

THE LEGEND
OF
SPYROTM
A NEW BEGINNING



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.

The logo for 'The Legend of Spyro: A New Beginning' features the word 'SPYRO' in large, stylized, 3D block letters with a metallic texture. Above it, 'THE LEGEND OF' is written in a smaller, serif font. Below 'SPYRO', 'A NEW BEGINNING' is written in the same serif font. A small 'TM' trademark symbol is to the right of 'SPYRO'. The entire logo is set against a dark, smoky background with a bright light source on the left, creating a lens flare effect.

THE LEGEND OF SPYRO™ A NEW BEGINNING

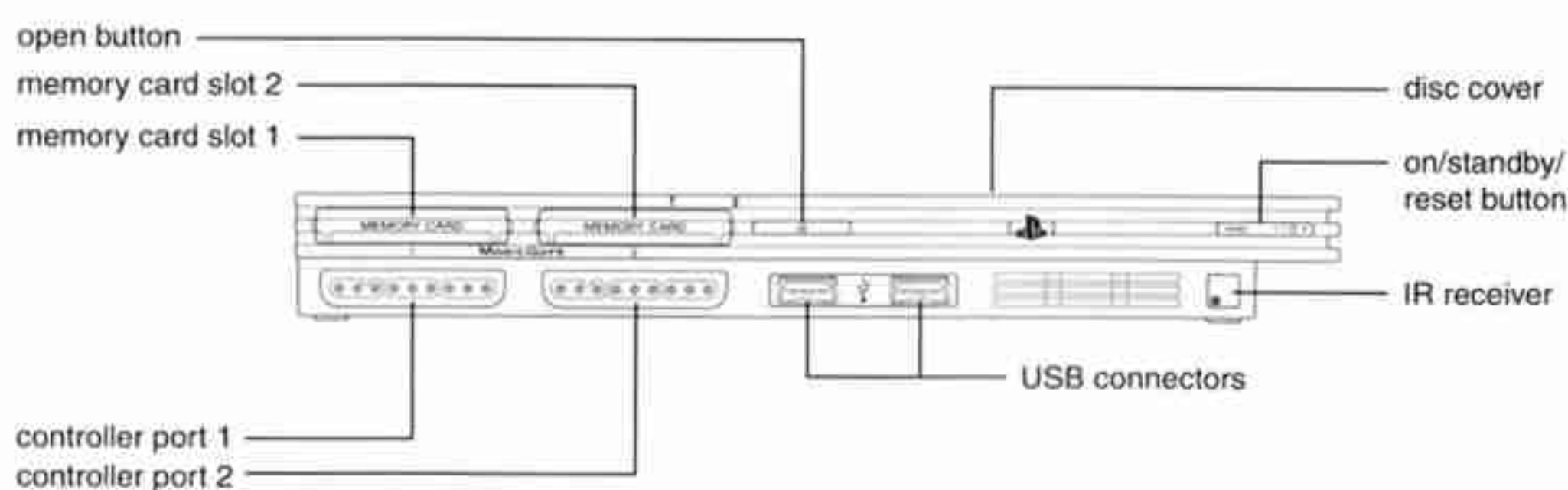
TABLE OF CONTENTS

Getting Started.....	2
Starting Up.....	3
Spyro Controls.....	3-4
The Legend Begins.....	5
Main Menu.....	6
Pause Menu and Level Up.....	6-7
HUD (Heads Up Display).....	8
Collectible Gems.....	9
Sparx.....	9
Elements.....	10
Credits.....	10-12
Customer Support.....	12
License Agreement.....	Inside Back Cover

