
PlayStation
NTSC U/C
PlayStation
SPYRO
Year of the Dragon
EVERYONE
CONTENT RATED BY ESRB
SCUS-94467
94467
INSOMNIAC GAMES
UNIVERSAL
UNIVERSAL INTERACTIVE STUDIOS
SONY
COMPUTER ENTERTAINMENT

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

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® game 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.

USE OF UNOFFICIAL PRODUCT

The use of unofficial products and peripherals may damage your PlayStation® game console and invalidate your console warranty.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation® game 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.

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- This compact disc is intended for use only with the PlayStation® game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a heater 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.

ESRB RATING:

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB ratings, or to comment about the appropriateness of the rating, please contact ESRB at 1-800-771-3772.

Spyro: Year of the Dragon™ - Tips and Hints

PlayStation® Hint Line

Hints for all games produced by SCEA are available:

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$0.95 per minute auto hints, $1.40 per minute live, $6.95-$16.95 for tips by mail (subject to availability), $5.00-$20.00 for card recharge.

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For US callers, game counselors are available 8 a.m. - 5 p.m., M – F, Pacific Standard Time.
Automated support is available 24 hours a day, 7 days a week.

Live support for Canada is not available at this time.

This hint line supports games produced by Sony Computer Entertainment America. No hints will be given on our Consumer Service Line. Callers under 18 years of age, please obtain permission from a parent or guardian before calling. This service requires a touch-tone phone.

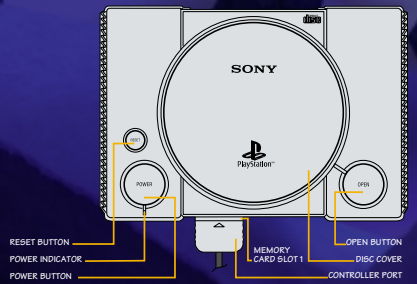
Consumer Service/Technical Support/Order Line 1-800-345-SONY (1-800-345-7669)
Call this number for help with technical support, installation or general questions regarding the PlayStation® game console and its peripherals. Representatives are available Monday-Friday, 7 a.m. – 6 p.m. Pacific Standard Time.

CONTENTS

Setting Up Your Console 2
MEMORY CARDS 2
Controls 3
Year of the Dragon 6
Conquering the Forgotten Worlds 7
Worlds, Realms and Portals 7
Special Critter Allies 8
Gems 8
Battling the Home World Boss 8
Special Tasks 8
Challenges 8
Speedways 9
Sparx Rounds 9
Playable Critters 10
Sheila the Kangaroo 10
Sgt. Byrd 10
Bentley The Yeti 11
Agent 9 11
Key Players 12
Hunter the Cheetah 12
Moneybags 12
Zoe 12
Bianca 13
Sorceress 13
The Professor 13
Spyro and Sparx's Health 14
Power-ups 14
The Atlas 15
Fodder 15
The Pause Menu 16
Options 16
Saving and Loading Game Data 17
Credits 18

SETTING UP YOUR CONSOLE

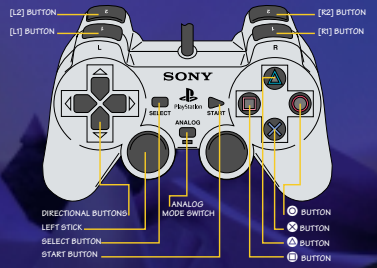
Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is OFF before inserting or removing a compact disc. Insert the Spyro: Year of the Dragon™ disc and close the disc cover. Insert one game controller and press the POWER button to turn ON the PlayStation game console. Follow the on-screen instructions to start a game.



MEMORY CARDS

To save game setting and progress, insert a MEMORY CARD into MEMORY CARD slot 1 of your PlayStation game console BEFORE starting play. You can load your saved games from the same card or from any MEMORY CARD containing previously saved Spyro Year of the Dragon games. Saving MEMORY CARD data requires one free block. To learn more about how to save and load games, see "Saving and Loading Game Data" on page 17.

CONTROLS



Note: DUALSHOCK™ analog controller only: Toggle the vibration function ON/OFF by using the Options mode Vibration setting. The Vibration setting is not affected by the controller's analog mode switch.

