
PlayStation
NTSC U/C
PlayStation
SPYRO
THE DRAGON
EVERYONE
E
CONTENT RATED BY
ESRB
SCUS-94228
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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.

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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.

Spyro The Dragon™ Tips and Hints

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Hints for all games produced by SCEA are available:

Within the US: **1-900-933-SONY (1-900-933-7669)**
$0.95/ min. auto hints, $1.40/ min. live, $6.95 - $16.95 for tips by mail*, $5.00 - $20.00 for card recharge
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For US callers, game counselors are available 8AM-5PM PST, Monday-Friday. Automated is available 24 hours a day, 7 days a week. Live support for Canada is not available at this time.

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SPYRO THE DRAGON™



Call me Sparx. Oh sure, you've heard plenty about my friend Spyro the Dragon™, but what is a dragon without a dragonfly? In trouble, that's what! I'll be following Spyro around on his big adventure. I'll tell you all about it . . .

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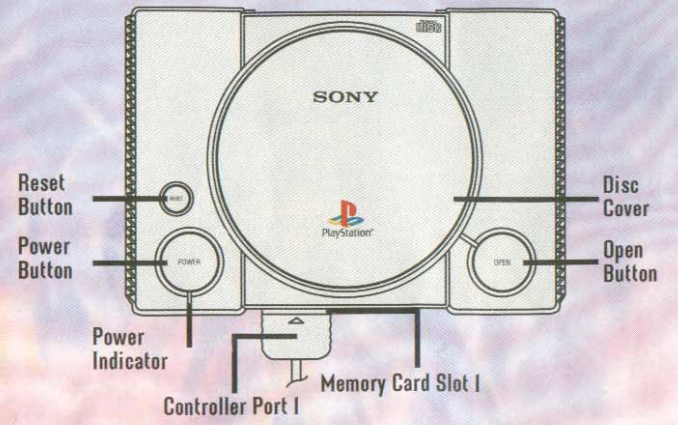
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ESRB RATING This product has been rated by the Entertainment Software Rating Board. For information about the ESRB ratings, or to comment about the appropriateness of the rating, please contact ESRB at 1-800-771-3772.

GETTING STARTED



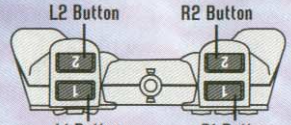
Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is OFF before inserting or removing a compact disc. Insert the Spyro The Dragon™ disc and close the CD door. Insert the game controller and turn ON the PlayStation® game console. Follow the on-screen instructions to start a game.

MEMORY CARDS

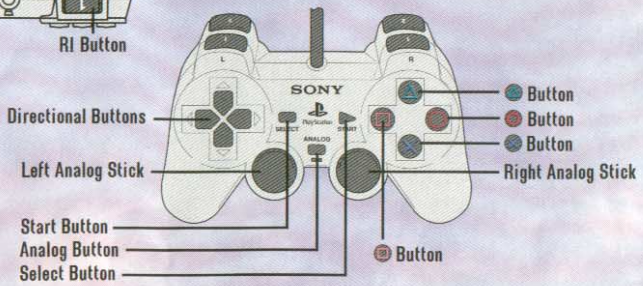
Spyro The Dragon™ lets you save games at their current level of play onto Memory Cards, and resume play on previously saved games. Insert Memory Card(s) (sold separately) into the PlayStation® game console BEFORE starting play.

Important: Do not remove a Memory Card while saving or loading games. Doing so could damage the game data.

CONTROLS







BASIC Controls

Move/run. Directional Buttons or Left Analog Stick.
If you're using an Analog Controller, Spyro will walk or run depending on where you move the Left Analog Stick.

Jump. ⊗ Button
Spyro can jump in any direction with the Directional Buttons or Left Analog Stick.


The longer you hold down the ⊗ Button, the higher Spyro will jump.

Flame. ◉ Button.


Spyro always flames in the direction his head is facing.

Charge. ▣ Button.


Hold down the ▣ Button to charge long distances or chase enemies.

Start/Pause/Resume. Start Button.

Inventory. Select Button.
Pressing the Directional Buttons or Left Analog Stick ←/→ will show your Inventory for the whole game (see page 13).

CONTROLS CONT.

ADVANCED CONTROLS

Of course, Spyro has plenty of other abilities too. You'll need to learn these if you're going to defeat Gnasty Gnorc!

