
PlayStation
NTSC U/C
PlayStation
EVERYONE
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CONTENT RATED BY
ESRB
SCUS-94425
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SPYRO
RIPTO'S RAGE!
INSOMNIAC GAMES
UNIVERSAL
UNIVERSAL INTERACTIVE STUDIOS
SONY
COMPUTER



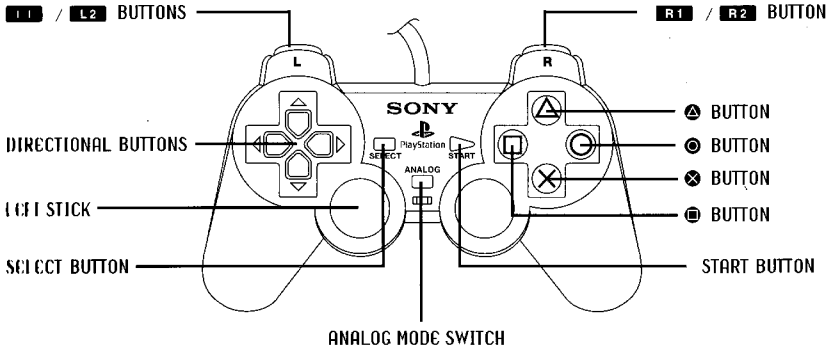
Call me Sparx. Oh sure, you've heard plenty about my friend Spyro the Dragon, but what is a dragon without a dragonfly? In trouble, that's what! I follow Spyro around and help him out when things get tough. I'll tell you all about it later...

SETTING UP

Set up your PlayStation® according to the instructions in its Instruction Manual. Insert the SPYRO THE DRAGON™ disc and close the disc cover. Turn the PlayStation® ON at the POWER button. **It is advised that you do not insert or remove peripherals or Memory Cards once the power is turned on.** Make sure there are enough free blocks on your Memory Card before commencing play.

PLEASE NOTE: All screenshots for this manual have been taken from the English version of this game. Some screenshots might show pre-completion screens that differ slightly from those in the finished game.

CONTROLS



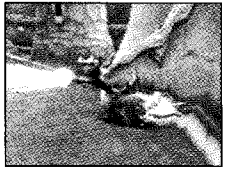
BASIC CONTROLS

SPYRO™ can be played using the directional buttons or, if you are using an Analog Controller (DUAL SHOCK™), the left stick. When using the left stick, ensure the analog mode switch is on (the LED will light up Red). Your Analog Controller (DUAL SHOCK) should automatically select this mode as its default when playing SPYRO™. The vibration function of the Analog Controller (DUAL SHOCK) can be toggled on or off in the options menu, accessed from the Pause menu (see the 'Options' section further on in this manual).

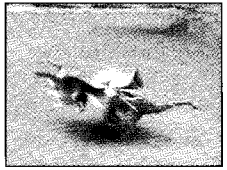
Move/run.	**Directional buttons or left stick** Spyro will walk or run depending on where you move the left stick.
Jump.	**✕ button** Spyro can jump in any direction with the directional buttons or left stick
Flame.	**○ button**
Charge.	**□ button**
Start, pause/resume.	**START button**
Inventory.	**SELECT button** Pressing the directional buttons or left stick ⬅ / ➡ will show your Inventory for the whole game (see the INVENTORY section later on in this manual).



The longer you hold down the ⊗ button the higher Spyro will jump



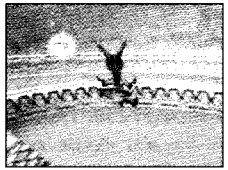
Spyro always flames in the direction his head is pointing



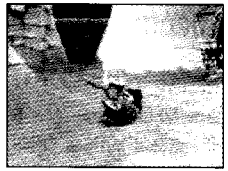
Hold down the ◉ button when using the directional buttons / left stick to charge long distances or chase enemies



The first press of the ⊗ button makes Spyro jump. To glide the farthest, press the ⊗ button when Spyro is at the very top of his jump



When he's gliding, press the △ button to make Spyro land on a spot



Roll to escape enemies or their shots

ADVANCED CONTROLS

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

Glide.	Press the ⊗ button twice
Drop from glide.	△ button.
Look around (Spyro-Vision).	When standing still, hold the △ button and use the directional buttons or left stick.
Roll to the Right or Left.	R1 or L1 buttons.
Rotate camera Right or Left.	R2 or L2 buttons.

GETTING STARTED

LANGUAGE SELECTION

The game will automatically select English as the language used in game. Should you wish to change this, on the Title screen, highlight ENGLISH, then use the LEFT/RIGHT directional buttons to select the language you want. If you save your game, the last language used will be saved to the Memory Card. Please note that you will not be able to change the language selection once you have started a game.

