

**TIGER**  
ELECTRONICS

Ages 6 & Up

Disney's  
**ATLANTIS**  
THE LOST EMPIRE

INSTRUCTIONS

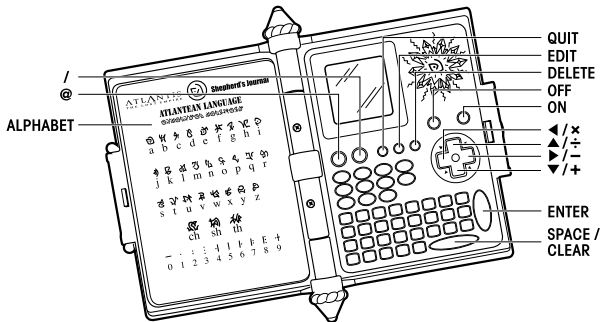


**The Shepherd's Journal**

# Contents

<b>YOUR SHEPHERD'S JOURNAL KEYPAD</b>	<b>2</b>
<b>GOING TO MAIN MENU</b>	<b>4</b>
1. CHARACTERS	4
2. VEHICLES/WEAPONS	5
3. ATLANTEAN LANGUAGE	7
4. PERSONAL LOG	8
5. COMMUNICATIONS	10
6. SCHEDULE LIST	12
7. PASSWORD	15
8. TIME	17
9. CALCULATOR	17
10. FAVORITE LISTING	18
11. ATLANTIS ADVENTURE	19
<b>DIRECTION CONTROLS</b>	<b>20</b>
<b>INSERTING OR REPLACING BATTERIES</b>	<b>24</b>
<b>CAUTION</b>	<b>26</b>
<b>DEFECT OR DAMAGE</b>	<b>27</b>
<b>90-DAY LIMITED WARRANTY</b>	<b>27</b>

# YOUR SHEPHERD'S JOURNAL KEYPAD



Turn **ON** your Shepherd's Journal. You have discovered this ancient book which reveals a hidden civilization. With it you must learn to read and decipher the ancient language of Atlantean.

## NAME



After the opening screens, type in your name.  
Use the keypad to do this.  
Then press **ENTER**.

## DATE

Enter in the date.



Month:  
You will see the month of "JAN" flashing.  
Use the "▲" and "▼" arrows to toggle to the correct month.  
For example "March".



Day:  
To enter the correct month, use the "▶" arrow to move to the day selection.  
Use the "▲" and "▼" down arrows to type in the first digit of the month (which would be a "0", "1", "2" or "3". For example "2".  
Or you can use your keypad to type in the correct number.  
For example, type in the "2" on your keypad.

Use the "▶" arrow to move to the second digit, which will be a number from "0" to "9". For example "4". Then use the "▲" and "▼" buttons to toggle to the correct number or type in the number on your keypad.



Year:

Use the "▶" arrow to move to the year selection.  
For example "2001".

After you've toggled to the correct year, press **ENTER**.

## TIME

Now that you have learned how to set the date, setting the time is easy!

Hour:

Use :

- the "▲" and "▼" buttons to enter the first digit or type in the first digit number using the keypad.
- the "▶" to move to the second digit.
- the "▲" and "▼" buttons to enter the second digit or type in the number using the keypad.

For example " 0"

Now do the same thing for the second digit.

For example "9".

Minute:

Use the "▶" button to move to the minute spaces and enter in the correct minute the same way with the "▲" and "▼" arrows or by typing the actual number on the keypad.

For example, "23".

AM or PM:

Use the "▶" button to move to the **AM/PM** space.



Use "▲" and "▼" to toggle to your choice. For example, "AM".

Or you can type "A" on the keypad for AM or type "P" on your keypad for PM.

Now press **ENTER**.

## ALARM

You'll hear the alarm sounds!

On screen, you would set the alarm the same way you set the time.

When done press **ENTER**.

Next you will see the words, "WOULD YOU LIKE TO SET THE ALARM FUNCTION? Y/N

Type in "Y" for yes or "N" for no. If yes, then use "◀" & "▶" to set alarm to be ON or OFF. Now press **ENTER**.

## SOUND EFFECTS

You can also set the unit to hear sound effects.

On screen, you will see the words, "WOULD YOU LIKE TO SET THE SOUND EFFECTS? Y/N

Type in "Y" for yes or "N" for no. "If yes, then use "◀" & "▶" to set the sound effect to be ON or OFF. Now press **ENTER**.

## GOING TO MAIN MENU

After you're entered all your data of name, date, time, alarm and sound effects, press the **QUIT** button to go to the main menu. From the main menu, you can access 11 different really cool functions for playing! On the main menu, you will see one icon on screen at a time. The name of that icon function will scroll across the screen.

Use the "◀" & "▶" buttons to move left and right along the main menu to see all the main menu selection choices. Let's spend a little time explaining how each of these functions work! They're each a lot of fun, so you'll want to learn about them all!

## CHARACTERS

In the characters function, you'll find really interesting information on all the characters in the movie. You can see their pictures and see their pictures come to life. Read all about each of them!

Highlight **CHARACTERS** and press **ENTER**.