Glide.	✕ + ✕ Button.
Drop from glide.	△ Button.
Look around (Spyro-Vision).	△ Button + Directional Buttons or Left Analog Stick. When at a standstill, hold this button to look around the world.
Roll to the Right or Left.	R1 or L1 Buttons.
Rotate camera Right or Left.	R2 or L2 Buttons.



When he's gliding, the △ Button allows Spyro to drop at the exact spot the button was pressed.



The first press of the ✕ Button makes Spyro jump. To glide the farthest, press the ✕ Button again when Spyro is at the very top of his jump.



Roll to escape enemies or their shots.

ACTIVE/PASSIVE CAMERA

There are two camera systems to suit your own style. You can choose a camera setting from the Pause menu (see page 5).

- The **passive** camera moves slowly so you can get a good look at the scenery. It follows you but lets you run around without moving the camera.
- The **active** camera moves right along with you – everywhere, so you can see exactly where you're going. This camera moves fast, so pay attention!

If you are using a *Dual Shock*™ Analog Controller, the Vibration feature is available. You can turn the feature ON or OFF from the Options menu accessed from the Pause menu.

PAUSING THE GAME



Press the Start button during gameplay to pause the game. You'll see screen icons that show how many jewels you've found, the number of Lives that are left, and the number of Dragons you've freed so far in the level.

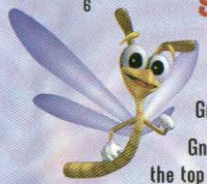
On the Pause Menu, you can Continue the game, go to the Options Menu, review your Inventory, or Exit the level or game. Use the Directional Buttons or Left Analog Stick to scroll through the options and press the ✕ Button to make your selection.



SECRET DEMO!

To unlock the secret playable demo of Crash Bandicoot WARPED™ hold L1 & △ Button at the New/Load Game Menu screen.

SAVE THE WORLD FOR DRAGONS!



IN THE BEGINNING, the five Dragon families lived in their five Dragon Worlds in harmony. Their lives were happy and peaceful . . . until the day a Gnorc broke the rules!

Gnasty Gnorc was an unpleasant creature from the bottom of his dirty boots to the top of his unwashed head. He wasn't pretty, and his personality combined the short temper of a gnome and the bad attitude of a orc!

Gnasty resented the happy Dragon families. More than anything, he detested their beautiful, shiny jewels, which were not only nice to look at, but showed him reflections of his own ugly mug every time he did so. Gnasty became such a problem that he was banished to the Dragon junkyard. This was a world the Dragons weren't fond of, though it suited Gnasty just fine. He renamed it Gnasty's World as soon as he got there.

Gnasty began to fool around with magic spells. After a while, he hit on the two he wanted: a giant spell to trap all the Dragons in crystal, and a potion to animate those radiant gems and turn them into Gnorc soldiers.

On a nice sunny day, Gnasty crystallized all the Dragons then turned all the gems he could find into his willing minions. He even began turning the Dragon Worlds into Gnorc Worlds! But the one little detail he didn't count on was Spyro the Dragon. Spyro just happened to be playing hooky – again – and missed getting crystallized by Gnasty's spell.

Now Spyro, the only unfrozen Dragon, must travel the six worlds – including Gnasty's industrial world – releasing all the Dragons and collecting their stolen treasure. In the meantime, Gnasty's minions are doing their best to stop him. Not that Spyro is without friends . . . the Dragons he releases give him hints, and all along the way he is accompanied by Sparx the Dragonfly, his best friend.

What seems like a fun time flaming Gnorcs soon turned into the adventure of Spyro's young life. When he meets Gnasty Gnorc for the final conflict, his destiny can truly be fulfilled!
Go get 'em, Spyro!



SPARX THE DRAGONFLY



It's time you learned a little about me. Spyro's my best friend and I'll do everything I can to help you out.

I can take 3 hits, but then I'm outta there, and you're on your own.

You can see how I'm feeling by my color:

Yellow	Full health (3 hits)
Blue	Medium health (2 hits)
Green	Low health (only 1 hit left!)

