

Disney's  
ATLANTIS  
THE LOST EMPIRE

# TWO WORLDS COLLIDE™

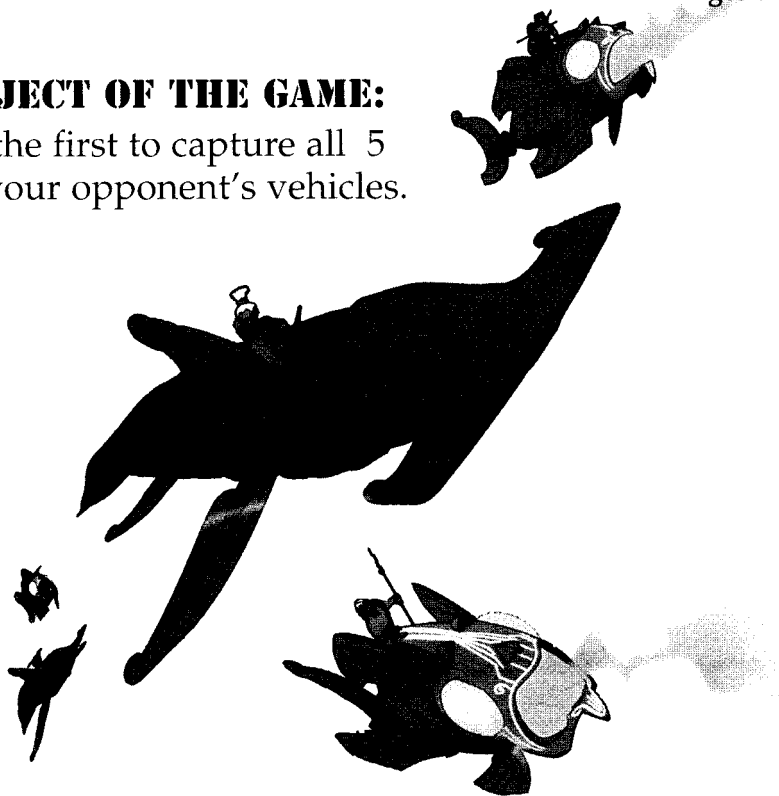
A Game  
From the  
Makers of

**BATTLESHIP®**

For 2 Players  
Ages 8 & Up

## OBJECT OF THE GAME:

Be the first to capture all 5  
of your opponent's vehicles.



## CONTENTS:

- 2 Game Cases
- 168 White Pegs & 84 Red Pegs
- 10 Vehicle Bases
- 5 Surface Dweller Vehicles
- 5 Atlantean Vehicles
- Label Sheet

# THE FIRST TIME YOU PLAY:

- Carefully remove the 5 Atlantean vehicle pawns, the 5 Surface Dweller vehicle pawns and the 10 vehicle bases from the runners. Discard the runners.
- Apply the vehicle labels to both sides of the matching vehicle pawns. (See Figure 1.)
- Apply the *Atlantis, The Lost Empire* labels to the lids of the 2 game cases. (See Figure 2.)
- Carefully twist the red and white pegs off the runners and place them in the peg storage compartments of each case. (See Figure 3.) Discard the runners. (Each game unit should contain 2 runners of white pegs and 1 runner of red pegs.)

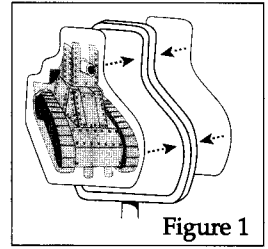


Figure 1

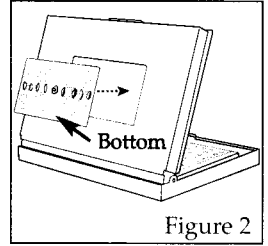


Figure 2

# PREPARE FOR BATTLE:

- Decide which player will command the Atlantean fleet and which player will command the Surface Dweller fleet.
- Each player takes 5 vehicle bases and either the 5 Atlantean vehicle pawns (Leviathan, Kraken, Aktirak, Martag, Turtak) or the 5 Surface Dweller vehicle pawns (Ulysses, Escape Pod, Sub Pod, Digger, Captain Jack) to begin.

