

THE LORD OF THE RINGS™

— THE FELLOWSHIP OF THE RING —



BLACK LABEL

EmuMovies

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WARNING: READ BEFORE USING YOUR PLAYSTATION®2

COMPUTER ENTERTAINMENT SYSTEM.

A small percentage of individuals may experience epileptic seizures when exposed to bright 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.

UNAUTHORIZED PRODUCT:

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.

WARNING 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.



SPYRO: ENTER THE DRAGONFLY™

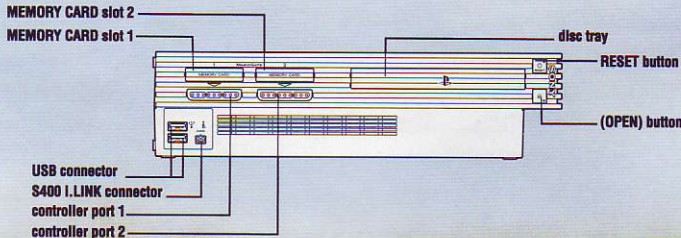
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GETTING STARTED

PLAYSTATION®2 SETUP



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located in the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the **Spyro: Enter the Dragonfly™** disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow the on-screen instructions and refer to this manual for information on using **Spyro: Enter the Dragonfly™**.

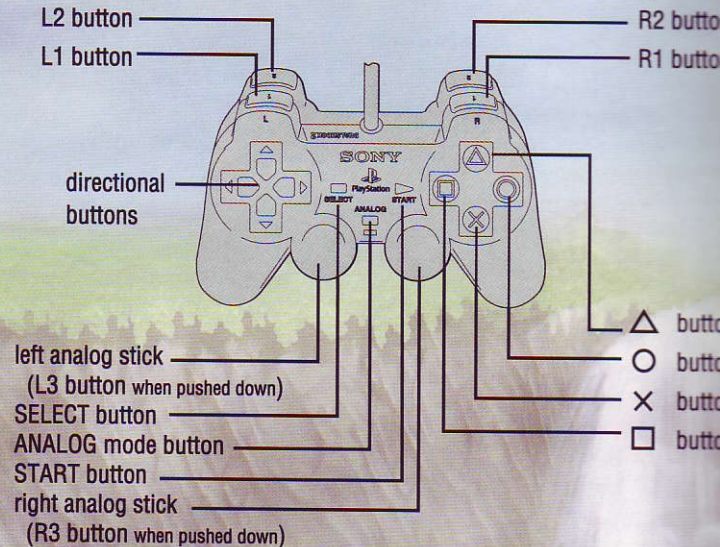
Memory Card (8MB) (for PlayStation®2)

Spyro: Enter the Dragonfly™ lets you save games at their current level of play onto a memory card (8MB) (for PlayStation®2), and resume play on previously saved games. A memory card (8MB) (for PlayStation®2) is required. Insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 on the PlayStation®2 game console BEFORE starting play.

Important: Do not switch off the MAIN POWER switch, remove or insert a memory card (8MB) (for PlayStation®2), or Controllers while saving or loading games. Doing so could damage the game data.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



START button or X button Start Game/Begin Play
 START button Pause
 Directional buttons or left analog stick Select Options

CHARACTER CONTROLS



Spyro

Directional buttons or left analog stick

- ↑ Up Move Forwards
- ↓ Down..... Move Backwards
- Right Move Right
- ← Left Move Left
- △ button Hover
- ⊗ button Jump
- button Charge/Ram Ability
- button Flame/Ice/Bubble and Electric Abilities
- L1 button Change Breath
- R1 button Show Inventory
- ⊗ + ⊗ button Glide
- ⊗ + ⊗ + △ buttons Glide, Hover, Land
- ⊗ + △ buttons Head Bash
- L2 + R2 buttons Wing Shield
- button Dive/Charge Underwater
- ⊗ button Paddle Underwater
- ⊗ button Jump on Ladder
- △ button + left analog stick To Look Around
- Right analog stick Rotate Camera



TANK

Directional buttons or left analog stick

- ↑ Up Move Forwards
- ↓ Down..... Turn Around
- Right Move Right
- ← Left Move Left
- ⊗ button Lower Gun
- button Raise Gun
- button Fire Round
- △ button Look Around
- L2 button Rotate Turret Left
- R2 button Rotate Turret Right

CHARACTER CONTROLS



Plane

Directional buttons or left analog stick

- ↑ Up Move Down
- ↓ Down..... Move Up
- Right Move Right
- ← Left Move Left
- ⊗ button Fire Missiles
- button Fire Guns
- L2 button Bank Left
- R2 button Bank Right