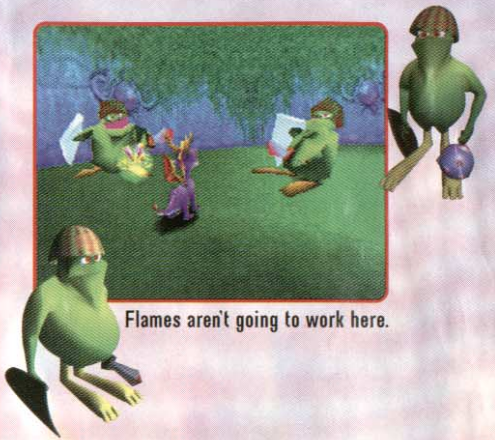
If I'm low on health, or gone, just flame some small creatures that release butterflies and I'll be back. I love butterfly snacks, and when I eat one I get one point of health until I'm back to full health. Mmmmm!



FACE YOUR FOES!

Gnasty Gnorc has ordered all types of creatures to get in Spyro's way. But, use your flame and charge attacks and you can defeat just about anybody!





Flames aren't going to work here.

Gnasty has protected some of his minions with shields or armor. These guys don't get burned, so charge 'em! And really big enemies can't be charged! So flame these guys!



Hmmm – he looks big!

SAVING THE WORLD IN 3 EASY STEPS



JEWELS

You may think that saving the world from Gnasty's magic spells is easy . . . well, it's not. Not only has Gnasty turned some of the Dragon Treasure into his own warriors, but he's also stolen the rest of the Dragon Treasure. Some are locked in chests, others are scattered all over the place. (Gnasty is not only the world's most unpleasant Gnorc, he is also the sloppiest.)

I'll help pick up the Treasure that's lying around. I may be small, but Spyro and me – well, we make a great team!

The Treasure Boxes are another story. Flame or charge these to pop them open.





DRAGON EGGS

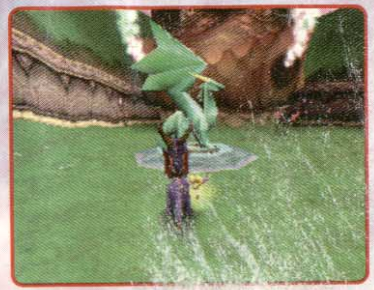
Gnasty has turned a fine collection of jewels into a pesky gang of minions. What's worse, he has invited thieves into the Dragon kingdom, and they're stealing the Dragon Eggs. Catch those crazy guys and recover the Dragon Eggs before they're whisked away forever!





DRAGONS

Clearly the Dragon kingdom cannot be restored to normal until all of the Dragons have been freed from their crystal prisons.

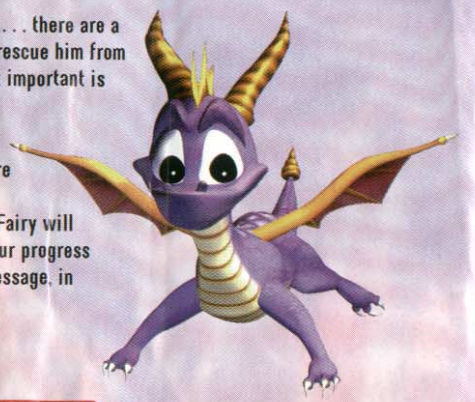


To release a Dragon, just walk up to it and break the spell. Rescue them and they may thank you with a hint or tip.

SAVING YOUR GAME

I'm not Spyro's only friend in the Dragon world . . . there are a lot of fairies who can help him, too. They may rescue him from falling or show him where to go next. The most important is the Red Fairy.

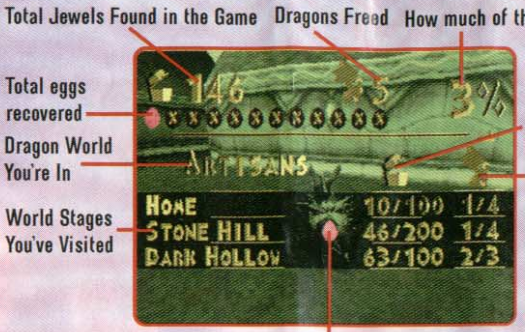
When you rescue a Dragon and step on the platform, a Continue point is reached. If you are defeated after that point, you'll return to that platform. If you wait on the platform, the Red Fairy will appear and give you the opportunity to save your progress to a Memory Card (or to replay the Dragon's message, in case you forgot it).





