

Take the crystal and destroy the monster and the bat.

Exit.

Cross the bridge. Take all the crystals and finish the monster and exit.

Take the FIFTH symbol to your immediate right. (It's hidden just before the right sidewall of the bridge). Just go a little forward before jumping straight. Activate the radio, go straight finish the monster and take the chest. Now walk on the thin platform. Jump when on the edge and enter.

Finish the monster pick the crystals and exit.

Kill yet another monster and turn left and take the first aid kit. Along with some crystals. This room has three new rooms. The one straight ahead and to your left is locked so go to the other door and enter. Finish the monster and exit.

Kill the monster and take the can of food, crystals and the SIXTH SYMBOL. Now exit through the door. (Don't worry we still have to complete other half of this level and then we will get the other symbols.)

LEVEL - 10 INNER ATLANTIS

Go straight and finish the flamingo. Now turn left and enter the big door. Finish the flamingo and the spider and take the two crates. Enter the next room and take all the crystals. Go to the northern door and keep the straight button pressed. Once inside take the FIRST SYMBOL and return. Now turn right and enter.

Finish the flamingo and exit through the only door. Finish the flamingo and take the crystal. Kill the second flamingo before taking the two boxes along with two more crystals. When you reach the very end (the wall) turn west and keep going straight and enter through.

Cross the bridge and enter. Go through the corridor into the next door. Take the can of food and activate the radio. Now return to the bridge and dive in the water and enter the door there. Go forward and then down. Once you reach the floor, go straight. The shell you see can provide you with air if you try to smash it like the chest so punch it when you have lack of air. Take the crystals and go forward. Take the GOLD HEART and crystals if you can and go up.

Once you are up, turn right and climb activate the radio and climb up to get another crystal. Now go back and keep climbing. At the end turn right and enter.

Finish the two flamingos and take the three crystals and exit. Jump through the bridge. And enter.

Kill the spider and the flamingo and take purple crystal, three crystals and first aid kit. At the end turn to east and enter the door. Take the MARKET PLACE KEY AND JUMP. Take the clear and purple crystal. Go to the entrance you can see to the northeast and turn 180 degrees now go straight and use the key you just got. Enter.

You are told that there are guards. Take the green crystal from behind one of the big rocks. Then exit.

Take the fifth symbol from the top of the huge stone and then run back to from where you came. You can take a few crystals and can of food but it risky so its up to you. When you see the coast clear run straight and exit.

Take all the crystals and exit. Now take the crate under the shade. Take the book and jump on the elevated ground and press the look button and press up until you focus on the yellow stack and use your boomerang. Now cross the ramp. And turn right.

Go upstairs kill the two spiders and turn west and enter. Pull the two yellow stacks of hay and jump on the small box and then on the ramp. Now jump on the first stack and then the second and then on the other ramp. Kill the spider and the monster and take symbol and the piece of

mosaic. Now jump down and exit through the only passage and enter the door. Take the crystals and return back to the area with the guard.

Go straight and enter the door to your left. Finish the monster and take the first aid. Enter the next door. Finish the spiders and enter the door. Take the crystals and the can of food and finish the monster. Take the sixth symbol behind the bushes. Use the piece of mosaic on the painting and exit through the door. Take all the objects and activate the radio and switch into Kida. Now go back to the door with the guard. Pull the lever and enter

End the spiders' life and go up the stairs activate the radio and continue forward. Jump down and take all the crates and go up from the path. Enter the door. Take all the crates and exit. Activate the radio. Go to the north and take the last symbol. Now climb the big ladder to the corner of the room. Jump on the hands one by one and exit to complete the level!

LEVEL - 11 OUTER ATLANTIS (SECOND TIME)

Finish the flamingo and at the door turn left and go straight. Take both the crystals and return. Go straight (northeast) and jump down, now take the symbol. Then enter the door.

Finish the two monsters and take the crystals. Now exit. Take the crystal and enter the door. Take the crystals and finish the mutant. Exit through the door.

The four door room. Remember this room? Finish the mutant and take the two crates along with the crystal. From here its up to you whether you want an extra life or two you can follow the next paragraph but if you are content then leave out the next two paragraph.

Take the northeast door. Remember you have been here before so I am only going to tell you important things. It is really like playing the outer Atlantis (first time) level. Finish the mutant and take the crystal, exit. Jump to the bridge and take out the weird creature. Now go straight and jump on the narrow passage and cross. Finish the mutant and enter the door. Finish the mutant and continue. Jump through the bridge and finish another creature and mutant. Keep going forward and go through crystal. Now go through the door. Finish the mutant and the bat. Now exit. Jump through the broken bridge and continue straight. Jump when you get to the edge and finish the monster. Go through the next door and cross the bridge, kill the bats if you like and at the end turn left. Before going into the door turn right. Finish the flamingo and enter. Take all the things and kill the mutants. Now exit. Turn right and enter the door. Finish the flamingo and the mutant and take the aid kit and the crystal and go through the door. Finish the flamingo and exit. Turn right and take the crystal. Then go straight and take the crystals there. Then come back and turn left. Finish the enemies and at the edge jump straight. Finish the flamingo and go up the stairs. Turn right and take the chest and then go back and take the crystals and the can of food. Now head back to the room with four doors ((Yup you heard right you choose it that way)).

You have been here before as well. Take the northwestern door. Finish the monster and enter. Take out the mutant and take all the things here. Now go back to the four-door room.

Take the door near the radio. Finish the mutant and the monster and continue. Cross the bridge and kill another mutant. Now enter. Take the symbol to your left, behind the bushes. Take the crystal and fall in the water. Take the crystals and enter the doorway under the water. Level complete!

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