UFO

Directional buttons or left analog stick

- ↑ Up Move Down
- ↓ Down..... Move Up
- Right Move Right
- ← Left Move Left
- ⊗ button Tractor Beam
- button Speed Up
- button Fire Energy Blasts



Mantaray

Directional buttons or left analog stick

- ↑ Up Move Down
- ↓ Down..... Move Up
- Right Move Right
- ← Left Move Left
- button Breath Net
- button Speed Up

ENTER THE DRAGONFLY

At the conclusion of the Year of the Dragon festival, young dragons from all over the Dragon Realms receive their very own "dragonfly," a momentous event in the life of every dragon.

Dragonflies, each with a unique personality and a kazoo-like voice, fly in from all over the Dragon Realms to be with their own dragon. Citizens from near and far come to witness this important event.

With peace finally restored to the realms, the festival gets underway. Grand parade floats hover in the air, and the dragons celebrate as they await the arrival of the dragonflies. However, unbeknownst to the dragons, a sinister plot is about to unfold...

Catching the Dragonflies

The diabolical fiend behind this latest siege has captured all of the dragonflies and scattered them throughout the land. Now, dragonflies are wily creatures that don't like being caught by anyone. So Spyro would be in quite a pickle if it weren't for his bubble breath, the one power he possesses that will save the dragonflies and allow the proceedings to continue.



Home Worlds and Lands



Spyro begins his quest in a home world of the Dragon Realms. From here, he will be able to access various lands in the home world through portals. Some areas will be open only after a certain number of dragonflies have been rescued.

Portals



Entering a portal will transport Spyro to a world where he will meet creatures troubled and annoyed by the invading Ripto. Helping these creatures will make an exit portal appear, allowing Spyro to return to the home world. To enter a portal, just walk or fly into it, and Spyro will be instantly transported to another land.



Gems

Gems are the currency of the Dragon Realms, so you'll want to gather as many as you can carry. They are hidden in baskets, vases, and a variety of containers. Charge them with lightning or flame the containers to obtain the gems.

To see how many gems you have, press the START button. Your gem count will be displayed at the top of the screen. To see how many gems there are in the realm, open the Pause screen (press the START button) and look at the atlas. Near the Gem Icon, you'll see the number of gems you've collected and the total number of gems in the realm.



SPECIAL TASKS

Special tasks can be found throughout the realms and in each land Spyro visits. Spyro will occasionally get first-rate training from friends before tackling these tough mini quests. The portals for these tasks look different from the normal level portals.

Vehicle Rounds

Sometimes Spyro's strength isn't enough, and he has to use a special vehicle to complete a task. And what an awesome arsenal Spyro has at his clawtips! He can blast through a sea of Riptocs in a tank built for one, soar the skies in his Spitfire jet plane, explore the ocean deeps on his Mantaray, and save helpless cows using the tractor beam in his UFO.

Challenges



Spyro must learn special skills, like Platform Jumping or Sliding, to catch a dragonfly. A friend will give you special instructions and button controls.

Speedways



There will be new speedways for Spyro to contend with. There are two kinds of speedway events that Spyro can choose to play:

- **Time Trial:** Collect objects as you speed through a course within a time limit.
- **Race:** Race through an obstacle course, but make sure not to fly off course.

SPYRO'S PALS



Hunter

Hunter is Spyro's constant companion and personal trainer. Though his new romance with Bianca has made him lazier than ever, he is always around for some on-the-job training if Spyro needs it.

Bianca

Bianca is a powerful sorceress with a heart of gold. Her knowledge of magic will help Spyro regain his fire breath so he can take on Ripto and his minions.



Moneybags

Sheesh! Won't this bear ever get a real job? Moneybags spends his days charging the denizens of the Dragon Realms for passage to all manner of special areas and socking away every penny he makes. And while he can be pushy, he always opens up new avenues for Spyro to explore ... for a small fee, of course.

Zoe

The kindest fairy in the Dragon Realms, Zoe saves Spyro's progress and is always there for moral support and friendly advice.



Sparx

Spyro's trustworthy dragonfly travel companion. Sparx has been with Spyro from the beginning. He is always around when Spyro needs him most, to lend some advice.

Spyro's Moves

Flame Breath

Spyro's signature is a torrent of fire so intense that only the strongest and best-armed Riptocs can defend against it. Spyro can also use this to thaw things that are frozen, accidentally or otherwise.