The letters of the alphabet will appear

Use your "◀" and "▶" arrow buttons to move to a letter of your choice. For example, "H".

Press **ENTER**.



See the list of all the characters with names that begin with the letter "H".

Use the "▲" and "▼" arrows to highlight the character you want to study, for example, HANTAN. Sometimes a character name will not fit on the entire screen. When you highlight the name press the "▶" button to scroll through the whole name. Press **ENTER**.



You will then see Hantan moving on the screen. Press "▶" again to see the biography on Hantan!

Keep using the "▲", "▼", "▶" and "◀" buttons to scroll through the biography. You can also use the **ENTER** button to quickly start back at the beginning of the biography. This is very useful if there is a lot of information to read through on different lines of text.

More characters of the same letter:

When you have finished your study on the Hantan, press the **QUIT** button to go back to the "H" screen that listed all the characters that began with that letter of the alphabet.

Select another letter of the alphabet for study:

Choose another character to study whose name begins with the letter "H" or you can press **QUIT** again to go back to the main CHARACTERS and choose another letter of the alphabet.

Go back to the main menu:

Press **QUIT** a third time and go back to the main menu and play with another function of your Shepherd's Journal!

Please note not all the letters in the CHARACTERS alphabet are associated with Atlantis names. For example if you highlight the letter "C" and press **ENTER** you will see the following text appear, "No Data Found". This means there are no Atlantis character names that start with this letter. Press **QUIT** to go back to the main letters in the CHARACTERS alphabet and try again.

## **VEHICLES/WEAPONS**

In the vehicles/weapons function, you'll find really interesting information on all the vehicles/weapons in the movie. You can see their pictures and see their pictures come to life. Read all about each of them!

Highlight VEHICLES/WEAPONS and press **ENTER**.

You will first see the Atlantean units of measure. This is how to read and understand the size and dimensions vehicles and weapons.

## Atlantean Units of Measure:

Kelim (KEH-lihm) = measurement of length

1 Kelim is approximately 2.3 ft. (Atlantean yard of meter)

Wokanos (WOH-Kuh-nohs) = measurement of speed

1 Wokanos is approximately .65 mph

Nayuf (NAH-yut) = measurement of weight

1 Nayuf is approximately 943 lbs. (Atlantean ton)

Keep using the "▲", "▼", "▶" and "◀" buttons to scroll through units of measure.

After studying the Atlantean Units of Measure press **ENTER**.

The letters of the alphabet will appear.



Use your "◀" and "▶" arrow buttons to move to a letter of your choice. For example, "A".

Press **ENTER**.

See the list of all the vehicles/weapons that begin with the letter "A".

Use the "▲" and "▼" arrows to highlight the vehicles/weapons you want to study, for example, AKTIRAK. Sometimes a vehicle/weapon name will not fit on the entire screen. When you highlight the name press the "▶" button to scroll through the whole name.

Press **ENTER**.



You will then see Aktirak moving on the screen. Press "▶" again to see the biography on Aktirak!

Please note: You will only see moving animations of the VEHICLES. The weapons will not have moving animations

Keep using the "▲", "▼", "▶" and "◀" buttons to scroll through the biography.

You can also use the **ENTER** button to quickly start back at the beginning of the biography. This is very useful if there is a lot of information to read through on different lines of text.

More VEHICLES/WEAPONS of the same letter:

When you have finished your study on the Aktirak, press the **QUIT** button to go back to the "A" screen that lists all the vehicles/weapons that begin with that letter of the alphabet.

Select another letter of the alphabet for study:

Choose another VEHICLES/WEAPONS to study whose name begins with the letter "A" or you can press **QUIT** again to go back to the main VEHICLES/WEAPONS and choose another letter of the alphabet.

Go back to the main menu:

Press **QUIT** a third time and go back to the main menu and play with another function of your Shepherd's Journal!













Please note not all the letters in the VEHICLES/WEAPONS alphabet are associated with Atlantis. For example if you highlight the letter "E" and press **ENTER** you will see the following text appear, "No Data Found". This means there are no ATLANTIAN VEHICLES/WEAPONS names that start with this letter. Press **QUIT** to go back to the main letters in the VEHICLES/WEAPONS alphabet and try again.

## ATLANTEAN LANGUAGE

This is the dictionary on the Atlantean Language. The Atlantean alphabet is a standard 26 letter a-z alphabet with three additions of CH, SH, TH. Atlantean is not just read for left to right like English. It reads from left to right and then right to left then left to right and so on. So, it zig zags down the page. When you read a paragraph, the first line will be regular, but the second line will be backwards, and the third line will be regular again. However, there are only a few cases in the Shepherd's Journal where the text reads in paragraph form.

### ATLANTEAN ALPHABET

Below is the complete translation of English to Atlantean alphabet. The translation is also printed on the inside cover of your Shepherd's Journal.

									
a	b	c	d	e	f	g	h	i	
									
j	k	l	m	n	o	p	q	r	
									
s	t	u	v	w	x	y	z		
									
ch	sh	th							
-	.	:	;		!	!	!	+	
0	1	2	3	4	5	6	7	8	9

When you first enter the ATLANTIAN LANGUAGE, On screen you will see the following text scroll across the screen,



"WOULD YOU LIKE TO ENTER SOME TEXT TRANSLATIONS EXAMPLES?  
(Y/N)

Press Y for YES.



