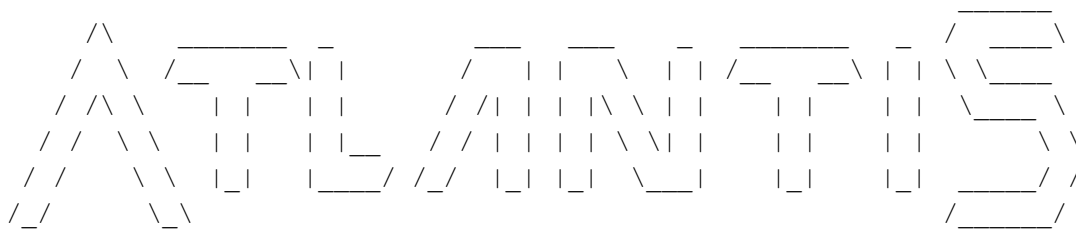


Disney's Atlantis: The Lost Empire FAQ/Walkthrough

by Crow

Updated to v1.3 on Jul 9, 2001

Disney's



T H E L O S T E M P I R E

Disney's Atlantis: The Lost Empire

Playstation Console

Complete walkthrough

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version 1.2 (Mansion, Ulysses, Leviathan, Cove stages complete, Ice Trial almost finished)

version 1.3 (Ice Trial Completed, Cove revisited, Fire Trial completed)

version 1.4 (Answering questions about Secret Swim)

FORWARD

This walkthru is still in the process of being completed. I have posted what has been documented thus far, and will update for all progress that I make. I have beaten the game several times, and I am starting a new quest just for this FAQ, making sure, as I write this walkthrough, not to miss a single detail. Any questions about any part of the game I have not yet documented can be directed to me at uncrow@yahoo.com. This walkthru can be copied and printed at your leisure, only as long as it is complete, unedited, and the credit is given where it is due. Have fun gaming.

-Crow-

STAGE ONE

Whitmore's Mansion

Old Whitmore shows you how to jump, punch, duck, and look around. He then asks you to get an object (Atlantean Compass) from the top of the book shelf to your right. Pull yourself to the top of the book shelf, and grab the Compass. Then go back to Whitmore, and he'll say something about a special feature that the compass has- I'll explain later. He then states that he needs you to get him his crew portfolios from the basement, along with some kind

of key, and proceeds to show you how to use the "search" button to activate the light switch.

Turn around to your right, and go to the door in the corner, near the elevator that Milo entered the room through. Whitmore tells you again to use the search button to turn on the light. You won't be able to enter the door unless you do.

Go through the door, then follow the stairs down and to the right. In the room, there is a boiler on the left. Between the boiler and the wall opposite the door you just came through is an Atlantean Symbol- take it. Grab the Portfolios from the chest in the back, then read the book near it. I'll explain the symbols. In the other wallspace is the Second Atlantean Symbol, and a Third Atlantean Symbol is on the top of the bookshelf in the corner. Check the desk, using the search button, to look for the key. It's there.. but there's only half..

Return upstairs and approach Whitmore. He'll show you how to use your backpack, and will have you use the Portfolio. Whitmore then describes each of your other team members on the mission, and gives you the other half of the key, after explaining that a special Boomerang is at the bottom of his aquarium. ((That part confused me, too, but hey, this is Disney...)) He then walks you through using both halves of the key to make one useable one, and hints that there are other items that can be combined. Now, let's get that Boomerang.

Head left, and use the key on the locked door. Go through the passage, and there will be a book to the right of the exit that will explain how to swim. Now go left, and check out each of the walk-in spaces in the wall. The first on the left has the Fourth Atlantean Symbol, and the Fifth is on the other walk-in, to the right. Now pull yourself up to the side of the pool, and get your feet wet. In the pool, there are the two more Atlantean symbols (Sixth and Seventh), and the Boomerang. ((It still bugs me that an old man would come across a rare artifact, and drop it in with his FISH..)) Also in the pool is a Golden Heart- be sure to grab that before you get out of the pool, and don't stay under water too long- there is a timer at the top right of the screen. That timer runs out, and you'll discover Davey Jone's locker, not Atlantis. :->

Return to the main room, and talk to Whitmore again. He'll help you equip the Boomerang, and hint at the fact that you may just *need* it.. (Well, let's hope so, otherwise, this will be a dull game, no?) Also, he hints that there is something special if you inspect the Lecturn in the basement. ((I had no idea what that is, either, so just follow my lead.))