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GETTING STARTED

USING THE PLAYSTATION®2 SYSTEM



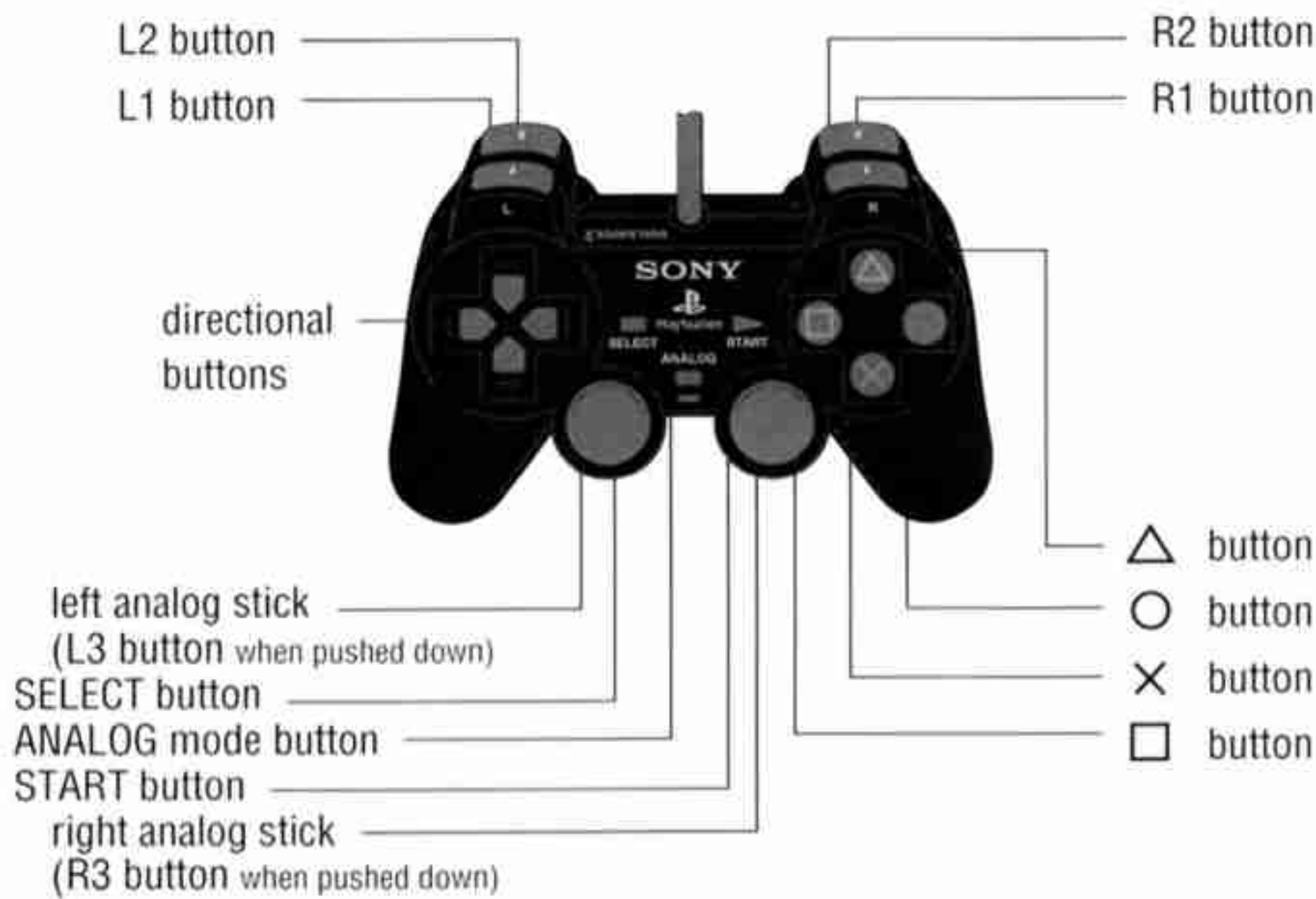
Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Press the OPEN button to open the disc cover. Place the “The Legend of Spyro™: A New Beginning” disc with the label 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.



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	
Double Jump	,
Melee Attack	
Horn Knock Up	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 [<i>While Enemy is in the Air</i>]	, , ,
Air Knock Back [<i>While Enemy is in the Air</i>]	,

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.

