

THE LEGEND
OF
SPYROTM
A NEW BEGINNING



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WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge.
- Never use solvents or abrasive cleaners.



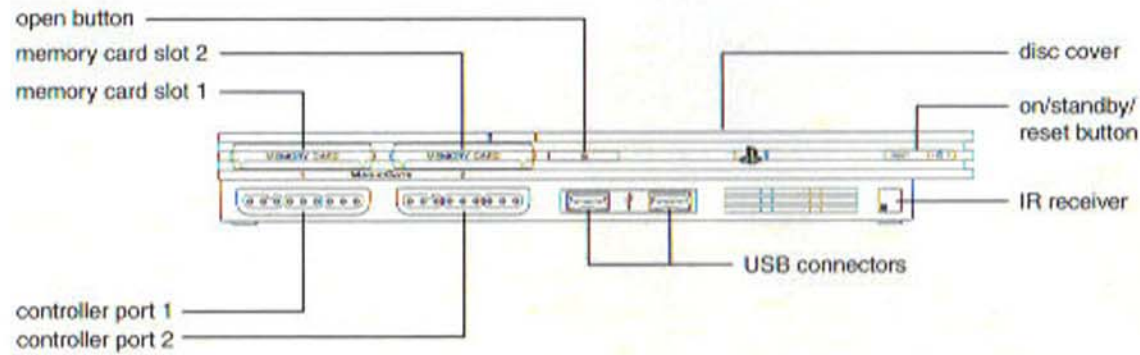
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GETTING STARTED

USING THE PLAYSTATION®2 SYSTEM



Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Press the OPEN button to open the disc cover. Place the "The Legend of Spyro™: A New Beginning" disc with the label side facing up in the disc holder, and then close the disc cover. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

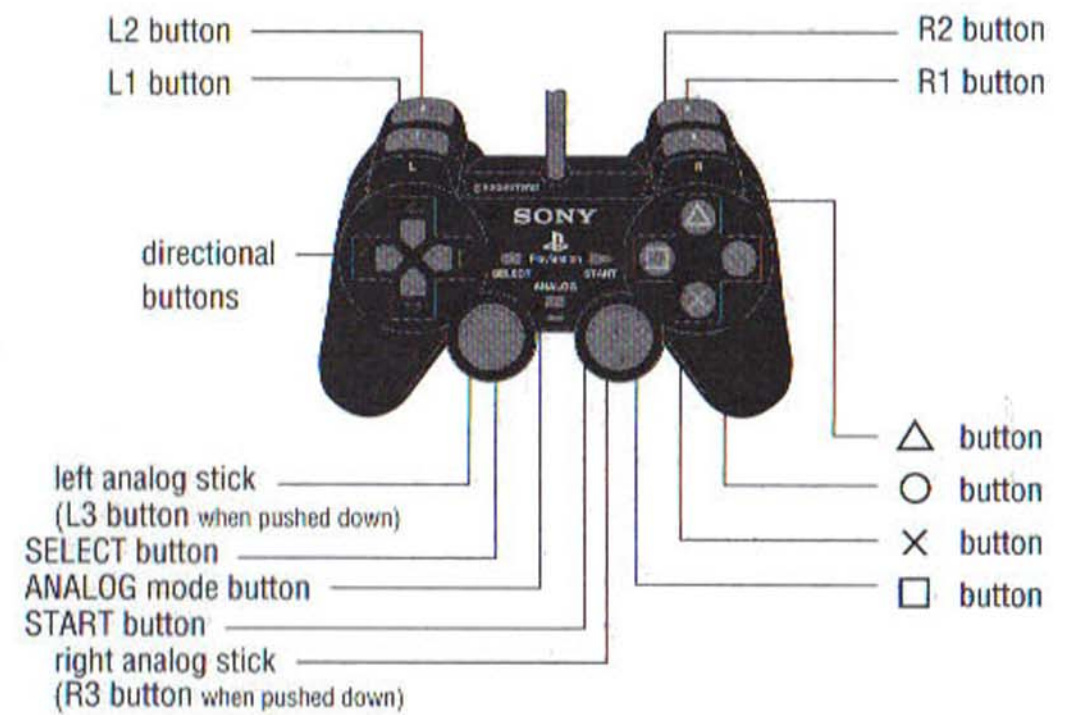
Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.



STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



SPYRO CONTROLS

Directional Movement:

L controls the direction of character movement; this movement is relative to the camera.

To walk, push lightly on **L**. To run, push **L** as far as possible in any direction.

Camera Control:

R controls the camera.