Take a right, and go back to the basement. Now, stand next the podium, (THAT'S a Lecturn) and use your search button. A trapdoor will open in the floor.

Follow the stairs down. Stop just through the door, and look to your right. The last Atlantean Symbol is hiding behind that pillar. Check out both the books, and you'll learn about the Green Crystals and the boomerang range. Take the Green Crystal. The high score board is on the left side of the room. Once you're done here, go all the way back upstairs, and go to the elevator. You may want to try talking to Old Whitmore first, for laughs. Then walk on to the elevator, and the level will end.

STAGE TWO

Ulysses

The level starts in the bow of the Ulysses. Run through the door in front of you, and go down the corridor.

Main Room. Oh, no. The guns are malfunctioning. First, turn 90 to the right, and go through the door. Punch the toolbox on the right to get a first

aid kit, and then walk up to the Radio. **The Radio can also be used to save your progress- chose the old lady by pressing the X button, and you'll have the option of entering the Save Menu.** Choose Vinny, then press X. Exit the small room.

Rourke is blocking the door on the right, so head left, through the other one. Push the barrel in to the path of the pipe, which is blasting steam. Have Vinny "search" the boxes to the left, to set an explosive, then GET AWAY FROM IT. Return to the main room, then to the radio room, and switch to Audrey. Run back to the now-clear doorway, and go in. pass through the corridor, and through the door at the other end.

First Gun Room. Punch the toolbox on the left to get a can of food. Go to the broken panel in the back of the room, and "search" it, and Audrey will fix the gun. Leave, and check out the book in front of the wall, opposite the door that Vinny cleared. Looks like we need to get Milo, to climb that ladder. Return to the radio room, grab Milo, and return here.

Jump in front of the ladder, and press forward to climb. An explosion rocks the ship, but nothing bad happens. Enter the room.

Explosion Room. Turn left halfway through the room. Drop down the hole, and the First Atlantean Symbol is found at the bottom. Continue to the left, and activate the Radio. Jump in the water to the left, and swim under the passage. In the next room, you are confined to the water, but grab the Second Atlantean Symbol, then swim back to the second radio. Climb the ladder, and enter the "explosion" room. Head left, toward the back of the room, and climb the ladder there. Go through the door.

Second Gun Room. In the corner to the left of you, there is a third Radio. Directly ahead, there is another damaged panel, and to the left of that, there is a fire extinguisher. Grab it, then get Audrey, and fix that second gun panel. Rourke will announce that the crew will have to abandon the ship. Get Milo back, and exit the room.

Explosion Room. Cross the room, and hang a right, dropping down the ladder. Take a left, and return to the main room.

Main room. Now go through the door that Rourke had been blocking until now. Go all the way through the corridor, and then go through the door at the end.

Monkey Ladder Room. Read the book on the floor. It'll explain how to use the ladder on the ceiling to cross the water. Jump straight up, and Milo will grab the bars. Center yourself on the bars, and press forward to move. Be carefull not to fall, but if you should, then you're back in the same pool of water that you found the Second Atlantean Symbol in, next to the Second Radio. Return to this room, and try again. Press the Jump button once you've reached the other side, and Milo will drop to the ground. Go through the door.

Fire!! Rourke commands you to put the fire out. Use that fire extinguisher that you'd found in the Second Gun Room, and Milo will kill the fire. Continue down the hall, and drop down the end of it. Head right at the bottom, and activate the radio there. Check out the door there, as well. The handle is missing. (!?) Turn around, and run past the ladder you just fell down, and jump in to the water.

Water Passage. Swim down and to the right, and through the doorway. Hang a left, and hold down the swim button to fight the current that the propellers are generating. Grab the handle, and swim back out to the surface. Run back to the door, and use the handle on it, and go through. Rourke then says that you're going to have to activate a manual override to release the sub.

Electrical Hazard. Ignore the electircal hazard on the left, and take the door to the front-right of you. Pass through the corridor, and go through both doors.

Sub Bay. There is a Fourth Atlantean Symbol just to the right, outside this door. (No, we haven't missed the third one- we'll get that in a minute. On the left wall, there is a switch. Activate it, and the sub will be released. Now it's your turn to escape.

Go back through the door, and return to the Electrical Hazard. Stop in front of the first two transformers, and wait for the electricity to stop arcing. Pass between quickly, then stop for the second set. Wait for the electricity to stop, then continue to the third set. Get the idea? Beyond the transformers, go through the door. Activate the switch in this room, and the propellers in the Water Passage will stop.

