

Disney's
ATLANTIS
THE LOST EMPIRE

PATHWAYS OF THE DEEP™
2 to 4 players Ages 7 & up

OBJECT:

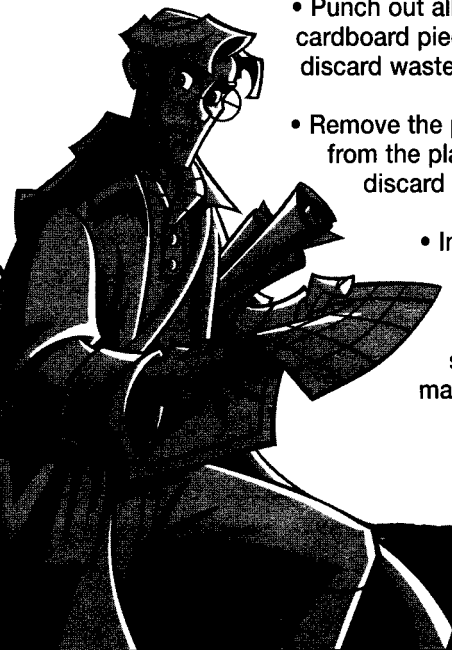
Be the first to build a path and navigate your subpod across the ocean floor into the Lost City of Atlantis. Lay your path and hinder the paths of your opponents. The first player to enter The Lost City wins!

CONTENTS:

- 100 Cardboard Game Tiles
- 2-Piece Cardboard Lost City of Atlantis Center Piece
- 12 Cardboard Border Pieces
- 4 Cardboard Subpod Pawns
- 4 Plastic Pawn Stands

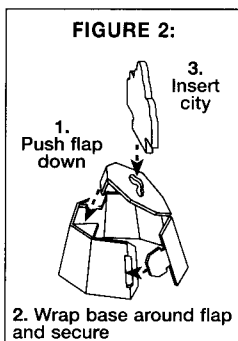
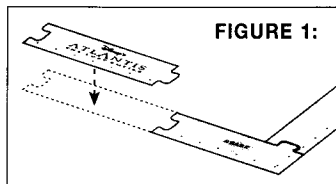
ASSEMBLY:

- Punch out all of the cardboard pieces and discard waste.
- Remove the pawn stands from the plastic bag and discard the bag.
- Insert the subpod pawns into the pawn stands that match in color.



SET UP:

- Assemble the 12 border pieces as shown in Figure 1. When assembled they form a square playing area, which represents the bottom of the ocean. This is where your adventure takes place. Place the playing area within reach of all players.

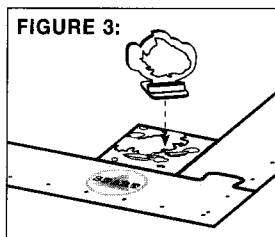


- Assemble the 2-piece Lost City of Atlantis as shown in Figure 2 and place it in the middle of the playing area (You can adjust it to the exact center as the game goes on.)

- Each player selects a subpod pawn and one tile with an "elbow" turn on it. Place the elbow tile in a corner of the playing area and place

your subpod on top of it (see Figure 3). Shuffle the remaining Path tiles and the Special tiles (the ones with instructions) and place them facedown ("A" side up), in a draw pile within reach. You will draw from here throughout the game.

- Each player draws four tiles to start. Look at them but do not show the other players.



ON YOUR TURN:

The youngest player goes first. Play then continues clockwise. On your turn, you must do the following 3 things in order.

- PLAY TILES:** Play two tiles from your hand (2 Path, 2 Special, or 1 of each) OR rotate one tile already in the playing area.

- Playing Path tiles:** Path tiles, when placed next to each other, build a pathway across the ocean floor...and hopefully to the Lost City of Atlantis. If you play a Path tile it must connect to at least one pathway already in the playing area. Not all of the pathways on the tile need to connect, only one. You may add Path tiles to your own path or use them to block or redirect your opponents' paths.



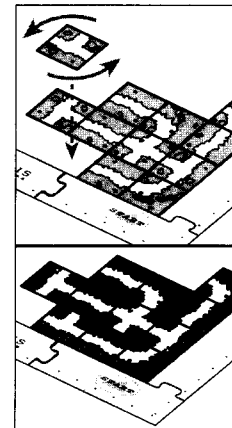
- Playing Special tiles:** Special tiles, those with instructions on them, allow you to do additional things on your turn. For example, you may be able to play more tiles, remove tiles (except ones with subpods on them), or move extra spaces. Follow the tile's instructions immediately upon playing it.



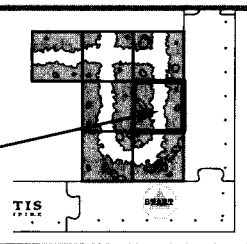
After completing the instruction, put the tile faceup into a discard pile, away from the draw pile.

NOTE: If, by using Special tiles, you play the 4 tiles in your hand, the Play Tiles phase of your turn ends. Do not replenish your hand at this time. Move onto the next phase (Move Subpods) and replenish your tiles at the end of your turn.

- Rotating tiles:** You may want to rotate a tile in order to redirect your pathway, offering you a more direct route to the Lost City of Atlantis, or to change the pathway of an opponent. The tile you rotate must connect to at least one pathway after you rotate it. In other words, you must have a way to enter or leave.



Locked Tiles: A tile is locked if it has all four sides touching other tiles, the border, and/or Atlantis. You cannot remove or rotate a tile that is locked.



- MOVE SUBPODS:** Move your subpod two spaces OR move another player's subpod one space. (More than one subpod can be on the same tile.)

- If you move your subpod,** you may move it up to two spaces, in any direction. However, you may not move your subpod one space back then forward one space to the space where it started. Subpods may pass through or occupy other subpods' spaces.
- If you move another player's subpod,** you may move it one space in any direction as long as it is along a pathway.

3. DRAW NEW TILES: Replenish your hand to four tiles by drawing from the draw pile.

- **NOTE:** You must select from the draw pile, not the discard pile.

STRATEGIC HINT

Remember: Special tiles allow you to do additional things on your turn. Saving these may allow you to have an advantage over your opponents at the end of the game.

IMPORTANT THINGS TO NOTE:

- You cannot remove a tile with a subpod on it.
- When removing a Path tile from play, put it back into the draw pile, not the discard pile.
- You cannot rotate or remove a tile that is "locked" (touched on all four sides).
- You cannot turn a tile so that it has no path entering or leaving it.
- You must follow the instructions of a Special tile immediately upon playing the tile, then put it in the discard pile.
- Any tile instructing you to move a certain number of spaces allows you to move up to that number of spaces.

WINNING:

If you are the first player to reach the Lost City of Atlantis, you win. You do not need to enter by exact count and you can enter from any direction.

We will be happy to hear your comments or questions about this game. Write to Hasbro Games, Consumer Affairs Department, P.O. Box 200, Pawtucket, RI 02862. Tel: 888-836-7025 (toll-free).

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