YOUR INVENTORY

Each World contains different numbers of jewels and Dragons. Press Select to review your Inventory. Press the Directional Buttons or Left Analog Stick ←/→ to review your entire Inventory.





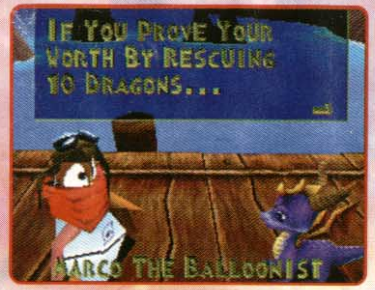
TRANSPORTING

MOVING THROUGH EACH WORLD

You can travel in and out of the levels in a world whenever you want. Within the home areas, several portals will lead to the different levels. The swirling Vortex platforms found in the levels will take you back Home.

And away we go!





GOING TO NEW WORLDS

In order to catch Gnasty Gnorc, you'll need to get through all five Dragon Worlds, then enter Gnasty's World.

There are six balloonists, one in each World's Home area. The balloonists take you from world to world if you accomplish certain goals. Don't worry – if you don't know what the goals are, they'll tell you. They're very serious guys, you see.

TREASURE ROUNDS

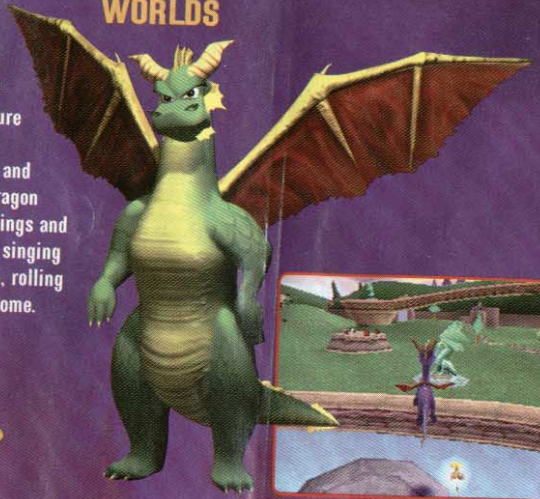
You'll find Treasure Rounds by doing something special, like shoot a rock or solve a platform puzzle. Dragons may also tell you where to find a Treasure Round, so listen carefully.



WORLDS

ARTISANS

This family of Dragons provides the world with artifacts of culture and beauty. They write songs, create sculptures and paintings and are the most gentle of all the Dragon families. They are very social beings and enjoy getting together for group singing and art viewings among the lush, rolling hills and green valleys of their home.



PEACE KEEPERS

These large, powerful Dragons enforce order throughout the world. They are the strongest of all the Dragon families, and know the most about battling their enemies. They live in the desert sand dunes, tar pits and ice-caves and are always on the lookout for any creatures breaking the peace.



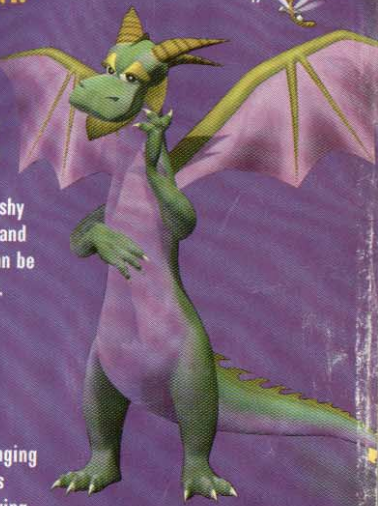


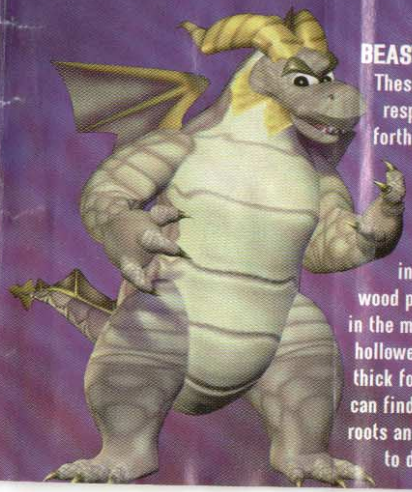
WORLDS CONT.



MAGIC CRAFTERS

Dragons of this Family spend their time making magic artifacts used by all the Dragons throughout the rest of the worlds. They are shy around other creatures and like to be alone. They can be very happy in their remote mountaintops, ice cliffs and caves, studying their craft in peace.