MENU CONTROLS

Start game/Pause/Return to game ..... START
Highlight menu selection ..... ←, →, ↑, ↓ or Left Analog Stick
Confirm selection ..... ⊗ button
Return to previous ..... △ button

GAME CONTROLS

All Playable characters

Move ..... ←, →, ↑, ↓ or Left Analog Stick
Hold character in place (while on the ground) ..... L1 + R1 buttons + ←, →, ↑, or ↓ to rotate
Show current levels (Atlas page) ..... SELECT button

Spyro

Flame attack/Spit object ..... ○ button
Charge/Ram attack ..... □ button
Headbash ..... ✕ button, △ button
Jump ..... ✕ button
Glide ..... ✕ button (twice)
Glide, hover and land ..... ✕ button (twice) + △ button
Dive/Charge underwater ..... □ button
Paddle Underwater ..... ✕ button
Jump on Ladder and Climb UP/DOWN ..... ✕ button to jump on the ladder + ←, →, ↑, ↓ or Left Analog Stick

Sheila the Kangaroo

Kick ..... □ or ○ button
Jump ..... ✕ button
Air Hop ..... ✕ button (tap twice) Press ✕ to jump, then ✕ again mid jump
Double Jump ..... ✕ button + ✕ button again when Sheila hits ground
Sheila Stomp ..... ✕ button, then press the △ button in mid air

Sgt. Byrd

Fly ..... ✕ button (hold down)
Release objects (while flying) ..... □ button
Slide left and right (while flying) ..... L1/R1 buttons
Fire Shoulder Rockets ..... ○ button
Switch between normal and bomb views (while flying) ..... △ button

Bentley The Yeti

Club smash ..... ○ button
Club spin ..... □ button
Jump ..... ✕ button
Shoulder shove ..... ←, →, ↑, ↓ or Left Analog Stick when standing next to a box

Agent 9

Fire weapon ..... ○ button
Sniper mode ..... △ button - L1/R1 buttons zoom in/out, aim with ←, →, ↑, ↓ or Left Analog Stick
Throw Bomb ..... □ button
Aim bomb ..... □ button (hold) + aim with ←, →, ↑, or ↓ and release □ button
Jump ..... ✕ button
Dodge Left or Right ..... L1/R1 buttons

Sparx the Dragonfly

Fire ..... ○ button
Charge ..... □ button
Use Power-Up shot ..... ✕ button
Slide sideways ..... R1 button + ←, →, ↑, ↓ or Left Analog Stick

CAMERA CONTROLS

Rotate camera ..... L2 /R2 buttons
Free look/Aiming mode ..... △ button (hold) + ←, →, ↑, ↓ or Left Analog Stick
Center camera behind Spyro ..... L1 or R1 buttons

CELEBRATE THE YEAR OF THE DRAGON



Every twelve years, the Dragon Kingdom celebrates its most important event: the "Year of the Dragon" Festival. Fairies deliver a new batch of dragon eggs and dragons come from all around to dance and feast until everyone drops from...eggshaustion.

The Year of the Dragon is upon us again and the fairies have brought 150 eggs to the Dragon Worlds. However, unbeknownst to the celebrating dragons, a sinister plot is about to unfold...

Far away - on the opposite side of the world - lies a kingdom long since forgotten by dragonkind. So forgotten, in fact, that even the legends about these "Forgotten Worlds" have now been forgotten.

This kingdom is ruled by a mean and spiteful Sorceress who has frankly become quite fed up with being forgotten. As she sits on her forgotten throne, the Sorceress has hatched a fiendishly evil plan. A plan to restore the fading magic to her forgotten realm. A plan to conquer the dragons once and for all. All she needs is a little help from her army of horn-nosed 'rhynocs', the cooperation of her mysterious disciple Bianca and of course, those 150 magical dragon eggs.

CONQUERING THE FORGOTTEN WORLDS

The kidnapped dragon eggs have been scattered by the Sorceress throughout the four Forgotten Worlds.

Home Worlds, Realms and Portals

The four Forgotten Worlds each have a Home World at their center with portals to various realms. By visiting each realm (36 in all), Spyro will get the help he needs to travel to the next Forgotten World.

Portals

Spyro travels to Realms by entering portals in the Home Worlds. To enter a portal, just walk or fly into it. Spyro will instantly transport to a realm. Some portals will open only after a certain number of baby dragons are hatched from rescued eggs.

Challenge Portals

These dark portals transport Spyro to secret areas of the realms where some of the eggs have been spirited away.

Returning to a Home World

When Spyro has succeeded in a realm, an exit portal will appear. Just jump into the portal to return to the Home World.







SPECIAL CRITTER ALLIES

In each Forgotten World there is a powerful ally who becomes a playable critter temporarily taking Spyro's place to perform special tasks. The Sorceress was clever enough to catch and imprison these critters...but entrusted Moneybags with them. Bad Choice. For Moneybags, everything has a price.

GEMS

Gems are the money of Spyro's universe and they litter the landscape wherever he goes. Grab them all, every single one you can find. When you deal with Moneybags, you will have to pay him with Gems. His services are not cheap. As you leave a Realm and return to a Home World, the Gems will be added up and credited to your Gem count.