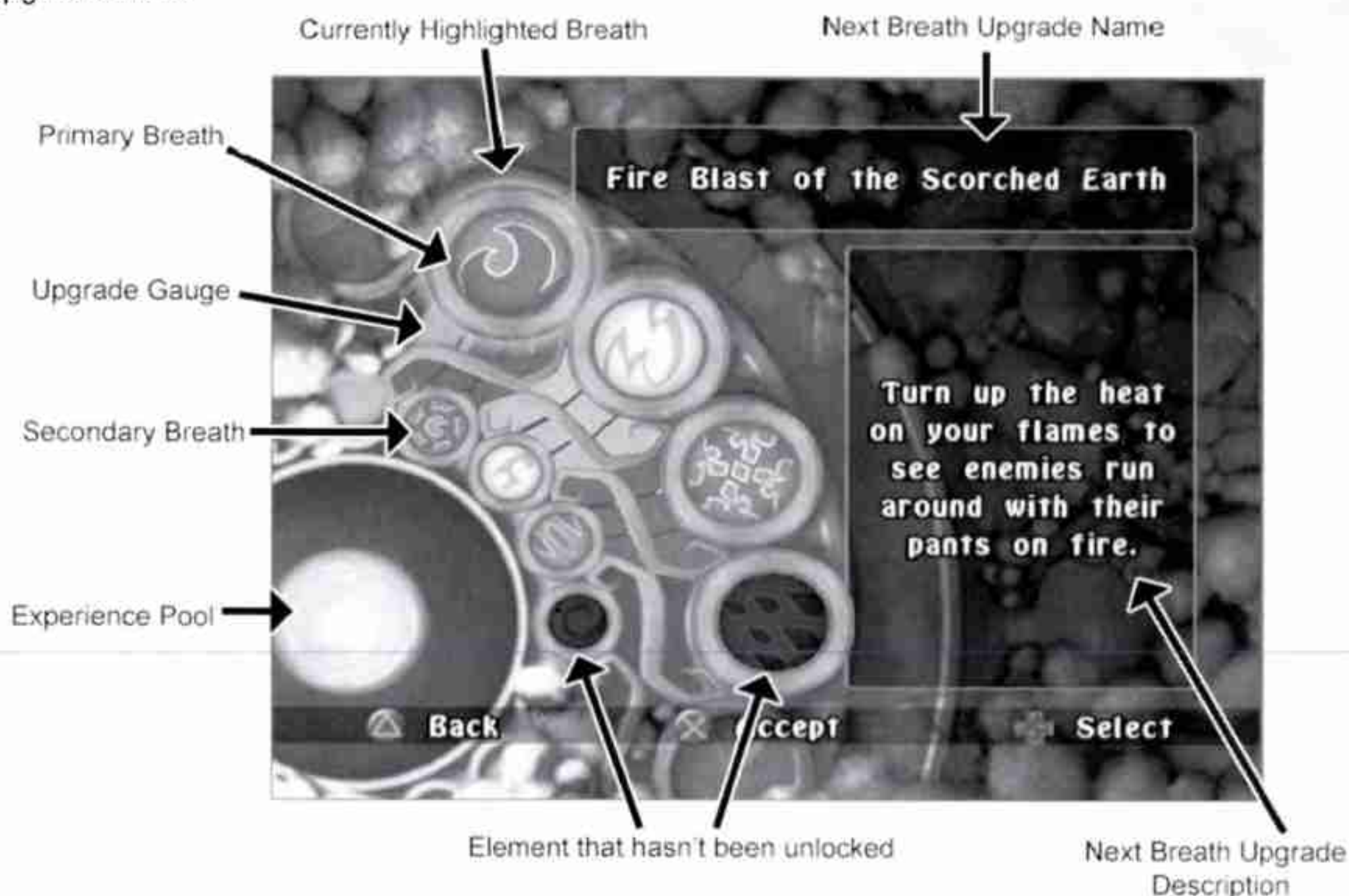
EXPERIENCE POOL: A swirling pool of spirit that fills up when Spyro collects blue gems. Spyro can then use this spirit to upgrade his breaths.