STARTING A NEW GAME

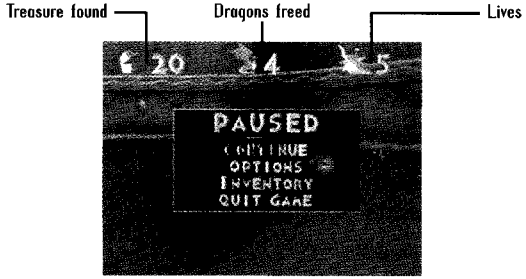
Press the START button at the Title Screen. This will bring down the pre-game options window. If there is no Memory Card present, select the START GAME option by pressing the ⊗ button. If you have a Memory Card inserted into your PlayStation®, highlight the NEW GAME option and press the ⊗ button. Use the directional buttons or left stick to highlight a save file and press the ⊗ button. This will take you to the beginning of Spyro's adventure.

PLEASE NOTE: If Memory Cards are inserted after you commence a game, you will not be able to save your progress. Once you have chosen which Memory Card slot you wish to save to at the beginning of the game - you can only save to this Memory Card and Memory Card slot - you cannot save to another Memory Card in a different Memory Card slot.

LOADING A SAVED GAME

To load a saved game, you must have a Memory Card containing a SPYRO save inserted into Memory Card slot 1 or Memory Card slot 2. From the pre-game options window, use the directional buttons or left stick to highlight LOAD GAME and press the ⊗ button. Use the directional buttons again to highlight the save file you wish to load and press the ⊗ button to load it. You will be taken straight to the last level in which you saved your game.

PAUSE MENU



Press the START button during gameplay to pause the game. In addition to the Menu options, you'll see screen icons that show how many jewels you've found, the number of dragons you've freed and the number of Lives that you have remaining.

On the Pause Menu, you can CONTINUE the game, go to the OPTIONS MENU or review your INVENTORY. Use the directional buttons or left stick to scroll through the options and press the ⊗ button to make your selection. In most levels, you will also have the option to EXIT LEVEL and return to the previous HOME level. However in HOME levels you can choose to QUIT GAME, which will return you to the Title Screen.

OPTIONS MENU

Use the directional buttons to highlight an option.

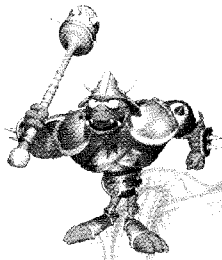
SOUND EFFECTS	Use the LEFT/RIGHT directional buttons or the left stick to increase or decrease the sound effects volume.
MUSIC VOLUME	Use the LEFT/RIGHT directional buttons or the left stick to increase or decrease the music volume.
SPEAKER SETUP	Press the ⊗ button to toggle the speaker set-up from STEREO to MONO
VIBRATION	If you are using an Analog Controller (DUAL SHOCK), you can use the ⊗ button to toggle the vibration function ON or OFF.
CAMERA	See below
SCREEN ADJUST	Select HORIZONTAL to move the screen Left/Right using the LEFT/RIGHT directional buttons, Select VERTICAL to move the screen Up/Down using the UP/DOWN directional buttons. Select DONE to return to the OPTIONS menu.
DONE	Press the ⊗ button to confirm your changes and return to the Pause menu.

CAMERA OPTIONS

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

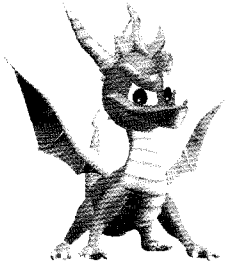
- The PASSIVE camera moves slowly so you can get a good look at the scenery. It follows you but lets you run around without moving the camera.
- The ACTIVE camera moves right along with you everywhere, so you see exactly where you're going. This camera moves fast, so pay attention!

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 bottoms 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 an 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 face 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 cast the freeze spell, trapping the dragons in crystal, and 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's so small that the spell shot straight over his head!



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.

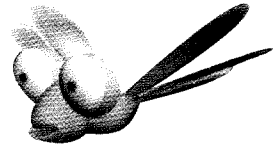
What seems like a fun time flaming Gnorcs soon turns into the adventure of Spyro's young life. When he meets Gnasty Gnorc for the final conflict, his destiny can truly be fulfilled!

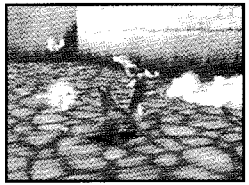
GO GET 'EM, SPYRO!

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:

Gold	Full health (3 hits left)
Blue	Medium health (2 hits left)
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!



Gnasty has protected some of his minions with shields or armor. These guys don't get burned, so charge 'em!

Really big enemies can't be charged!
So flame these guys!



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).



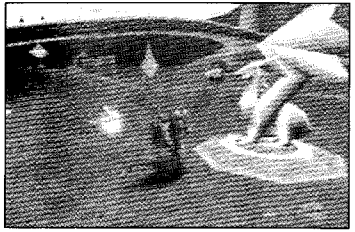


I'll help pick up the Treasure that's lying around. I may be small, but Spyro and me - well we make a great team! The Treasure Boxes are another story. Flame or charge these to pop them open to get the jewels.