BATTLING THE HOME WORLD BOSS

Unfortunately for Spyro, when he travels to new worlds, he is confronted with huge bosses sent by The Sorceress! In order to retrieve the dragon eggs, he must defeat these creatures. Combat skill and dragon trickery will win the battle and Spyro's critter allies will come to his aid in each of his battles.

SPECIAL TASKS

Special tasks can be found throughout the Realms and Home Worlds. Spyro and his friends will occasionally get first-rate training from other friends before tackling these tough mini quests.

Challenges

Spyro (or other playable critters) must learn special skills like Skateboarding or Boxing to rescue a dragon egg. A friend will give you special instructions and button controls.

Speedways

There is a speedway realm in each Home World. There are three kinds of speedway events and Spyro can choose which one to play.

- Time Trial: Speed through a course collecting objects within a given time limit.
- Race: Race through an obstacle course making sure not to fly off course.
- Hunter's Task: Hunter must face a unique challenge in each speedway.



SPARX ROUNDS

Now Sparx gets to show his stuff in his own battle! He blasts his way through tight corridors collecting gems and searching for eggs. Nab butterflies to increase health. There are also special types of butterflies that give Sparx unique power-ups. Zoe will appear for weapons training before Sparx goes into battle.



Bonus Abilities

The Sparx levels must be played in order, but after each one is beaten, Zoe grants Sparx a new ability:

- Beat Crawdad Farm: Sparx gets extended range and speed to pick up gems.
- Beat Spider Town: Sparx points at uncollected treasure. Just press the L1 + L2 + R1 + R2 buttons.
- Beat Starfish Reef: Sparx gets an extra hit point.
- Beat Bugbot Farm: Sparx can break open treasure vases and warp directly to any level in the game.



PLAYABLE CRITTERS

Sometimes Spyro gets some expert help from the critters he frees from Moneybags. After freeing a critter, enter its Home World. You now play the critter to help liberate its world from the rhynocs. (Spyro's friends get the full protection of Sparx, of course!).

SHEILA THE KANGAROO

A rare mountain kangaroo with tremendous back feet, Sheila can jump to miraculous heights. She can also stay aloft using the air hop. When in danger she can unwind a punishing kick. And if you're stomped by Sheila, you stay stomped.



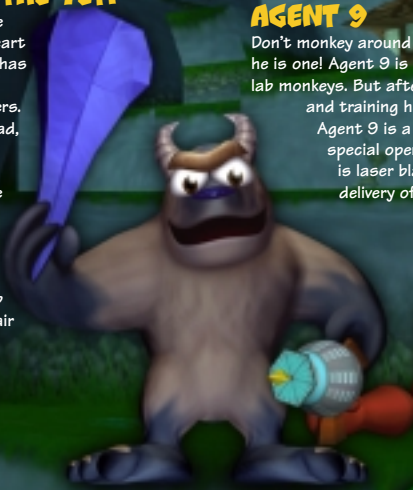
SGT. BYRD

Meet the world's only flying penguin. Sgt. Byrd was raised by hummingbirds who taught him how to get airborne. Then he flew the coop and joined the Air Corp. He developed the first BAM (Bird to Air Missile). BAM launchers are mounted on his shoulders.
Sgt. Byrd can also pick up items and drop them with superb accuracy.



BENTLEY THE YETI

Giant and gentle Bentley has a heart of gold. He also has a huge club that takes no prisoners. When he gets mad, stuff gets smashed. Huge obstructions are no problem, he just pushes them away. The only time he will lay down his club is to put on a pair of boxing gloves.



AGENT 9

Don't monkey around with Agent 9 because he is one! Agent 9 is one of The Professor's lab monkeys. But after special treatment and training he is no ordinary chimp. Agent 9 is a highly intelligent special operative whose specialty is laser blasters and precision delivery of explosives.





Your favorite Bandicoot is back in a knock down brawl-fest. Check out the hidden playable demo of Crash Bash™. On the Title Screen, hold down R2 + L1 buttons and press the ▣ button.



KEY PLAYERS

HUNTER THE CHEETAH

A close Spyro friend since his adventures in Avalar, Hunter is like a professional trainer. He knows how to move on the ground or in the air. The skills he teaches will help you navigate through this huge world.



MONEYBAGS

Moneybags is all business. For a stiff fee, in Gems of course, he will deliver some amazing things. He can open up travel routes, activate doors and bridges, and sell you the services of some talented critters for a "small" fee. If you can afford it, always say "Yes!" to Moneybags. If you say "No" you're likely to annoy the greedy bear, which can be its own reward.