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.

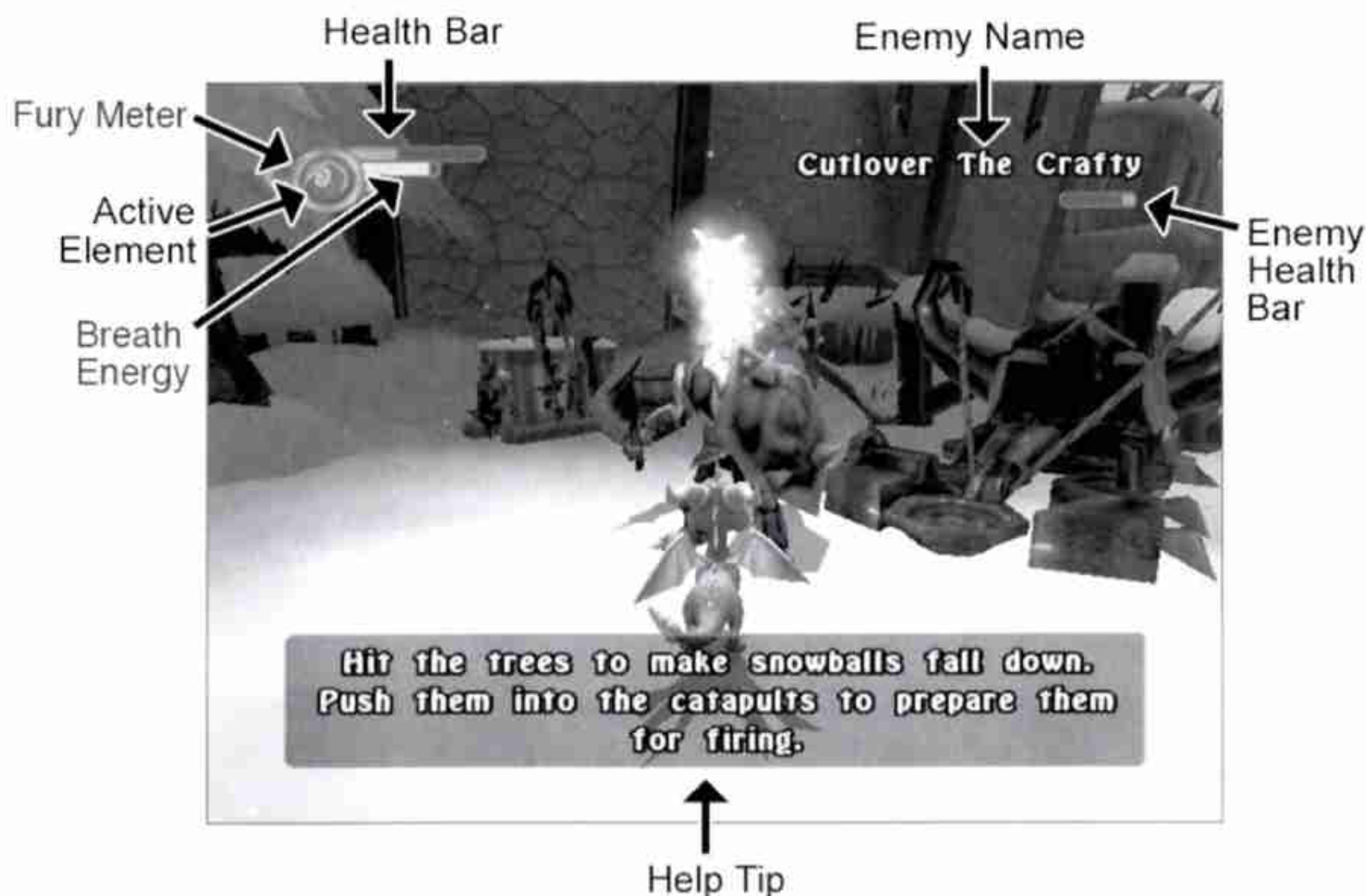
OPTIONS: Takes the player to the options screen.