Exit the room, and watch the fireworks! Now that it's safe, run back down the hall and hang a right. Go through the door, and hang a left to jump back in to the Water Passage.

Water Passage. Swim down through the door, and start down the Passage. Just beyond the opening in the passage, and just before the propellers, look to your left. There is that missing Third Atlantean Symbol.

Swim through the propellers, and avoid the lobsters on the other side. Swim to the bottom left of this room. There are two passages, which we'll get to in a minute. Behind you, there are two open passageways on the same wall. Explore those first. The one on the left has the Fifth Atlantean Symbol, and the one on the right has Sixth. You can also grab some air here, so make use of it. Now, back to the doors in the corner of the room.

The door on the left is for experienced swimmers only, because it will lead to a dead end which contains the Green Crystal for this level. By the time that you get that crystal, there is not enough time to get back to open air. This is the only point in the game that you will be forced to sacrifice a life. ((Still, I find it kind of disturbing, being a Disney game and all...))

Should you choose to get the Green crystal, then you'll find that there's only a short corridor, ending in a dead- end room. You'll expire before you can make it back to safety, and you'll start back at the radio, next to the opening of the Water Passage.

When you take the door on the bottom right, there will be a short corridor, which turns left at the end. In the next room, there is the Seventh Atlantean Symbol, and a Gold Heart waits in the middle of the next hall. Swim to the end, and up, to open air. Activate the Radio, and leave through the door.

Steam Hazard Two. Pick up the Eight Atlantean Symbol here. This hazard is much the same as the Electrical Hazard back near the Sub Bay. Stop in front of each of the holes until they stop gouting steam, then run up to the next one. Lather, rinse, repeat. At the end of the corridor, there is a door on the left. This is the last room.

Escape Pod Room. Run to the right of the door, and find the switch on the wall. Activate it, and you'll see a hatch open in the floor of the room. Drop through that hole and the stage ends.

Stage 3 ***Leviathan Attack***

This stage is pretty straight forward. Keep shooting at the Leviathan, and anything that it throws at you. There is no way for me to walk you through that.

All I CAN tell you for this part is to JUST KEEP SHOOTING, and keep your sites trained on that monster. Once he is defeated, you will go on to the second part of the stage, where you're actively piloting the Sub Pod, and blasting things, trying to escape. Again, DON'T STOP SHOOTING. Keep your eyes peeled for all powerups, don't crash in to anything, and remember, all you have to do is make it through the level. You can always repeat the level to get anything that you've missed, including Atlantean Symbols and the Green Crystal. (I miss the damned thing every time- I always have to replay this level to get it.)

STAGE FOUR

Cove

A pretty simple stage. It really only serves as a passageway to the Fire Trial, the Ice Trial, and finally, the Truck Escape.

From where you start off, facing north, (equip the compass to see which direction you are facing at any time) you can see the entrance to the Ice Trial to your right, and the Fire Trial to your left. (You can tell by the colors that each are illuminated with.)

Grab the book and the three crystals, and then head towards the base of the Fire Trial entrance, and activate the radio there. Take out the Crab in front of the entrance, and grab the crystal there on the sand, and the Gold Heart on the other side of the Fire Trial entrance, next to the West wall. Also, the First Atlantean Symbol is found in the South-western corner of the body of water.

Now go over in front of the Ice Trial entrance, and grab the crystal. Climb up to the entrance to the Ice Trial, and enter. The stage will end.

STAGE FIVE

Ice Trial

You start off facing South, towards a large chasm. You'll want to avoid getting pelted by the Snowmen on the South and West banks. Run around to the left of the gorge, and there will be a door on the left, locked. At the edge of the chasm, directly in front of the door, will be another chest, this one has the Key. Around farther to the left is another chest and two more crystals, if you like. Unlock the door with the key, and go in.

Entrance Tunnel, facing East. Stop at the edge of the first step and look down. There are a few crystals on the steps leading below. There are also a few crabs and a Snowman on the very bottom of the drop. Farther to the East is another door. Drop off from the very top of the stairs. Smash the chest, and activate the radio. Choose Audrey- she has great range with her flare gun. Now blast those monsters, grab the crystals on the ground, and head for the door you saw. You can skip back up the steps to grab those first two crystals you missed, if you like, but look out for the Poisonous Crab on the second step.

Head East through the tunnel. Kill the Crab, smash the chest, go through the next door.