A blank screen will appear. Now use your keyboard to type your message!



Now use your keyboard to type in whatever message you want! When finished press **ENTER** and you will see that message translated into Atlantean. Press **ENTER** again, on screen you will see the following text scroll across the screen,



"WOULD YOU LIKE TO CHANGE ALL THE TEXT FROM ENGLISH TO ATLANTEAN? (Y/N)

Press **Y** for YES.

You will then be back on the main menu screen. All the names of the Shepherd's Journal functions will now be in Atlantean. So if you enter the CHARACTERS function, all the text will be in Atlantean. PLEASE NOTE: NOT ALL THE FUNCTIONS IN THE GAME CAN BE TRANSLATED INTO ATLANTEAN TEXT. FOR EXAMPLE THE COMMUNICATIONS FUNCTION WILL ONLY APPEAR IN ENGLISH. ALSO ALL OF THE WARRING TEXT SCREENS WILL APPEAR IN ENGLISH.

#### Quick Translation

YOU CAN ALSO CHANGE THE ENGLISH TEXT TO ATLANTEAN AND BACK TO ENGLISH WITHOUT EVEN ENTERING THE ATLANTEAN LANGUAGE FUNCTION. WHEN ON THE MAIN MENU SCREEN, PRESS THE ATLANTEAN ACTION BUTTON "**A**".



Pressing the Atlantean action button "**A**" can quickly change the text back and forth from English to Atlantean.

#### PERSONAL LOG

Entering the first message:

From the main menu page, move the arrows to highlight PERSONAL LOG and then press **ENTER**.



On screen you will see the following text scroll across the screen, "WOULD YOU LIKE TO ENTER YOUR OWN NOTES? (Y/N)

Press **Y** for YES.



A blank screen will appear. Now use your keyboard to type your message!

Use your keyboard to type in your message. The message will only appear on one continuous scrolling line.

HOWEVER YOU ARE LIMITED BY THE AMOUNT OF TEXT YOU ENTER IN THE PERSONAL LOG. WHEN YOU REACH YOUR TEXT LIMIT, A WARNING SCREEN WILL APPEAR TELLING YOU TO DELETE SOME TEXT. YOU MUST DO SO IN ORDER TO SAVE THE CURRENT MESSAGE YOU ARE ENTERING. FOR BEST PERFORMANCE IN THE PERSONAL LOG, ALWAYS TRY TO DELETE OLD MESSAGES BEFORE YOU ENTER NEW ONES.

Saving your messages:

When you are done typing, press the **ENTER** button.

On screen you will see,



"SAVE RECORD? (Y/N)



Type "Y" for yes.

You will then see your message saved as "NOTE1".

Entering more messages:

You want to enter in more messages to your personal log? No problem! Highlight PERSONAL LOG again and press **ENTER**.

Then, enter a new message and save it by pressing the **EDIT** button. Or press **EDIT** on your saved notes screen. Your second message will then be saved as "NOTE2".

Now you have two messages in your personal log.



Use the "▲" and "▼" buttons to highlight the different messages you saved. Then press **ENTER** to review them. Press "▶" to scroll forward through your message. Press "◀" to scroll backwards through your message.

Editing messages:

If you want to edit (revise) a message you have written in your personal log, go to the message on screen and then press the **DELETE** button.

On screen you will see,



"EDIT THIS MESSAGE? Y/N

Press "Y" for yes to start editing (revising) your message. Use the directional arrows to move the cursor to the part of the message you want to change. Then by pressing the **DELETE** button, you will delete whatever letter is by the cursor. As you delete letters, you can retype whatever revised message you wish to write.

When you're done revising, resave your message by pressing the **ENTER** button.

Deleting messages:

Let's say you want to delete (erase) a message. Go to the message on screen and press the **DELETE** button.

On screen, you will see EDIT THIS MESSAGE? Y/N

Press "N" for no.

On screen will appear,



DELETE RECORD? Y/N

Press "Y" for yes and you will delete (erase) this entire message!

## COMMUNICATIONS

Store names and phone numbers, email addresses and web addresses here! Highlight COMMUNICATIONS from the main menu and press **ENTER**.



You will see a screen that says NAMES & PHONE NUMBERS scroll across the screen..



Use the "▶" button to scroll to E-MAIL ADDRESS.



Use the "▶" button to scroll to WEB ADDRESSES.

Use the "▶" and "◀" buttons to scroll to the item you want and press **ENTER** to work in that file.

Names and Phone Numbers:

Let's begin by highlighting NAMES AND PHONE NUMBERS and pressing **ENTER**.

On screen, you will see the following text scroll across the screen,



WOULD YOU LIKE TO ADD NAMES & PHONE NUMBERS? Y/N  
Press **Y** for yes.



Name:  
Type in the name (up to 17 letters) and press **ENTER**.



Phone Number:  
Now type in the phone number.  
Press **ENTER**.