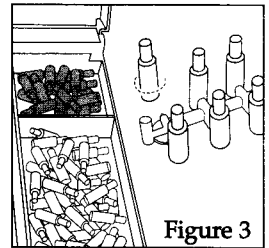


Figure 3

Note: Players should use the bases that match in color to their vehicle pawns.



Leviathan  
5 Hole Base



Kraken  
4 Hole Base



Aktirak  
3 Hole Base



Martag  
3 Hole Base



Turtak  
2 Hole Base



Ulysses  
5 Hole Base



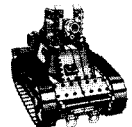
Escape Pod  
4 Hole Base



Sub Pod  
3 Hole Base



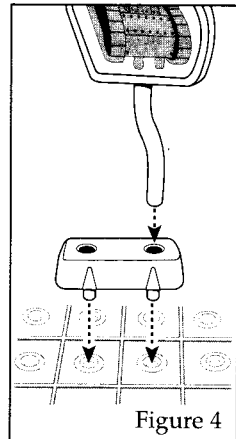
Digger  
3 Hole Base



Captain Jack  
2 Hole Base

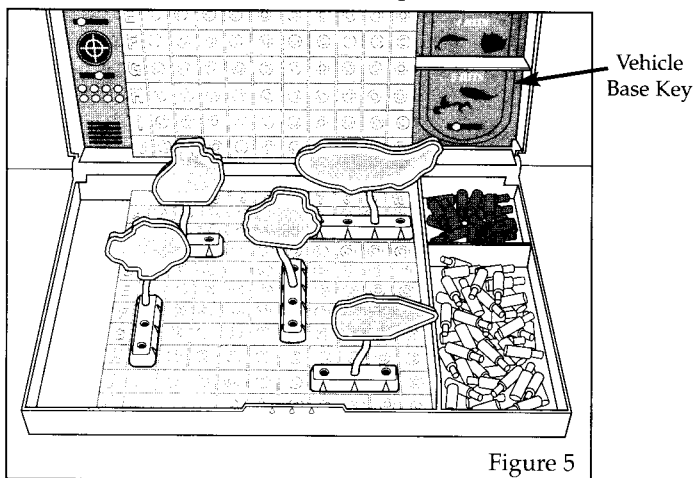
- Sit facing your opponent, with the lids of the game cases raised so neither of you can see the other's grids.
- Secretly place your fleet of 5 vehicles on your lower grid. To place each vehicle, fit the 2 anchoring pegs of the vehicle base into 2 holes on your lower grid, then insert the anchoring peg from the vehicle pawn in any position on the vehicle base. Your opponent does the same. (See Figure 4.) See the Vehicle Base Key on the inside cover of your game case for which bases to use with your vehicles.

Note: You may reposition your vehicle pawn on its base any time during the game until the final coordinate of that base is called out by your opponent. When all of the coordinates in a vehicle base have been called out, that vehicle has been captured. See "Capturing an Opponent's Vehicle" on page 5.



## RULES FOR PLACING VEHICLES:

- Place each vehicle base in any horizontal or vertical position, but not diagonally, on your lower grid.
- Do not place a vehicle base so that any part of it overlaps letters, numbers, the edge of the grid, or any other vehicle base.
- See Figure 5 for an example of vehicle base placement.



## HOW TO PLAY:

The youngest player goes first. You and your opponent alternate turns, calling out one shot per turn in an attempt to hit each other's vehicles.

### CALL YOUR SHOT!

On your turn, pick a target hole on your upright grid and call out its location by letter and number. Each target hole has a letter/number coordinate that corresponds with the same coordinate on your opponent's lower grid. To determine each coordinate, find its corresponding letter on the left side of the target grid and its number on the top of the grid.

For example, the shot location in Figure 6 is D-4.