Destroyed Bridge, facing North. Pop the Snowman a few times, and check out the book at the top of the Bridge, then use R2 to look up. Target the very top of the Stalagmite and nail it with Audrey's Flare Gun. Dispatch the Snowman on the other side of the Bridge, and grab the crystal on either side. (The best way is to stand right in front of them, and jump straight up. You'll obtain them automatically.) Head through the door.

Facing North. There is a door to your right, and a crystal straight ahead. Go to grab the first crystal, and the Snowman will come out of that other door. Put him down, then take the First Atlantean Symbol from the room he was in. Continue heading down the tunnel, North. Kill the Poisonous Crab, grab the two crystals on the way, and go through the door at the end.

Rising Platforms, facing North-East, towards another canyon. Activate the radio on the right, then walk over to the edge of the pitfall, and look at the symbol on the floor. Look at the first symbol on the left wall. Hey, that matches! Shoot it, and wait for the platform to rise. Jump to the next platform, and perform the task over again, with the new symbol depicted on the edge of the platform. Find the corresponding one on the wall, and shoot it. Jump to the next platform. Repeat this process until you are across to

Solid Ground. **Note- be sure not to shoot the symbol of a platform that you are standing on, or that platform will return to the depths, with YOU on it!**

In the middle of the Solid Ground, there is a chest, a crystal just beyond it, and the Second Atlantean Symbol on the edge to the left.

Jump to the door on the other side of the Solid Ground towards the South. Grab the crystal, and enter.

Open sky, facing South-East. Take the Snowman down, and smash the chest on the left. There is some large rubble directly ahead, with two crystals on the top of it. To the right of that, there is a small raised section of platform, with a Radio there. Activate it, and turn to leave. Just before leaving through the door that you left through, hang a left in to the tunnel. There are two crystals, and a locked door at the end. Return to the Open Sky, and leave.

Solid Ground, facing North-West. Hang a right, and stand where you obtained the Atlantean Symbol, then look directly up. There are three Stalagtites that can be shot down to cross to the other side. Once there, activate the Radio on the left, and go through the door.

Elevator Room, Facing North. Nail the Wolf that attacks you from the left, then circle the bottom of the room to pick up all the crystals. Then get in to the large enclosure in the center of the room, and the floor will begin to rise, taking you up with it.

At the top of the elevator, face South-East and look around. There are two series of steep juts to the left and the right of you, looking like very large stairs, both leading to the right. Start jumping and climbing the steps on the left, first.

Take out the Sentinel, then raid the nook that he was guarding. The Second Atlantean Symbol and a chest are the only things here. Walk off the edge of the platform, opposite the stairs you came up, and you'll land right at the bottom of the second set of stairs. Activate the Radio here, pick Milo up, and start climbing.

Bust a few Boomerangs on the Sentinel at the top, and check out the nook on the left for another crate, and Gold Heart. Exit, and continue to the left- head through the door.

Another cave, facing East. Smash the crate, and put the deranged Snow Monkey out of his misery. Smash the second crate, and continue through the door.

The Big Face, facing South. Two more Snow Monkeys- do them in, then grab the crystal on the left of the face, and the Crate on the right. Now stand in the mouth of the Big Face, and have Milo "search" the hieroglyphs on the back wall, and be ready to steer.

Mountain Slide. The floor crumbles, and you find yourself on a snow slide down the inside of a mountain. Catch the crystal in the center, steer left for the Fourth Atlantean Symbol, right for another crystal, then center for a third crystal. Milo is then shot out onto the side of a mountain, landing right next to a frozen Mammoth. Push it over the edge, and watch it smash against a wall below, wake up, and tear off in to another area, smashing the door in the process.

Jump down, and activate the radio on the other side. Recognize where you are? Yup, just outside the Solid Ground where you had to shoot down all the Stalagtites. Now just head towards the door to exit, but take a left just before it to follow down that same path that the Mammoth took. The door it'd smashed was locked before, but now we can pass through.

On the other side of the broken door, the Mammoth simply stands there, making noises, apparently still not quite awake.. On the other side of the Mammoth, progress is stopped by a cliff, but to the left, there is a tunnel. Head towards the mouth of that tunnel, and be prepared to run! **If you had not collected all the items up to this point, you will want to go back and do this NOW, because once you are past the next part, there is no turning back!**

Mammoth Chase. The Mammoth will suddenly give chase, and you will be

forced to run the whole length of the tunnel, and beyond, with objects falling and getting in your way. If the Mammoth catches you, YOU WILL DIE, and start at the last radio. The camera angle stays affixed in front of Milo, which is really annoying, because you can't see what's ahead of you. The best thing to do is to stay in the middle of the path, and jump over everything that gets in your way. There are no special items in the tunnel, so don't worry about missing anything on the way. At the end of the tunnel, you will break break out in to open air, and the path will be on the outside of the mountain. The path will curve around to the left, and not much more than thirty yards along this path, the Mammoth will crash through the floor of the path, and plunge down the side of the mountain. ((Good riddance.)) Continue a few feet down the path, and there will be a door to Milo's right. Go through.