Basic Moves:

Walk/Run	L Left Analog Stick
Camera	R Right Analog Stick
Short Range Breath	□
Jump	X
Double Jump	X , X
Melee Attack	L
Horn Knock Up	L Press and Hold

SPYRO CONTROLS

Basic Moves:

Long Range Breath	
Charge/Knock Back	
Strafe/Target	Hold+ Move Left or Right
Fury	
Change to Fire Breath	up directional button
Change to Electricity Breath	right directional button
Change to Ice Breath	down directional button
Change to Earth Breath	left directional button

Advanced Moves:

Melee "Knock up" Combo	, , ,
Tail Strike	, , Press and Hold
Horn Dive	,
Evasion	+ Move +
Air Combo [While Enemy is in the Air]	, , ,
Air Knock Back [While Enemy is in the Air]	,

Tip – Mix and match Spyro's abilities to create your own combos!

FLYING CONTROLS

Move/Fly	Left Analog Stick
Shoot Fireball	
Evade/Barrel Roll	Move Left or Right +
Speed Burst	
Slow Down	



THE LEGEND BEGINS...

In the Year of the Dragon, in a world beyond the realms, the Guardians awaited the birth of a purple dragon destined to restore balance to the world. But the Dark Master knew of this as well and sent forth a legion of his minions to destroy the Dragon Temple and prevent the birth of this special dragon.

Several years later...

When Spyro, as a young dragon, leaves his home in search of the truth about his past, he makes a shocking discovery—the future of the world rests on his wings. In a race against time, Spyro must realize his destiny and learn what it takes to be a hero if he is to stop the Dark Master's latest creation, Cynder!

MAIN MENU

Upon starting the game, you will be instructed to press the START button to access the Main Menu. The Main Menu will appear with the following options:

LOAD GAME:

Choose to continue a previously saved game.

NEW GAME:


Select a MEMORY CARD slot to create new game data and begin a new game.

OPTIONS:

Change game settings in the Options Menu.

- **MUSIC VOLUME** – Adjust the volume of the music in the game.
- **SFX** – Adjust the volume of the sound effects in the game.
- **OUTPUT** – Choose the appropriate sound output for your television audio system.
- **POSITION** – Adjust the horizontal and vertical position of the screen on your television.
- **WIDE** – Toggle widescreen television support.
- **SUBTITLES** – Toggle in-game subtitles.
- **VIBRATION** – Toggle vibration.
- **CAMERA CONTROL** – Invert the camera control.
- **FLIGHT UP/DOWN** – Invert the controls for Spyro during flying levels.

PAUSE MENU AND LEVEL UP

Press the START button anytime during play to access the Pause Menu, then select the Level Up option to enter the Upgrade Screen. Press the  button to return to the Pause Menu.

Level Up – Spyro can't defeat Cynder with the skills he has at the start of the game. Rescued Guardian dragons will teach Spyro new attacks, which can be upgraded. To upgrade your abilities, you'll need to access the Level Up Menu from the Pause Screen.

PRIMARY BREATH: This is Spyro's short-range breath for the selected element.

SECONDARY BREATH: This is Spyro's long-range breath for the selected element.

PAUSE MENU AND LEVEL UP - CONTINUED

UPGRADE GAUGE: A highlighted bar shows how much each breath has been upgraded. Passing each notch on the gauge will give Spyro a new breath upgrade.