On screen, see the message **WOULD YOU LIKE TO ADD NAMES & PHONE NUMBERS? Y/N** again. This time, type "N" for no.

On screen:

**WOULD YOU LIKE TO SAVE? Y/N**  
Press **Y** for yes.

Your name and phone number information is now saved.



Go back to the **NAMES AND PHONE NUMBERS** file.

You can add more names and phone numbers or use the "▶" and "◀" buttons to scroll to between this file and the files for e-mail addresses and web addresses.

**Adding More Names and Phone Numbers:**

You can enter a total of 25 names and phone numbers. Press **EDIT** to add more names. Follow the same procedure as before.

**Deleting Names and Phone Numbers:**

Press **DELETE** instead of edit.

See an arrow on screen and use your directional buttons to move the arrow to highlight the entry you want to change.

Once the entry is highlighted, you have two options:

Option 1: Press the **DELETE** button to delete the entire entry.

Option 2: If you press **EDIT**, you will pull up the highlighted entry again and can edit any part of the entry by moving the cursor to the letters you want to change. Then,

retype the new letters or numbers. When you're done revising, press **ENTER**.

E-mail Address:

Let's say instead of adding more names and phone numbers, you want to go to the E-mail address folder.

Simply scroll right with the "▶" arrow from NAMES & PHONE NUMBERS to E-MAIL ADDRESS and press **ENTER**.

On screen, see the message:

WOULD YOU LIKE TO ADD E-MAIL ADDRESS? Y/N

Press **Y** for yes and enter an e-mail address.

Press the "**A**" button to get the "@" symbol.

Press the Atlantean button "**W**" button to get the "/" symbol.

Then, press **ENTER**.

Just like with Names & Phone Numbers, you will see the message:



WOULD YOU LIKE TO SAVE? Y/N

Type in "Y" for yes.

This is the same basic procedure as Names and Phone Numbers. **EDIT** and **DELETE** the same way! You can save up to 25 E-Mail addresses!

Web Addresses:

If you want to record web addresses, it's just as easy! From the file menu, use the "▶" and "◀" buttons to scroll left or right to WEB ADDRESSES and press **ENTER**.

On screen, you will see the message:

WOULD YOU LIKE TO ADD WEB ADDRESSES? Y/N

Press "**Y**" for yes. Use the same procedure to add, edit and delete web addresses you used for "E-Mail" and for "Names and Phone Numbers". You can save up to 25 web addresses!

## **SCHEDULE LIST**

From the main menu, press **ENTER**. On screen you will see,



SCHEDULE LIST followed by WOULD YOU LIKE TO ENTER REMINDER TO YOURSELF? Y/N

Press "**Y**" for yes.

You can go straight to the blank screen and begin entering your schedule immediately.

When you are done typing in your schedule, press **ENTER**.



On screen you will see, WOULD YOU LIKE TO SAVE YOUR REMINDER TO YOURSELF? Y/N

Press "Y" for yes and you will see,

WOULD YOU LIKE TO SET THE ALARM FOR YOUR REMINDER? Y/N

Type in "Y" for yes.

On screen you will see,



DAY: 01-01-2001

TIME: 01:21PM

Use your "◀" and "▶" arrows to move through the DAY and TIME and then use the keypad keys to type in the DAY and TIME for the alarm. Press **ENTER**.



The day and time of your alarm settings will appear on top of the page of your schedule.

If you press **NO** for the alarm instead of **YES**, you will return to the main menu.

From the main menu, highlight the SCHEDULE LIST again and press **ENTER**.

Your schedule will be on screen.

Adding more schedules:

Press **EDIT** to add more scheduling. See the screen:



WOULD YOU LIKE TO ENTER REMINDER TO YOURSELF? Y/N

Press **Y** for yes and you will go straight to the blank screen and can begin entering your schedule immediately.

When you are done typing in your schedule, press **ENTER**.

On screen you will see,



WOULD YOU LIKE TO SAVE YOUR REMINDER TO YOURSELF? Y/N

Press "Y" for yes and you will see,

WOULD YOU LIKE TO SET THE ALARM FOR YOUR REMINDER? Y/N

Type in "Y" for yes.

You will see the ALARM SETTING screen again, enter an alarm setting just as before for this new schedule.

When you're finished with the added schedule, press **ENTER**.

THE SCHEDULE LIST CAN ONLY HOLD 15 REMINDERS AT ONE TIME. ALSO YOU ARE LIMITED BY THE AMOUNT OF TEXT YOU ENTER FOR THE REMINDERS. WHEN YOU REACH YOUR TEXT LIMIT OR TRY TO ADD MORE THAT 15 REMINDERS AT ONE TIME, A WARNING SCREEN WILL APPEAR TELLING YOU TO DELETE SOME TEXT OR DELETE SOME REMINDERS COMPLETELY. YOU MUST DO SO IN ORDER TO SAVE THE CURRENT REMINDER YOU ARE ENTERING. FOR BEST PERFORMANCE IN THE SCHEDULE LIST ALWAYS TRY TO DELETE OLD REMINDERS AND TRY TO LIMIT THE AMOUNT OF TEXT FOR EACH ONE BEFORE YOU ENTER NEW ONES.