BEAST MAKERS

These Dragons are responsible for bringing forth all new species of creatures living in the world. They choose to live in swamps, in tumble-down wood platforms, on stilts in the mud flats and in hollowed-out trees in the thick forests. Here they can find natural clay, roots and other materials to do their work.

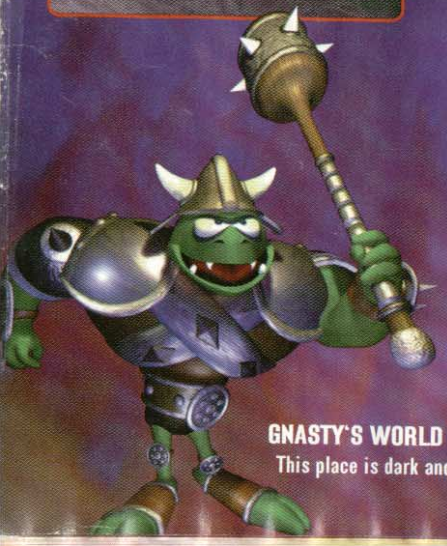


WORLDS CONT.



DREAM WEAVERS

These Dragons are peacekeepers of the night. From their island in the clouds, they flit through the dreams of other creatures of the world, making sure that no nightmares bother dragons while they're sleeping. Anyone who has bad dreams at night can call on these Dragons for help.





GNASTY'S WORLD

This place is dark and haunting. Be careful!

NOW THAT YOU'VE GOT THE GAME, ARM YOURSELF WITH THE POWER OF KNOWLEDGE!

Look for *Spyro the Dragon: The Official Strategy Guide* at your local software or book retailer. Buy the book, send in the subscription card, and get a free 3 month subscription to PSExtreme.



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SPYRO NOTES



SPYRO NOTES



SPYRO NOTES







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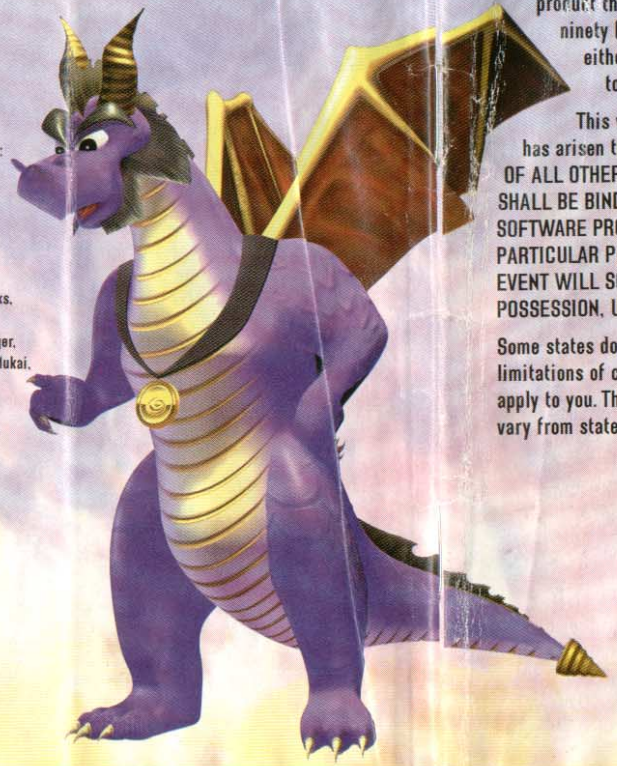
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Oh yeah.... he's back.... AND he's ready!

It's A Whole New Time-Traveling Adventure!

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- Play ... top dig ... e Great Wall of China on a tiger, go ex... jet-ski and ... high-flying surprises!
- Prov... your skill... with ... e new Super-charge Body Slam, Sup... ... ouble Jump, Death Tornado Spin ... Bazooka.
- ... new Big Boss, ... N. ..., a menacing Dingodile ... of course, the return of some favorites like N. Gin and Tiny.
- More Action. More Fun. More Puzzles and Secret Levels. And you didn't think it could get any better!

"(Crash WARPED) isn't just a sequel, it's a whole new game. Oh yeah... it's the must have PlayStation game of the year!" –PS Extreme



NAUGHTY DOG

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