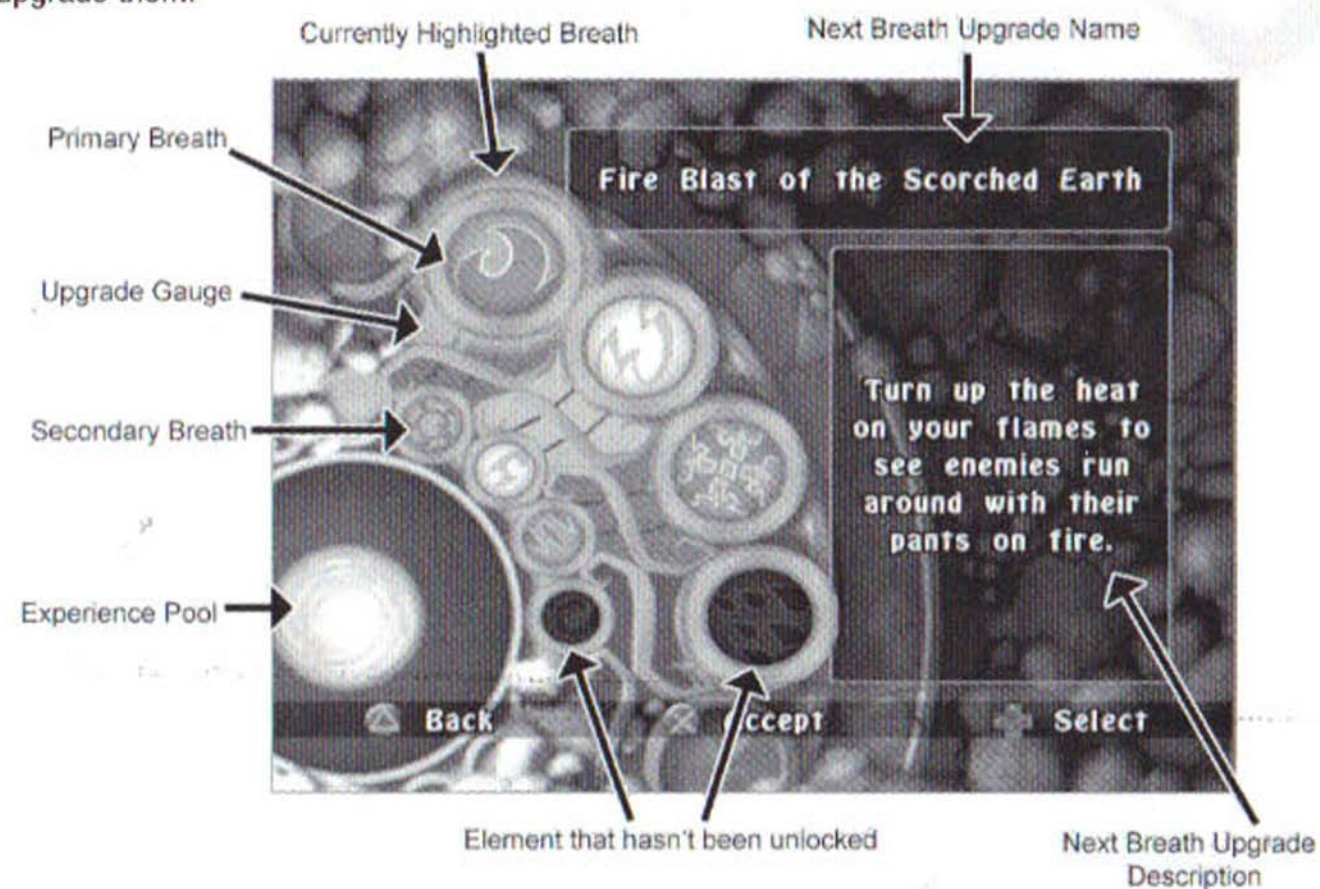
EXPERIENCE POOL: A swirling pool of spirit that fills up when Spyro collects blue gems. Spyro can then use this spirit to upgrade his breaths.

CURRENTLY HIGHLIGHTED BREATH: Spyro can switch between different breaths using the directional buttons. A purple glowing ring can be seen around the breath that is currently highlighted.

NEXT BREATH UPGRADE NAME: This is the name of the next breath upgrade for the currently highlighted breath.

NEXT BREATH UPGRADE DESCRIPTION: This is a description of the next breath upgrade for the currently highlighted breath.

ELEMENT THAT HASN'T BEEN UNLOCKED: Darkened breaths show elements that Spyro hasn't learned yet. Once he learns an element, the breath icons will light up, and he will be able to upgrade them.



Pause Menu

CONTINUE: Returns the player to the game.

ENABLE AUTOSAVE: If the player inserts a new memory card, they can save their current game to it by enabling this option.