STOP! THIEF!!!!

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 these crazy guys and recover the Dragon Eggs before they're whisked away forever!



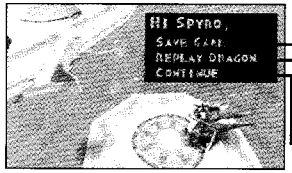


DRAGONS

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.



SAVE GAME

REPLAY DRAGON

CONTINUE

When you rescue a Dragon and step on the platform, you reach a Continue point. If you are defeated after that point, you'll return to that platform. However, 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). Use the directional buttons or the left stick to highlight an option and press the ⊗ button to select it.

PLEASE NOTE: If Memory Cards are inserted after you commence a game, you will not be able to save your progress. **It is advised that you do not insert or remove Memory Cards once the power is turned on.** Make sure there is at least one free block on your Memory Card before commencing play.

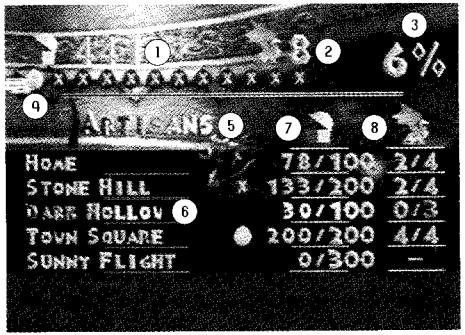
GAME OVER

When Spyro has lost all of his lives you are presented with the GAME OVER screen. Pressing the START button will allow you to continue from the HOME level of the last World where you passed over a Continue/Save point. You will start the game with Spyro's items and jewels restored, plus 5 lives.

YOUR INVENTORY

Each World contains different amounts of jewels and Dragons. Press the SELECT button or choose the option from the Pause menu to review your INVENTORY. Press the directional buttons or left stick, LEFT or RIGHT, to review your entire Inventory level.

1. Treasure found
2. Dragons freed
3. % of game completed
4. No. of eggs rescued
5. Dragon World You're Currently In
6. World Levels You've Visited
7. Amount of treasure found / total amount on each stage
8. Dragons found / total number of crystal dragons on each stage



TRANSPORTING

TRAVEL THROUGH WORLDS & LEVELS



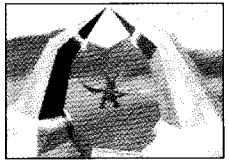
You can travel in and out of Worlds and levels whenever you want, allowing you to take on the adventure at your own pace. The portals that you find in HOME levels will lead to different levels. The swirling RETURN HOME Vortex platforms found in the levels will take you back to the Home World you are in. And away we go!



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.

BONUS 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. The objective here is to achieve a number of tasks all within a strict time limit. For instance, if you see gnorc soldiers, barrels or treasure chests, you must destroy them with your flames. If you see arches or hoops, you should fly through them, and you'll get extra time for every barrel you destroy or hoop you fly through. Be careful that you don't crash, drown or run out of time. If you do, you'll be asked if you want to TRY AGAIN. Select YES to have another go or NO to return home.

For each of the tasks completed you will receive 60 jewels -up to a maximum of 300 for each Bonus Treasure Round. Once a task is completed you will still be able to retry the task but will not receive any additional jewels (a tick will be displayed on the Bonus Treasure Round results screen indicating you have completed that task successfully).

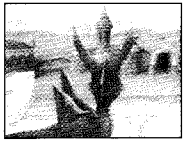
If you manage to complete all the tasks within the time limit, next time you have a go the time will start counting upwards. See if you can beat your previous time or challenge a friend to smash your record.

EXTRA LIVES

Once Spyro has visited a level, he can return to it at any time. But whereas defeated enemies left jewels behind, once Spyro has defeated an enemy they will leave him something else to help him on his way. Sometimes this might be a butterfly to feed Sparx if he's low on energy, but usually these rewards take the form of small pearls. If Spyro collects 20 of these pearls he will gain an extra life. Sometimes, returning to levels you've already completed can be extremely helpful just to help Spyro gain enough lives to complete some of the more difficult levels.

THE DRAGON WORLDS

THE ARTISANS



This family of Dragons provides the world with artefacts 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.

THE 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.



THE MAGIC CRAFTERS

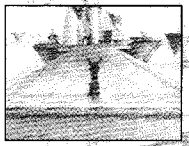
Dragons of this Family spend their time making magic artefacts used by all the Dragons throughout the rest of the worlds. They are shy around other creatures and like to be alone. They can be very happy in their remote mountaintops, ice cliffs and caves, studying their craft in peace.

THE BEAST MAKERS



These Dragons are responsible for bringing forth all new species of living creatures into 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 in peace.

THE 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!