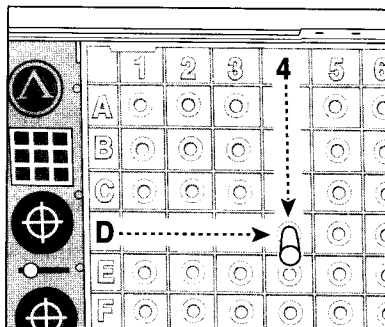


Figure 6

When you call a shot, your opponent must tell you whether your shot is a HIT or a MISS.

### IT'S A HIT!

If you call out a shot location that is occupied by a vehicle base on your opponent's lower grid, your shot is a hit! Your opponent tells you which vehicle you have hit (Leviathan, Ulysses, etc.) Record your hit by placing a red peg in the corresponding target hole on your target (upper) grid. Your opponent places a red peg in the corresponding hole of the vehicle base you have hit on his/her lower grid. (See Figure 7.)

Example: You and Alex are the players.  
It is your turn.

You call: "D-4"

Alex answers: "Hit. Captain Jack".

You place a red peg in coordinate D-4 of your target grid. Alex places a red peg in the hole of his Captain Jack pawn's vehicle base directly over the coordinate D-4 on his lower grid.

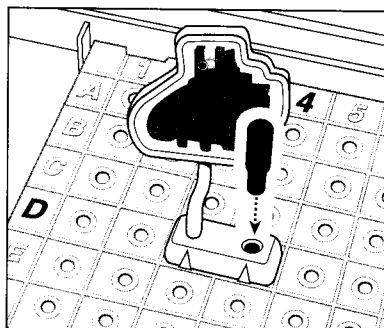


Figure 7

NOTE: If your opponent calls out the coordinate of your vehicle base in which your pawn is positioned, move it to an open coordinate in the base and place a red peg in the coordinate called. Your pawn is not captured until all of the coordinates in the base have been called by your opponent.

## **IT'S A MISS!**

If you call out a shot location not occupied by a vehicle base on your opponent's grid, it's a miss. Record your miss by placing a white peg in the corresponding target hole on your target grid so you won't call this shot again. It's not necessary for players to record each other's misses with white pegs on their lower grids.

Play continues in this manner, with you and your opponent calling one shot per turn.

## **CAPTURING AN OPPONENT'S VEHICLE:**

Your vehicle has just been captured! This happens when your opponent has called out all of the coordinates of the base your vehicle occupies.

- When the only remaining hole on a vehicle base is occupied by a vehicle pawn and your opponent calls this coordinate, remove the pawn and place a red peg in its place.
- You must announce which vehicle was captured and present it to your opponent. Your opponent then places the captured vehicle in an anchor hole on top of his/her game case and keeps it as a trophy until the game ends.

## **WINNING THE GAME:**

If you're the first player to capture your opponent's entire fleet of 5 vehicles, you win the game!

## **RESTORAGE:**

- Remove all pegs from the grids and place in the peg storage compartments.
- Remove vehicles from bases and place bases in the compartment on the left of the lower grid.
- Lay vehicle pawns flat on the lower grid and close lid.

## FOR ADVANCED PLAYERS:

For more advanced players, use the same rules as above except:

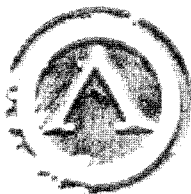
- On your turn, call out 5 different shots. As you call out each shot, mark it with a white peg on your target grid. Once you have called out your 5 shots, your opponent announces which shots were hits and which vehicles were hit.
- If any of your shots were hits, change their white pegs to red pegs on your target grid. Your opponent places red pegs in the bases of the vehicles that were hit.

Example: You call E-3, F-3, G-3, H-3, I-3

Alex answers: F-3 is a hit on the Digger. H-3 is a hit on the Ulysses.

- Whenever any of your vehicles have been captured, you lose one shot. The more vehicles captured, the less shots you get.

For example: If 1 of Alex's 5 vehicles has been captured, he can call out only 4 shots on his next turn, instead of 5. Good Luck!



We will be happy to hear your questions or comments about this game.  
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