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.

CREDITS

PUBLISHED BY **VIVENDI GAMES, INC.**

PRODUCTION

SVP OF PRODUCTION

Kelly Ryan

EXECUTIVE PRODUCER

Greg Goodrich

PRODUCER

Chris A. Wilson

ASSOCIATE PRODUCER

Michael Graham

EVP & COO

OF WORLDWIDE STUDIOS

Peter Della Penna

VP OF FINANCE

Marcus Sanford

FINANCE DIRECTOR

Richard Zerbel

FINANCIAL ANALYST

Charles Yam

TECHNICAL DEPARTMENT

SENIOR DIRECTOR OF TECHNOLOGY

Brian Leake

SOFTWARE ENGINEER

Chang Koo

MARKETING

EVP & CHIEF STRATEGY & MARKETING OFFICER

Cindy Cook

VP GLOBAL BRAND MANAGEMENT

Al Simone

SENIOR GLOBAL BRAND MANAGER

Matt Geyer

ASSOCIATE BRAND MANAGER

Keyur Shah

WRITING

Screenplay by

Patrick Hegarty

VOICE TALENT

SPYRO

Elijah Wood

SPARX

David Spade

IGNITUS

Gary Oldman

CYNDER

Cree Summer

VOLTEER / EXHUMOR

Corey Burton

CYRIL / MOLE-YAIR / DAD

Jeff Bennett

TERRADOR / THE CONDUCTOR

Kevin Michael Richardson

KANE

Phil LaMarr

MOM

Vanessa Marshall

ADDITIONAL VOICES

Jess Harnell

VOICEOVER CASTING & STUDIO DIRECTION

Chris Borders

MUSIC

Music by Rebecca Kneubuhl
and Gabriel Mann

PROMOTIONS

DIRECTOR CONSUMER PROMOTIONS

Julie Thomas

CONSUMER PROMOTIONS SPECIALIST

Nikki Pounds

PUBLIC RELATIONS

PR MANAGER

Lisa Douet

CREATIVE SERVICES

CREATIVE DIRECTOR

Kathy Carter-Humphreys

CREATIVE MANAGER

Kristy Cheng

ASSOCIATE GRAPHIC DESIGNER

Cheryl Williams

ACCOUNT SUPERVISORS

Angie Mavrow

Michelle Garnier Winkler

LEGAL

Kevin Crook

Pam Teller

CONSUMER RESEARCH

SENIOR MANAGER, CONSUMER RESEARCH

Linda Howard

JUNIOR RESEARCH ANALYST, CONSUMER RESEARCH

Page Patten

QUALITY ASSURANCE

V.P. OF STUDIO OPERATIONS

Rich Robinson

STUDIO SUPPORT SERVICES

Anna Nakada

STUDIO SUPPORT SERVICES

ADMINISTRATION

ASSISTANT

Nuria Andres

QA MANAGER

Lester Broas

QA PROJECT LEAD

Donna Woo

QA TESTERS

Juan Delgado
Jacob O'Brien
Miguel Alexandro Peña
Patrick Duhaney
Fabian Tuason
Apeedeth Vanna

QA TESTERS-CONTINUED

Elisabeth Carr
Warren Kaye
Michael Celestino
Jennifer Avila
Jeremy Hibnick
Brian Mitchell
Brian Boswell

SENIOR QA MANAGER, TRG, VUPC, CRG

Igor Krinitskiy

TECHNICAL REQUIREMENTS GROUP**SENIOR SUPERVISOR**

Joseph Olivas

TECHNICAL REQUIREMENTS GROUP**SUPERVISORS**

Ali Raza
Kevin Jackson

TECHNICAL REQUIREMENTS GROUP

Tom Craven
Mark Jihanian
Jose Beltran
Robert Gardner
Lauren Kamieniecki
Brian Jones
Dustin Portesi
Phil Lawless