Deleting messages:



Go to SCHEDULE LIST again from the main menu and press **ENTER**. This time, you will see your FIRST schedule plus a flashing arrow on the bottom right hand corner of the screen.

Press the "▶" button to toggle through your added schedules.

When you get to the message you want to delete, press the **DELETE** button.

On screen, you will see



EDIT THIS MESSAGE? Y/N

So you have two options.

### Option 1:

If you type in Y for yes, you can go right into the schedule and delete/change parts of the DAY and TIME, using the "◀" and "▶" arrows to move through the day and time and then type over the letters or numbers you are highlighting to delete the old letters and numbers and replace them with new text.

When you are done changing the day and time, press **ENTER**.

Now the revised day and time are on the top of the page and you can use your "◀" and "▶" arrows to move through the text of your actual schedule. As you move "◀" and "▶" with your arrows to highlight the letters you want to change, use the letters on the keypad to revise your schedule.

When you have revised your schedule, press **ENTER**.

On screen you will see,



SAVE THIS MESSAGE? Y/N

Press **Y** for yes to save this edited schedule.

### Option 2:

If you press "**N**" for no,

On screen you will see,

DELETE RECORD? Y/N

Press **Y** for YES and delete the entire schedule.

### PASSWORD

This is where you enter your own private password and lock out intruders from entering your files! Neat! Highlight the PASSWORD from the main menu and press **ENTER**.



On screen you will see the following text scroll across the screen, PLEASE ENTER YOUR PASSWORD.

Your password can be up to 8 letters long. Type it in and press **ENTER**.

On screen you will see,



PLEASE RE-ENTER YOUR PASSWORD FOR CONFIRMATION

So, type in your password again to confirm it and press **ENTER**.

On screen you will see,

PLEASE SELECT WHICH SECTORS YOU WISH TO LOCK OUT.

Press **ENTER** and you will return to the main menu. Highlight a file from the main menu to "password protect". For example, the CHARACTERS.

Press **ENTER**. On screen you will see,



DO YOU WISH TO PASSWORD PROTECT CHARACTERS? Y/N



Type in "**Y**" for YES and you will see a really cool animation of that section of your Shepherd's Journal being "locked up" to protect it from intruders!



Now if anyone tries to enter the CHARACTERS, they must enter the password. Without the password, they can't get in.

Select any other functions of your Shepherd's Journal you want to lock up. When you are finishing "locking up", press **QUIT**.

On screen you will see,

THE FOLLOWING FUNCTIONS ARE NOW LOCKED and then a list of the functions you have "password protected".

If you've entered in a bunch of functions as "password protected", use the "▼" arrow to see them all.

Press **QUIT** a second time. Now you're back in the Main Menu.

Go to a section that you have password protected. Instead of the function opening, on screen you will see

PLEASE ENTER YOUR PASSWORD.

If you type in the wrong password, you will see  
WRONG PASSWORD.

Use the **DELETE** button to erase the incorrect password and try again!  
When you type in the correct password, the function will open properly.



You can "password protect" any functions you want, even this PASSWORD SYSTEM function! When you go to "password protect" the password (Security System), you will see a warning on screen.

This warning is important! The warning explains that if you happen to forget your password, you are out of luck if you have "locked up" this section. In order to gain password access when you've locked up this security function, you will have to reset your unit or take out the batteries and start all your programming for your entire Shepherd's Journal all over again.

So consider "password protecting" every section except the PASSWORD System function. That way, if you forget your password and you haven't locked up the password system, you can go into this section and change your password!

Here's how:

Go to PASSWORD on the Main Menu and press **ENTER**.

On screen you will see

CHANGE PASSWORD? Y/N

Press **Y** for yes and go through the entire procedure of selecting a password again. The sections of the Shepherd's Journal you have previously locked up with your old password (which you have forgotten), can now be opened with your new password.

## TIME

The **TIME** is all the basic information you entered when you first programmed your Shepherd's Journal. Highlight this function from the Main Menu and press **ENTER**.

By either repeatedly pressing the "▶" button or by repeatedly pressing the **ENTER** button you can toggle through all your basic information: NAME, DAY, TIME, ALARM and SOUND EFFECTS.

To change any of this information, go to the screen you wish to change.

For example, go to the NAME screen and press **EDIT**.

Then press or hold down the **DELETE** button to delete the old name and then type in the new name. Press **ENTER**.

When you change any of the core information, you will need to re-enter all the information from that point, using the same procedure you used for the NAME entry change.

To **QUIT** the time system, press the **QUIT** button.

## CALCULATOR

Highlight the calculator from the main menu and press **ENTER**.

Here's your own built-in calculator.

Use:

- the **NUMBER** keys for NUMBERS.
- the **UP** button for DIVISION (/).
- the **DOWN** button for ADDITION (+).
- the **LEFT** button for MULTIPLICATION (x).
- the **RIGHT** button for SUBTRACTION (-).
- the **ENTER** button for EQUALS (=).
- the **SPACE** button for CLEAR.

For example, if you wanted to add  $7 + 4 = 11$ .