Snowy Hallway, facing West. There are two crystals here- grab them, and go through the next door.

Statue Room, facing West. Follow the wall around to the left of the room, and climb the rocky wall that you come to. On top of the wall, there will be a chest, two crystals, and a Radio. Activate the radio, and choose Mole. Now cross the room, just to the right of where you now stand, and enter the door.

Darkened Room, facing North East. This is a darkened area through that door that noone but Mole or Audrey can enter. Stop there, and equip your compass. head straight forward. Just to the left, there is a crystal. Stop at the crystal, and turn to face directly to the East. Run forward, and grab the Fifth Atlantean Symbol. Just beyond that is another crystal. Run forward, and you'll come to a wall a few feet away. Follow that wall to the right, until it turns left away from you. Continue following the wall to the left, and there will be a crystal waiting where the wall turns back to the right. Follow the same wall around the right, and there will be a switch. Activate it, and you'll get a cut scene of some platforms raising. Stick to the wall, following it to the right, and it'll lead you around a curve to the left, and directly to the door.

Statue room, facing South West. Head towards the statue, and hang a right, towards the big door. Go through it.

Big Hallway, facing West. To your left will be a chest, and just a little further down, you can take a left, or go forward. Continue forward, and go through the door.

Radio Hallway, facing West. Activate the radio, and switch to Milo, then return the way you came.

Big Hallway, Facing East. Go forward, and hang a right down the path we'd just ignored. There will be a sentinel, and a wall to climb.

Room, facing South East. Take out the Sentinels, grab the three crystals and the chest, and head left. You will see a space in the wall that you can jump up to reach. First, grab the chest just to the left of it, then go back to the space. Milo can't jump high enough to pull himself up along most of the section, but all the way to the right is a small notch that is just a little lower. Jump there, and grab the chest. You've found the Ice Gem, which means that the main objective is complete! However, your're still stuck in the stage. Activate the switch, and you'll see a few more platforms rise in another room. Drop down, and leave the room.

Big Hallway, facing North West. Drop down, and hang a left, and go into the Radio Hallway.

Radio Hallway, facing West. Activate the Radio, and choose Audrey. Continue through the hallway, to the West, and through the door.

Platform Room, facing West. From the door, you can see a Sentinel in the far end of the room. Take him down from the doorway. You can also see the Green Crystal for this stage, and a Crate. Just around the wall to the left is hiding a second Sentinel. Be wary of him, and nail him as soon as you get to the second platform.

On the third platform, you will be close enough to jump to the outcropping on the right side of the wall, where the crate is. Just jump from

the closest corner of the third platform, and you should have no trouble reaching it. From there, you can jump to the outcropping with the Green Crystal on it. Hop back to the the third platform, to the fourth, and then go through the door. Pass through the second door, and you will be outside again. You're almost there!

Snowball Ridge. There are gigantic snowballs being rolled at you down this slope. The ground drops away sharply on the right side, so be sure not to fall off. Run in between the snowballs as they come, and keep moving.

A little way up is a crystal, and the Sixth Atlantean Symbol, right near the edge. A wall will show up on the left, and the Seventh Atlantean Symbol will be in the middle of the path. A crystal is on the left, then the wall ends again. A little farther, then the Eighth Atlantean Symbol is in the middle of the path. Another wall on the left, and another crystal.

Final Hallway. You will wind up in a gigantic stone hall. Keep running towards the end, and the stage will end. On to the next stage!

STAGE SIX

Cove, Revisited

The only other place to go is to the Cove, where the passage to the Fire Trial awaits. Grab the crystals near the book, and the Can of Food and the crystals on the beach. Activate the radio, then swim to the far Eastern side of the Lake. Dive under, and go through the submerged door. Keep swimming, then come up on the other side.

Ice and Fire Statue room. The statue on the left represents Ice, and on the right, Fire. Dispatch the Walking Bug and Lizard. Around the room are located the Third and Fourth Atlantean Symbols, two crystals, two chests, and a book describing the use of the colored crystals. Grab them, then stand in front of the Ice Statue. Use the Ice Gem here. The door will remain locked until we retrieve the Fire Crystal, so let's go get it!