SENIOR ENGINEER VUPC GROUP

Richard Benavides

PROJECT LEADS VUPC GROUP

Brandon Valdez
Cyra Talton
Fausto Lorenzano

BURN LAB SUPERVISORS

Afolabi Akibola
Chris Miller

BURN LAB CONFIGURATION ENGINEERS

Mike Ryan
Jose Hernandez
Tyree Deramus
Julio Ferrer
John St. John

QA TOOLS PROGRAMMER

Ben Hines

NETWORK/END USER SUPPORT**SUPERVISOR**

Eric Hoffmaster

END USER SUPPORT**TECHNICIANS**

Shawn Lomas
Mark Smith
Alex Bryant

SENIOR QA MANAGER, TESTER RESOURCES

Michael Gonzales

QA SUPERVISORS

James Pasque
Marcus Quinn

SPECIAL THANKS

Angelina Coley
Cathy Truong
Caroline Trujillo
Tim Tran
Vincent Kudirka
Tom Gastall
Allen Petrowski

KROME STUDIOS**PRODUCTION CEO**

Robert Walsh

STUDIO MANAGER

Andy Green

CREATIVE DIRECTOR

Steve Stamatiadis

EXECUTIVE PRODUCER

Robert Walsh

PRODUCER

John Welsh

ASSOCIATE PRODUCER

Don Meadows

ASSISTANT PRODUCER

Darren Thorne

GAME DESIGN**LEAD DESIGNER**

Cameron Davis

DESIGNERS

Don Meadows
Chris Palu
Jared Pearson
Bruno Rime

Jess Sterzl

DESIGN SUPPORT

Michelle Fowler

PROGRAMMING**LEAD PROGRAMMER**

Steve 'Sly' Williams

PROGRAMMERS

Chris Butterworth
Joshua Camille
Joel Crabbe
Perry Hart
Daniel Krenn
Chris Lacy
Jason Schroder
Daniel Stephens
Michael Swan