Here's how you would do it:

Press the "7" key. (7)

Press the "▼" key. (+)

Press the "4" key. (4)

Press the **ENTER** key. (=)

Then the number "11" would appear in the bottom right hand corner.

A calculator is a "must have" for any scientist or paleontologist!

Press **QUIT** to return to the Main Menu.

## FAVORITE LISTING ★ ★

In FAVORITE LISTING, you can list your 5 favorite characters – and have all their biographic information available at an instant!

Press **ENTER** to enter the FAVORITE LISTING.



On screen, you will see the word EDIT highlighted by an arrow.



Press **ENTER**. You will see the alphabet chart from the CHARACTERS folder.

Just as in the CHARACTERS function, you can use the "▶" and "◀" buttons to highlight different letters in the alphabet. For example, if you want to include MILO JAMES THATCH as one of your favorites, scroll along the alphabet bar until you reach "T" and press **ENTER**.

On screen, you will see all the characters last names beginning with the letter "T",



Milo James Thatch

Trooper 229

Trooper465

Scroll down to MILO JAMES THATCH and press **ENTER**.

On screen you will see,

WOULD YOU LIKE TO ADD THIS CHARACTER TO YOUR FAVORITE LIST? Y/N

Press "Y" for yes and on screen you will see a graphic image of Milo being book marked and his name appearing on a screen



MILO JAMES THATCH

Then the screen automatically goes back to the SELECT CHARACTERS screen with the alphabet bar.

You can add up to 5 characters in exactly this same way. When you're done making your "favorites" list, press **QUIT**.

Then you will see,



WOULD YOU LIKE TO SAVE YOUR FAVORITE LISTING? Y/N  
Press "Y" for yes and your favorite characters will be saved.

You will then be automatically returned to the Main Menu.

Now go back into the FAVORITE LISTING, and press ""▼" arrow to highlight the word VIEW and press **ENTER** to see them all. The cursor will be set for the first character on your list. Use the "▲" and "▼" buttons to toggle to any of your favorite character listings.

Press **ENTER**. All bio information for that character will appear. Just press the "▶" button to cycle through all the information. Remember, you can always press the "◀" button or **ENTER** to cycle backwards through this information, as well.

If you've entered 5 characters to your favorite's list and you try to enter another character, you will see,



THERE ARE ALREADY 5 CHARACTERS IN YOUR LIST.

Then on the screen you will see,



WOULD YOU LIKE TO SAVE YOUR FAVORITE LISTING? Y/N  
Press "Y" for yes and your favorite characters will be saved.

If you would like to change your list, highlight the character on your list you want to delete and press the **DELETE** button. That character will be deleted instantly from your list! Each time you press **DELETE**, you will delete another character from your list!

To add new characters to your list press the **EDIT** button when on your list or highlight the word Edit on the main FAVORITE LISTING screen and press **ENTER**.

## ATLANTIS ADVENTURE

Now you can play the Atlantis Adventure game and try to save the lost city! Just like in the movie!!

Highlight the ATLANTIS ADVENTURE from the main menu and press **ENTER**.

Press **ENTER** again to start the first level in the game.

The Atlantis Adventure game is made up of five levels where you play as Milo using the Shepherd's Journal to find and save Atlantis.

When you start the game you will only have three lives and five continues to win the game. You will also have a life bar made up of six sections located in the upper left corner of the screen. Each time you get hit, you will lose a one section off your life bar. Lose all six sections and you will lose a life. If you can't beat the game within the five continues you are given, it's Game Over.

## DIRECTION CONTROLS

Use "◀", "▶", "▲", "▼"

- To control your character and vehicle on the screen.



### Action Button A

- Used to fire torpedoes, make the Digger jump, make Milo Jump, fire the weapon on the flying stone fish.

### Atlantean Button K

- Spin the blades on the Digger, close the hatch door on level 2, move the flying stone fish toward the enemy planes.

### Enter Button

- To pause the game.

### Quit Button

- To quit the game at any time.

## Level One

In level one you will be controlling the giant submarine trying to find the entrance to Atlantis.



You must move the sub up and down to avoid hitting the sides of the underwater caves. You must also be on the lookout for falling rocks.



You can either avoid the falling rocks or you can fire a torpedo at them by pressing Action Button A.



Several sections of the underwater caves have various pillars you must avoid by moving your sub around them. This is done by pressing right and left to make your sub move in and out of the background. If you see a large pillar, you must press right to make your sub smaller and move further into the background to avoid getting hit. If you see a smaller pillar and your sub is already in the background, press left to make you sub bigger and move it into the foreground.



Some sections underwater will be completely blocked forcing you to fire a torpedo at the rocks to clear a path.



When you clear a path several smaller rocks will be moving toward you. When this happens, the game will switch to a first person view where you must move your crosshair at the rocks and fire a torpedo before they hit the sub.



At certain locations there will be more than one path to take. When this happens, you will see Milo read from the Shepherd's Journal. You will then see a message appear in the Journal, telling you which cave is the correct one to go in; but, the message will be in Atlantean. So, you must quickly translate the message and press the correct direction to go into the cave.