Swim back through the submerged door, get back on to the sand. Run to the Fire Trial entrance, climb up, and enter it....

STAGE SEVEN

Fire Trial

This stage starts off facing roughly North, in a lava-filled moat, with cooled platforms to hop along by. These platforms will sink in to the lava if you are on them for more than a moment, so you'll have to keep jumping from one to the next. There is only one direction to go in, so let's go.. There are three platforms, and then a cooled outcropping on the right, which will not sink. Take this moment to re-aim yourself for the next series of jumps, to the left.

Two platforms to hop, then you'll have crossed to the other side of the moat, on another outcropping. Take the crystal, and head left. There is a blue Moving Pod to jump to. When you land on it, it will raise you to the second level. Jump across.

To the left, there is a floating rock to jump across, to get to the other side of the moat. This, like the lava platforms, will sink, so jump lightly. Once across, head left again, along the wall. Activate the radio that you find, then grab the crystal at the edge. Another Moving Pod waits just beyond the edge that you're on. Jump out to it, and it will lower you to the ground level.

There are three platforms, then an outcropping to the East, so start hopping. Grab the crystal on the platform, then turn a little to the right.

One platform, then another outcropping. Hop there. Turn to the right, and you will see two more platforms, crossing the moat again, and then another outcropping to the left. Beyond that, a Moving Pod. Upon reaching the Moving Pod, it will raise you to the second level again.

Jump to the landing, and there will be a crystal in front of you. To the right, there is a crate. Turn around so that the Moving Pod is on your left, and follow the wall. The path will split to the left and right. The right-hand path ends abruptly, but has the First Atlantean Symbol on it. Grab it.

On the left hand path, be prepared to jump, because the ground will fall out from under you about halfway. The same thing happens again right near the front of the other side, so be ready for that, too. Grab the crystal, and go through the door.

Tunnel. Activate the Radio on the right side, and get Vinny. The tunnel turns to the right, and there is a crate and a crystal in the corner. A Beetle attacks you. No big deal. Continue to the end of the tunnel, it will open in to a large room, with a pillar in the middle.

Pillar One. There is a large Lava Monster in this room, and he cannot be killed. Whenever he pops up, find something to run behind, and wait a moment. He'll go away. Read the book to the right of the entrance, then grab the crystal on the other side of the pillar. Have Vinny "search" the base of the pillar to set some explosives, then RUN.

The pillar will have fallen across the lava, providing a path to continue. Push the block up to the fallen pillar, and jump on top of it to reach the pillar. Run across the pillar, and you will see some platforms leading off to the right, through the lava. Hang a right there, and jump across the platform, then to the door, and go through.

A Beetle, an Atlantean Tiger, and a flying beetle will attack. Vinny will take care of them easily with his Grenades. The room will contain two crystals, and two Crates. The Crate on the left has a Lava Crystal in it, which is very important. Leave this room, jump across the platform to solid ground, and run to the right. (East.)

Another Cavern. There will be a crate on the right, two Beetles, and a crystal in the corner, where the cavern turns to the left. When rounding the corner, be ware of the Lavaman. A Crate will be on either side of the path, then it will make another left, opening in to another room with pillars.

Pillars Two and Three. Take out the Poisonous Beetle to the right of the entrance, and activate the radio. Be certain to avoid the lava that the Lava Monster flings at you. The Second Atlantean Symbol is hiding around the right side of the right pillar. Have Vinny "search" at the base of both pillars. He will set off explosives at each, and they will provide two more pathways. Have Vinny push the block over to the left pillar, and then go back to the radio, and get Milo.

Jump and climb on top of the left-hand pillar, and run across. On the other side, there will be a crystal, and the path will veer to the left. Look out for the Crab, the Walking Bug, and the Fireflies here. Smash the two crates, snag the book, then climb up.

At the top, there will be another crystal, and another book. From where the book was, jump straight up, and Milo will grab a hold of the ceiling, like he did back in the ULYSSES. Proceed all the way to the other side, press "jump" to let go, and grab the Chest. You've found a second Fire Crystal.

Drop back down to ground level, and run back across the pillar. Have Milo move the block over in front of the right-hand pillar. Jump up to the top of that pillar, and cross the lava. There will be a large door, and a blue plate mounted on either side of it. Use a Lava Crystal on both of the plates, and the door will unlock. Go through.