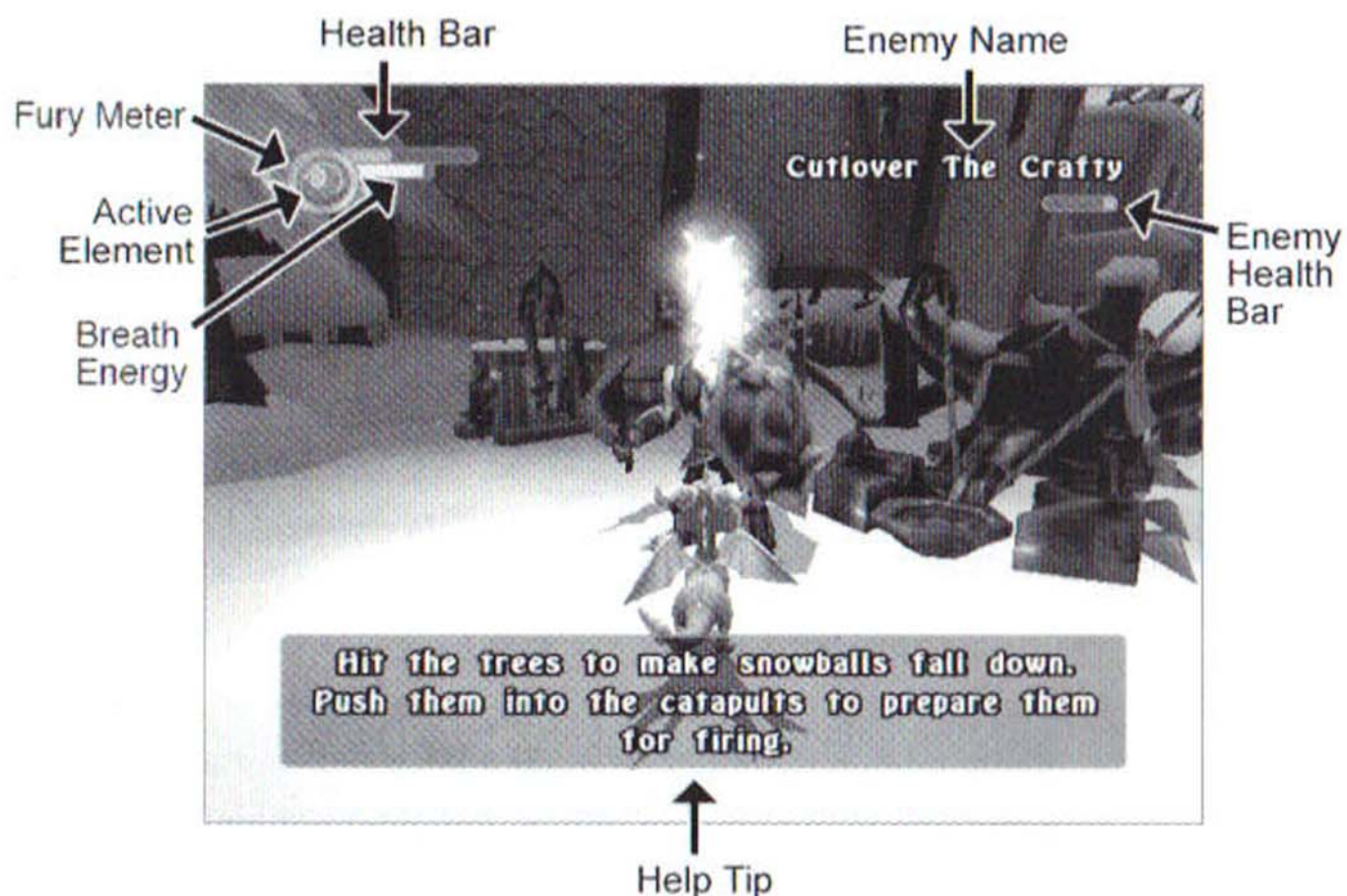
OPTIONS: Takes the player to the options screen.

MAIN MENU: Quits the game and returns the player to the main menu.


LEVEL UP: Takes the player to the level up screen.

HUD (HEADS UP DISPLAY)

The HUD displays the following information for Spyro:



Health Bar: Decreases when Spyro takes damage. Can be refilled with red gems.

Breath Energy: Decreases when Spyro uses his breaths. Can be refilled with green gems. When flying, the Breath Energy bar will be consumed when Spyro uses his Fire Ball attack , Speed Burst **R1** and Slow Down **L1**. However, it is replenished after a couple of seconds.

Active Element: An icon that shows which element Spyro is currently using for his breaths and furies. The player can switch to different elements at any time, using the directional buttons.

Fury Bar: Starts empty but can be filled by collecting purple gems. Once full, the bar will glow, and the fury can be used by pressing the fury button. The type of fury unleashed depends on the active element.

Enemy Name: This is the name of the enemy that Spyro is attacking.

Enemy Health: This is the health bar for the enemy that Spyro is attacking.

Help Tip: These appear to teach Spyro how to use his abilities or give hints on how to get past obstacles in the game.

COLLECTIBLE GEMS

Various colored gems give Dragons special powers. Be sure to collect them to help you on your quest.



HEALTH GEMS – Collecting RED GEMS will restore Spyro's Health.



ENERGY GEMS – Collecting GREEN GEMS will replenish Spyro's Breath Energy. Using Breath Attacks will consume a lot of energy, so be sure to collect these often.



FURY GEMS – Collecting PURPLE GEMS will fill up Spyro's Fury Meter. Press R2 button to perform a devastating Fury Attack when this meter is full.



SPIRIT GEMS – Collecting BLUE GEMS from enemies that you defeat will allow you to upgrade Spyro's abilities in the Upgrade Screen.

SPARX

Sparx is Spyro's best friend and trusty sidekick. He's not very big, but he is always willing to help Spyro find his way when he gets lost.



ELEMENTS

Spyro will learn a lot of powerful new abilities throughout his quest. Some of them will be taught to him by the Dragon Guardians, and others he will learn on his own. Can you master them all?



FIRE – Train with Ignitus and master the explosive element of Fire.



ELECTRICITY – Learn to wield the stunning power of Electricity with Volteer.



ICE – Practice with Cyril and unleash the chill of Ice on your enemies.



EARTH – Learn to harness the destructive force of Earth from Terrador.

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