ZOE

Zoe is a fairy who saves Spyro's progress through the Forgotten Worlds. When you see her, get close and she will zap Spyro with a progress saving spell. The next time Spyro loses a battle, he returns to the last place Zoe zapped him if he has lives remaining.



BIANCA

She is the apprentice to the Sorceress and leads the Rhynoc egg stealing party. Bianca likes to make threats to Spyro. Is Spyro scared? OOOOOOH I'm shakin' in my scales!



SORCERESS

She commands the Forgotten Worlds and the Rhynocs. Her motivations are unclear, but she is the force behind this most heinous dragon eggnapping.



THE PROFESSOR

Spyro's old friend The Professor also has a research lab in the Forgotten Worlds and as it turns out, Agent 9 was many years ago his prized pupil!

Unfortunately, while The Professor was studying abroad in Avalar, his lab had fallen into disrepair.



POWER-UPS

Superfly: Spyro can fly instead of just glide. Press the ⊗ button to flap Spyro's wings for some extra altitude.
Superflame: Turns Spyro's flame into fire balls that singe anything in their path.
Invincible: Spyro becomes invincible for a limited time.

SPYRO'S & SPARX'S HEALTH



Spyro begins his journey with five lives. Each life has four hit points. Every time Spyro is injured, he loses one hit point. If he takes four hits, Spyro returns to the last point where Zoe zapped him and loses one life. If Spyro loses all his lives, the game is over.

To see how many lives Spyro or any other playable character has, press the START button to pause the game. Then press the START button again. The number of lives will appear in the center of the top of the screen.

You can identify Sparx's health by his color:

Gold – Full power
Blue –Two hits left
Green – One hit left

When Sparx gains his extra hit point, he will glow an even brighter gold color.

FODDER

Little creatures are scampering around all over the Forgotten Worlds. There are sheep, ducks, frogs and tasty bunnies. These are dragonfly snacks! They nourish Sparx and keep him at full health so he can protect Spyro. Each time Spyro catches fodder, it releases a butterfly, which is quickly snapped up by Sparx, restoring his health. When Spyro catches 10 fodder, he gains one life. The sparkling butterfly in the bottle is a rare and happy find. Bash it and Spyro gets a full life while Sparx is returned to full health.



THE ATLAS

The Atlas is a log of all your accomplishments in the Forgotten Worlds. Use the Atlas to:

- Keep track of your egg and gem count or see how many are left to find.
- See which world you have or will visit.
- See which special tasks you have accomplished in each Realm.
- See what percentage of the adventure you have completed in each Realm or Worlds.
- Turn the page by pressing the ⬅, ➡, ⬆, ⬇ buttons or Left Analog Stick. The following pages are for your current world. Visited Realms are written in black. Realms you haven't visited yet are in gray.





THE PAUSE MENU

Press the START Button during gameplay to open the pause menu.





Continue
Return to play.

Atlas
View your progress through the Forgotten Worlds.

Options
Press the Directional buttons UP/DOWN to select an option and LEFT/RIGHT to change the setting. Select BACK and press the ⊗ button to close a screen.

Save Game
Save your progress through the game. When you return, Spyro will continue from the last Realm you were playing at the time of the Save. See "Saving and Loading Game Data on page 17 for more information.

General
Camera: Set the camera to PASSIVE or ACTIVE. In Passive mode, you control the camera swings by pressing the L2 or R2 buttons. In Active mode the computer swings the camera for you.
Vibration: Set the Vibration function on your analog controller ON/OFF.
Horizontal: Adjust the screen image LEFT or RIGHT.
Vertical: Adjust the screen image UP or DOWN.
Back: Select this and press the ⊗ button to return to the Pause Menu.

Sound
Adjust Sound and Music Volume. Toggle voice overs ON/OFF.
Set the speakers to STEREO or MONO.

Help
Need Help? At any point in the game, this option will show you what the controls are for the challenge or character you are currently playing.

Quit Game
Return to the Title screen.

SAVING & LOADING GAME DATA

Saving Data
If you have a MEMORY CARD inserted in a Memory Card Slot of your PlayStation game console, games are automatically saved when Spyro enters or exits any Realm or Home World.

You can also save game data on the Options screen of the Pause menu. Press the START button to pause the game. Select OPTIONS SAVE GAME and press the ⊗ button. You can save data to the same game you are playing or save to a different block.



Loading Data
To load data from a MEMORY CARD inserted in your PlayStation game console:

1. On the Title screen, press the START button.
2. Press the Directional button LEFT/RIGHT to select a Memory Card (if you have two inserted in your PlayStation) and press the ⊗ button.
3. Press the Directional button Left to select LOAD GAME and press the ⊗ button.
4. Press the Directional button LEFT/RIGHT to select the block you want to load and press the ⊗ button.

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