Fire Tunnel, facing West. The tunnel goes forward for about forty yards, and then turns to the right. There are three huge stone faces along the left wall, which shoot flame across the tunnel. There is a block here, as well. Push the block in to the path of the first flame, and leave it there. Now

you can walk around to the other side of the block, and pull it out of the line of fire, and towards the second fire statue.

Stop pulling the block when it is halfway between the first two statues. Jump on top of it and look around. There is a crystal on the ledge between the statues. Jump over to get it.

Now push the block in to the path of the second flame, and let it go. Again, walk around to the other side of it, and pull it halfway between the statues, then stop. The Third Atlantean Symbol is on the ledge, between the statues. Push the block in to the path of the third flame, and you're past this part.

Look out, because a Lavaman is just around the corner. The path then turns sharply to the left, (West) where you'll find a Chest. The path turns to the left again, and there is a crystal in the corner, and another Chest just to the left of that. Look out for the Poisonous Crabs!

On the left side of the cave, there is another crystal, and another crate. The tunnel turns right again, and there is a crystal in the corner. Continue to the mouth of the cave.

The Fire Gauntlet. This room has a winding path that leads from the tunnel door to the only other exit. It swerves to the right, where another fire-spewing face gouts flame at you, spurradically. Wait for it to stop, then keep running. The path cuts sharply to the right, and the second obstacle is spot in the path where large fireballs are constantly flying over the path. They jump over in a regular pattern, one after the other- just wait for the right moment, and run between them. When you reach the other side, activate the Radio, and go through the door.

The Rotating Head Room. In this room, there is no other exit. In the middle of the floor, there is a large statue head, which always points itself at you. Grab the book in front of it. It looks like we have to figure out the correct order to have Milo "search" the switches in. You may also want to kill the Crabs- they get kind of annoying. There are also four crystals, a Gold Heart, and the Fourth Atlantean Symbol in this room. (The symbol is hiding behind the glowing tablet in the far back- right of the room.)

Stand in front of the door, facing the statue. Now press R1 to look around. Each of the glowing blue tablets is a switch. Starting with the switch closest on your left, count each one of them, going around the room clockwise, giving them each a number, one, two, three, and so on. Have Milo activate the switches in this order: sixth, fourth, second. After activating each one, you will get a cut-scene of a Moving Pod rising out of the lava somewhere.. Now exit this room.

Fire Gauntlet. The Moving Pods that popped up are on the left (West) side of the room. Jump across each of them, and have a look at the symbols on the top of each of them. That's where you would have had to look for the order of the switches, much in the same fashion of the Rising Platforms in the Ice Trial.

On the other side, there are two more fire-spewing statue heads, one on either side, which turn side to side. Run directly behind the left statue, and activate the Radio. Now, timing yourself to get through the flames unscathed is time consuming, and relatively useless. Stay very close to the left-hand statue, and run right through the flames. You'll only lose ten Health Points.

The tunnel turns sharply to the left, and there is a crystal in the corner. There is a Chest, and a Walking Bug just beyond it. There is another turn to the left, with another crystal in the corner, another Walking Bug, a Beetle, and a Chest. Farther down is another Chest, and a Lavaman. The tunnel turns back to the right, and, of course, there is a crystal in the corner. Head out the door.

Lava Falls, and More Pillars, facing West. On the left side of this room, there are two pillars, the first pillar will need to be blown up. We'll get Vinny. Head straight back, and take a right at the back of the room. Activate the Radio, switch to Vinny, and return to that pillar.

Have Vinny blow up the pillar, and the stone that it was supporting will fall to the side, like a ramp. Go up the ramp and look down. There is a ledge in front of you, jutting out of the left wall. Jump down to it. There is a stone wall here, scalable by Milo. You can easily jump back down to the center pathway from here. Go back to the Radio, grab Milo, and return to this point.

Scale the wall, and look to your right to find a crystal beside you. Go forward, kill the two Poisonous Crabs, and grab the Chest and crystal in the left corner. Head back towards the right, and follow the path. You will wind up on an outcropping of rock, facing the back-right of the large Lava Falls room.

Jump to the nearest ledge on the left. Get the crystal, and activate the Radio, choosing Vinny. To the right of the Radio, there is a pillar, and farther over, another ledge. Jump to the top of the pillar, and grab the Fifth Atlantean Symbol. Jump to the ledge, and dispatch the Beetle. Walk to the right edge of the ledge. There is a short pillar here, with a stone plank on top of it. Pull the pillar back until the plank falls. ****Only Vinny is strong enough to pull that small pillar.****

Jump back over to the Radio, switch to Mole, and return to the ramp you just made. Go to the top of the ramp, and jump to the ledge on the left. Drop down, and the tunnel goes straight to the right. The path then veers left, and ends in a room.