If you don't read the message correctly and go in the wrong cave, rocks will fall on your sub.



At the end of the level you will come up against the Levialhan. Here you must fire torpedoes at the Levialhan, but they won't cause any damage. After a few seconds, the Levialhan will grab the sub and hit it with a bot of lightning causing the hole in the sub. This is the end of the level one.

## Level Two

Level two will be inside the sub. The Levialhan has just shot the sub with a bot of lightning which punched a hole in the sub.

In this level, you must move Milo to the right and reach the Aqua E-Vac vehicles before the sub completely floods with water. You will have two minutes and thirty seconds to complete this level.




As you run through the sub, you must duck and jump over equipment and obstacles that stand in your way. Objects will also fall from the ceiling.



You must also climb up and down ladders.



At certain locations, you will go through hatch doors, which you must close behind by pressing the Atlantean Button . When you close the hatch door you will slow the water down and gain more time to escape the sinking sub.



Watch out for large holes in the ground. If you miss jumping over them, you will lose a whole life and not just one section off your life bar.



When you get to the end of the sub, you will escape to complete the level.

### Level Three




In level three you will be controlling the Digger. Move the Digger to the right and jump over any holes by pressing Action Button A. If you miss jumping over a hole, you will lose a whole life and not just one section off your life bar.



There are also lava exploding craters you must jump over without touching the lava. So, you must time your jumps carefully.



You will also come across a large rock wall you must dig through. When you reach one of these walls, hold down Atlantean Button  until you dig through the entire wall.



Towards the end of the level the Digger will pick up speed and side downhill. When this happens, you must quickly move the Digger left and right to avoid hitting large rocks.



When you get to the bottom of the hill, the Digger will try to breakthrough a large wall. The Digger will breakdown at this point. This is the end of the level. Now, you are on foot!

### Level Four



You are still in the inside the caves running on foot. You must continue to run to the right avoiding falling rocks and jump over crater holes. Miss one of the jumps and you will lose a life.



This level is also infested with Atlantean fireflies. When these fireflies move toward you, press down to duck underneath them.



Again you will come across two cave entrances. When this happens you will see Milo read from the Shepherd's Journal. You will then see a message appear in the Journal telling you which cave is the correct one to go in; but, the message will be in Atlantean. You will have 30 seconds to translate the message and press the correct direction to go in. If you choose the wrong entrance an Atlantean monster will come out and attack you.

At the end of the level you will see the city of Atlantis.

### Level Five



Rourke has just taken Kida hostage! You must take to the air in one of the Atlantean stone flying fish.



In the air you must avoid the attacking planes by moving up and down.





When the enemy planes turn around, move behind them and press the Atlantean Button **X** to catch up to them. When you get close to them the game will switch to first person view. Here you must move your crosshair onto the enemy plane and press Action Button **A** to shoot them down.



You must shoot down 20 enemy planes to complete the level and save Kida and the city!!!

## INSERTING OR REPLACING BATTERIES

### Reset Operations:

By pressing the reset button, you can delete all the data previously entered. A screen will ask you, DATA FOUND! KEEP RECORD? Y/N. By pressing Y (yes) all data will be kept. By pressing N (no), you will return to the initial screen.

Be sure to press the reset button before you use Shepherd's Journal for the first time.

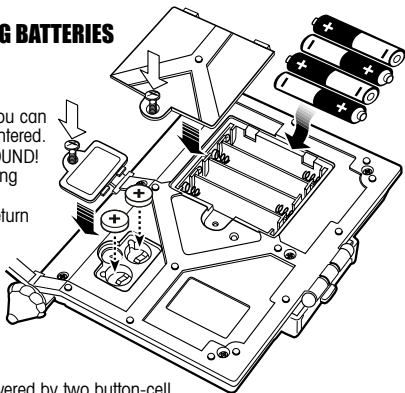
### Replacing Batteries:

This Shepherd's Journal is powered by two button-cell batteries type LR44 or G13A and four AAA or LRO3 batteries. The four AAA or LRO3 batteries are the main batteries and the two LR44 or G13A batteries are the back-up batteries. The main batteries provide power for normal operations. The back-up batteries protect data stored in memory when changing the main batteries.

CAUTION : Batteries should be replaced by an adult.

Not suitable for children under 36 months, may contain small parts.

If the LCD display becomes dim, you should turn off the Shepherd's Journal and replace the main batteries. Your Shepherd's Journal is protected by the back-up batteries during main battery replacement.



Memory contents are lost when the back-up batteries are removed or need to be replaced. Be sure to always leave the back-up batteries in place to protect memory contents when you are changing the main batteries. However, when you remove the main batteries at any time, memory retention will depend entirely on the condition of the back-up batteries in place. If back-up batteries are not in place, memory contents are likely to be damaged. If memory seems corrupted, clear it using the reset.

Normally the back-up batteries can support over 180 days of data back-up even when no main batteries have been installed. However, in order to guarantee your data is stored, never leave the unit without main batteries for a whole day. Otherwise, you could lose your data. For regular maintenance, please exchange the back-up batteries once a year.