ART TEAM**LEAD ARTIST**

Bruno Rime

LEAD CONCEPT ARTIST

Jared Pullen

CONCEPT ARTIST

Irina Egorova
Richard Lyons
Ron Marc
Roderick Wong

LEAD CHARACTER ARTIST

Dean Ferguson

CHARACTER ARTISTS

Gareth Cowan
Glen Harris
Ian Lovell
Mike Paech
Claus Pedersen
Mike Smout

Caleb Trott

Raphael Young

ADDITIONAL ANIMATION

The People's Republic of Animation

LEAD PROP ARTIST

Andrew Clark

PROP ARTISTS

Irina Egorova
Mark Hansen
Ron Marc

LEAD ENVIRONMENT ARTIST

Jason Christie

ENVIRONMENT ARTISTS

Ben Droste
Brent Waller

LIGHTING

Karl Stotschek

COLLISION MODELLER

Will Foley

LEVEL DESIGNERS**LEAD LEVEL DESIGNER**

David Yorke

LEVEL DESIGNERS

Daniel Cox
Hugh Winwood-Smith

SOUND**LEAD SOUND DESIGNER**

George Stamatiadis

SOUND TEAM

Jamie Campbell
Cedar Jones
Peter Wayne
Anne-Marie Weber

CUTSCENES**CUTSCENES SCRIPT**

Matthew Emery

CUTSCENE ANIMATORS

Dean Ferguson
Ian Lovell
Mike Smout

CUTSCENE DESIGNERS

Andrew Bergman
Jason 'JT' Harwell
Russell Ladewig
Clinton Skene

VIDEO PRODUCTION**VIDEO EDITORS**

Robert Butterworth
Bruno Rime
John Welsh

MERKURY ENGINE**LEAD PROGRAMMERS**

Dave Pevreal
Glenn Watson

PROGRAMMERS

Tony Ball
David Ely
Manu Evans
Barry Jones
Anthony Wigan

MERKURY TOOLS**PROGRAMMERS**

Jared Allen
Zac Congo
Jonathan Lawrence
Glenn A Watson

QUALITY ASSURANCE**QA MANAGER**

Jason Cross

QA LEAD

Jason Hainey

QA STAFF

Steven Adamson
Daniel Boase
Glenn Cottrell
Tyrone Curwen
Timothy Dansie
Joshua Davey
Clinton Evans
David Higgins
Wade Higgins
Stephen Jude
Raymond Lam
Robert Lever
Peter Miller
Manoli Papanikolas
Adrian Parker
Tyson Pelz
Lawrence Ritchie
Justin Roberts-Thomson
Steven Robley
Scott Savage
Brendon Vince
John Whitehead
Peter Williams

ADMINISTRATION**OFFICE MANAGER**

Marcia Watson

HUMAN RESOURCES

Gillian Statham

ADMINISTRATION TEAM

Elizabeth Ballantyne
Catherine Chapman
Leah Emery
Charley Le

Wendy McGregor

David Peck

Natasha Richards

Debbie Taylor

PUBLIC RELATIONS**ASSISTANT**

Erica Hutton

TECH SUPPORT**TECH SUPPORT MANAGER**

Jason Muir

TECH SUPPORT

Rodney Beahan
Luke Bennett
Daniel Rogers
Geoff Despott
FOCUS TESTERS
Nadja Cook
Adam Driessens
Kristian Foster
Conner McCaffrey
Jake Lawler
Finn Reliä-Connell
William Robson
Finn Savill
Lachlan Schukratt
Alia Stark
Raven Stark
Brittany Thomas
Blaise Tedder

CREDITS

FULL MOTION VIDEO

TECHNICOLOR

INTERACTIVE

SERVICES

EXECUTIVE VICE

PRESIDENT

Ron Horwitz

VICE PRESIDENT

Michael Gollom

SENIOR DIRECTOR

Chan Park **SENIOR**

DIRECTOR

Chan Park

TECHNICOLOR

INTERACTIVE

SERVICES - DESIGN &

VISUALS

ART DEVELOPMENT

MANAGER

Joe McGuffin

ART DIRECTOR

Stephen Fedasz IV

LEAD ANIMATOR

Robert Castaneda

PROJECT COORDINATORS

Eric Kovats

Iva Marie Palmer

PRODUCTION ASSISTANT

Bradley A. Starleaf

CONCEPT ARTISTS

Peter Han

Joy Lee

Pakin Liptawat

LEAD ARTIST / UI

DESIGNER

Nickolaos Kononelos

MOTION GRAPHICS

Elton Gamez

Bruce Reeves

LIGHTING

Carina Ohlund

Arthur Sarkisian

TEXTURES

Ted Davis

VISUAL EFFECTS

Ernie Eastlund

Juho Jeong

MODELERS

Robert Burton

Jonny Chen

Joseph De Asis

Gath Dorsainville

CHARACTER MODELER

Josh Singer

RIGGERS

Jae Hong

Il-Chul Shin

ANIMATORS

Thomas Estrada

Rachel Flowers

Daniel Godinez

Jose Hernandez

Alina Hiu-Fan Chau

Martin Leeper

Derek Raymond

Roger Seto

ENGINEERS

Wed Tien

David Vodhanel

ENGINEERING SUPPORT

Raymond Blucher

Todd Hawkins

TECHNICOLOR

INTERACTIVE

SERVICES - AUDIO

SOUND SUPERVISOR

Tom Hays

SOUND EFFECTS

DESIGNERS

Frank Szick

Lydian Tone

RECORDING ENGINEERS

Beau Biggart

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SOUND EDITOR

David Fisk

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Mail

VU Games

4247 South Minnewawa Avenue

Fresno, CA 93725

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