There is a Poisonous Crab, a crystal, and a book in this room. Read the book, and have Mole "search" right there. He'll start digging in to the ground. The ground will fall through, and two Walking Bugs will attack you. The only thing of interest in this room will be a switch on the wall. Activate it, and you'll get a cut screen of a large face statue moving to the side.

Exit this room, and the path will turn to the right. There will be, as always, a crystal in the corner. The path will wind around, there will be three crabs, and two Chests, then, finally, a door. Go through the door, and you'll be back in the Lava Falls room. Take a right, go to the Radio, and switch to Milo. This time, continue down the path that the Radio is in. (South-West direction.)

Stone Face Statue. The Stone Face has moved aside, exposing a new door. To either side of the ramp leading up is a Chest. Just up the ramp and to the left is the Green Crystal for this stage, and there are two regular crystals to the right of it. Go through to the next room.

Fire Gem Room. This room is guarded by a Lava Monster, which pops up and throws fireballs at you. If he comes up, just smack him with a Boomerang, and he'll sink back down without throwing anything. There is a crystal in the back left of this room, and a Chest to the back right. That Chest contains the Fire Gem!!

Go back to the Radio, and head past it, going along the back wall of the Lava Falls room. Jump across to the ledge in the corner, grab the crystals, and go through the door. Beyond the door, the path turns to the right. ((Hey, no crystal!?!)) The path turns left again, and there's a Chest here, and a Radio. Activate it, and continue. Follow the path to the right, then back to the left, and take out the Crab and two Walking Bugs. Go to the opening, and look around.

Lava Surfing. There wall across the lava in front of you is actually circular, and the Moving Pods passing from right to left are circling it. Remember that, in case you have to go back for anything.

This part can be tricky. Jump on a Moving Pod as it gets close enough, and then position your camera so that you're looking to the right. You'll have to keep tapping your L2 button to do it. This will make it easier to see the next set of Moving Pods coming towards you. Jump over to the next flow of Pods, and you'll be moving to the left, again. There will be two fire-spouting statues on the right, so be ready to duck (L1) when you pass them.

A landing will come up on the left. Jump over to it, and activate the

Radio. Now walk over on to the Moving Pod mounted in the floor. You will be lowered to another level.

In front of you, there is a drop off, with lava on the other side. Moving Pods rise out of the lava right next to the edge, and then move out, and down the lava flow. Jump on to one, and ride it. Position your camera so that you are looking very far to the left of where your Pod is heading. You will see other Moving Pods crossing your path. You only get one chance to catch one of those other pods, and then yours will sink back in to the lava. The other Moving Pod will move directly behind yours, then will continue in another direction.

The Moving Pod will now approach a lava fall, and will go up it, like an elevator, then will continue in the same direction. In a moment, you will have to jump to the ledge on the right side of the lava flow. If you stay on your Pod, it will just continue to the end of the flow, then will sink, with you on it.

There is an Atlantean Tiger, a Walking Bug, and a Flying Beetle trying to attack you. There is a Crate and a crystal on the right, and then the path turns to the left. Yup, there's a crystal in the corner of the turn. Farther down is another Crate, and another crystal. Go through the door.

This is it, the last section. Just jump on to on of the pods that is rising out of the lava, and ride it to the final door. Hop off at the end, and walk through the door- that's it! ((I just realized that I've missed the last two symbols- I'll have to go back and find them...!))

At this point, I no longer have the game, and cannot continue the walkthrough.. I will attempt to get my hands on another copy of the game, and I will finish this project at that time.

UPDATE: 2/16/02, Regarding the Secret Swim

I have recieved many emails regarding the game past this point, specifically regarding the Secret Swim level. It seems that many people, just as I had, have found difficulty completing this level, due to the lack of places to come up for air. The trick lies in the clams that sit on the floor of the rooms that you swim through. Swim up to these clams, and hit them repeatedly, and they'll replenish your air supply a few seconds for each strike. These can be hit for as many times as you like, and never run out of air. So fill up on air at every clam that you find, and you should have no problem finishing the level!

I will continue to answer emails that regard questions that have not yet been covered, to the best of my ability. I have to apologize to those people that I may not have responded to in the past- there seems to have been some difficulty with my email in the past few months, but I believe that the problem has been solved.

Keep gaming and have fun!!

-Crow-