### **Important:**

Incorrect use of batteries can cause them to burst or leak possibly damaging the interior of the Shepherd's Journal. Note the following precautions:

Never leave dead batteries in the battery compartment.

To avoid damage to the unit from leaky batteries, replace both the main battery and the back-up battery every three years. Batteries should be replaced no matter how much you use the diary during that time.

### **Warning:**

Never try to recharge the batteries supplied with Shepherd's Journal.

Do not expose batteries to direct heat.

Keep batteries out of the reach of small children. If swallowed, consult a physician immediately.

### **To Replace The Main Battery:**

1. Switch power off, loosen the screws that holds the battery compartment cover in place, then remove the battery compartment cover.
2. Insert a thin, pointed, non-metallic object into small hole and remove the old battery.
3. Wipe the surfaces of a new battery with a soft, dry cloth. Insert the new battery into the Shepherd's Journal, making sure to align "+" and "-" as shown.
4. Replace the battery compartment cover and the screws that secure it in place.

### **To Replace the Back-Up Battery:**

1. Be sure always to leave main battery in place to protect memory contents before you replace back-up battery.
2. Loosen the screw that holds the back-up battery cover in place. Remove the cover, then remove the old battery with a thin pointed, non-metallic object.
3. Wipe the surfaces of a new battery with a soft, dry cloth. Insert the new battery into the Shepherd's Journal, making sure that its positive (+) side is facing up (so that you can see it).
4. Replace the battery compartment cover and the screws that secure it in place.

### **CAUTION:**

#### **To ensure proper function:**

- Do not mix old and new batteries.
- Do not mix alkaline, standard or rechargeable batteries.
- Battery installation should be done by an adult.
- Non-rechargeable batteries are not to be recharged.
- Rechargeable batteries are to be removed from the toy before being charged (If removable).
- Rechargeable batteries are only to be charged under adult supervision (If removable).
- Only batteries of the same or equivalent type as recommended are to be used.
- Batteries are to be inserted with the correct polarity.
- Exhausted batteries are to be removed from the toy.
- The supply terminals are not to be short circuited.
- Replace with new batteries at the first sign of erratic operation.

**DO NOT DISPOSE OF THIS PRODUCT IN FIRE, BATTERIES INSIDE THE PRODUCT MAY EXPLODE OR LEAK.**

## **DEFECT OR DAMAGE**

If a part of your game is damaged or something has been left out, DO NOT RETURN THE GAME TO THE STORE. The store doesn't have replacement parts. Instead, write to us at:

Tiger Repair Department.

1000 N. Butterfield Road, Unit 1023, Vernon Hills, IL 60061, U.S.A.

In your note, mention the name of your game, your game's model number, and tell us briefly what the problem is. Also include sales slip, date, place of purchase and price paid. We will do our best to help.

## **90 DAY LIMITED WARRANTY**

Tiger Electronics. (Tiger) warrants to the original consumer purchaser of this product that the product will be free from defects in materials or workmanship for 90 days from the date of original purchase. This warranty does not cover damages resulting from accident, negligence, improper service or use or other causes not arising out of defects in materials or workmanship.

During this 90-day warranty period, the product will either be repaired or replaced (at Tiger's option) without charge to the purchaser, when returned with proof of the date of purchase to either the dealer or to Tiger.

Product returned to Tiger without proof of the date of purchase or after the 90-day warranty period has expired, but prior to one year from the original date of purchase, will be repaired or replaced (at Tiger's option) for a service fee of U.S.\$13.50. Payments must be by check or money order payable to Tiger Electronics.

**The foregoing states the purchaser's sole and exclusive remedy for any breach of warranty with respect to the product.**

All product returned must be shipped prepaid and insured for loss or damage to:

Tiger Repair Department.

1000 N. Butterfield Road, Unit 1023, Vernon Hills, IL 60061, USA

The product should be carefully packed in the original box or other packing materials sufficient to avoid damage during shipment. Include a complete written description of the defect, a check if product is beyond the 90-day warranty period, and your printed name, address and telephone number.

**THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE TIGER IN ANY WAY. ANY IMPLIED WARRANTIES APPLICABLE TO THIS PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL TIGER BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE, OR MALFUNCTION OF THIS TIGER PRODUCT.**

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages, so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

For more information about Tiger Electronics, our products and special promotions, please visit our Web Site at: [www.tigertoys.com](http://www.tigertoys.com)

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions : (1) this device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

Warning: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio TV technician for help.



# **TIGER**<sup>®</sup>

## **ELECTRONICS**

A division of Hasbro, Inc.  
Where Technology Comes to Play!

®, TM, & © 2001 Tiger Electronics. All rights reserved.  
980 Woodlands Parkway, Vernon Hills, IL 60061, USA  
[www.tigertoys.com](http://www.tigertoys.com)

®, TM, & © 2001 Tiger Electronics, a division of Hasbro, Inc.  
All Rights Reserved.  
Belvedere House, Victoria Avenue, Harrogate,  
North Yorkshire HG1 1EL, England.  
[www.tigertoys.co.uk](http://www.tigertoys.co.uk)



Item No. 59875  
200103770IWTI-02  
PRINTED IN CHINA