Bubble Breath

This ability allows Spyro to capture the mischievous baby dragonflies in a blast of bubbles.



Ice Breath

A blast of freezing air, this can turn an enemy to ice, which Spyro can then use as a platform to get to higher areas.




Electric Breath

This packs more electric charge than a lightning bolt. Spyro can use this power-up to recharge things like electric generators and to zap a few Riptocs while he's at it.





Charge

Press the  button, and Spyro will lower his horns and charge. His charge is especially useful against fireproof metal and when breaking open containers to reveal gems.


Spyro's Moves

Head Bash

Whenever Spyro needs that extra oomph, he can perform a Head Bash when you press the  button and then the  button in succession. This ability is very useful when trying to activate stubborn buttons and is also great for making Riptoc pancakes!




Glide

Spyro's wings allow him to glide. Press the  button at the height of Spyro's jump to send him gliding in the direction he's facing.



Hover

Sometimes the glide isn't enough and Spyro needs just a little more height to reach his goal. Press the  button again at the end of the glide, and Spyro will hover.





Deflect Ability

Spyro has a new move that will stop those pesky Riptoc projectiles from putting a damper on his day. Press the L2 and R2 buttons simultaneously to bring Spyro's wings in front of his body and shield him from harm.



Climbing

Whenever Spyro finds a ladder, press the  button to jump onto it and use the left analog stick to move up, down, left or right while on the ladder. To jump off of the ladder at any time, just press the  button again.

SPYRO'S & SPARX'S HEALTH

Spyro begins his journey with five lives, and each life has four hit points. Every time Spyro is injured, he loses one hit point. If Spyro takes four hits, he 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 has, press the START button to pause the game. Then press the START button again. The number of lives will appear at the top center of the screen.



You can gauge Sparx's health by his color:

Yellow – Good Times!

Blue – Spyro, I feel a little funny.

Green – Down, but not out.

FODDER

Little creatures scamper around the Dragon Realms, including sheep, ducks, frogs and bunnies. These are dragonfly snacks! They nourish Sparx and keep him at full health so he can protect Spyro. When you see these creatures milling around, chase them down and hit them with a charge or flame. Each time Spyro catches one, it releases a butterfly, which Sparx quickly snaps up to restore his health. When Spyro catches 10 such creatures, he gains one life. The sparkling butterfly in the bottle is a rare and happy find. Bash it and Spyro will get a full life, while Sparx will be returned to full health.

TALKING



Throughout the Dragon Realms, beings will ask questions. Sometimes they want you to answer. When the Question prompt appears, press the left analog stick down and then the \otimes button to answer YES or NO.

Try to talk to everyone you see standing around, except enemies, of course. To start a conversation with someone, move close to them and press the \triangle button. Press the \otimes button if you want them to continue to speak. They may give you valuable information.

THE ATLAS

The atlas is a log of all your accomplishments in the Dragon Realms. Use the atlas to:

- Keep track of your dragonfly and gem count or see how many are left to find.
- See which special tasks you have accomplished in each realm.
- See what percentage of the adventure you have completed in each realm or worlds.

Press \triangle button to wrap to level		
Dragon Realm	800/800	100%
Dragonfly Dojo	700/700	100%
Crop Circle Country	700/800	100%
Loon Island	800/800	100%
Cloud 9	775/800	97%
Monkey Monastery	800/800	100%
Honey Marsh	800/800	100%
Thieves Den	800/700	100%
Jurassic Jungle	521/600	87%
94% Complete	Total	6861/7000 82%

Open the atlas through the Pause Menu (START button), or by pressing the SELECT button. Pressing the SELECT button will take you directly to the page in the atlas of the realm you are currently in.

- When the atlas is opened, you can see all the worlds you have visited or will visit listed on the left. On the right page is the number of gems and dragonflies to be found in each realm and the number you have already collected. At the bottom is the total gem and dragonfly count for all of the realms and the percentage of the whole adventure you have completed.
- Turn the page by pressing the directional buttons or the left analog stick. The following pages are for the current world. Visited realms are written in yellow. Realms you haven't visited yet are in blue.

THE PAUSE MENU

Press the **START** button during game play to open the Pause Menu and view the following options:

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 the **BACK** button 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 the next page for more information.

General

- Camera** – Set the camera to **PASSIVE** or **ACTIVE**. In Passive mode, you control the camera swings by using the right analog stick. 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 right or left.
- Vertical** – Adjust the screen image up or down.
- Widescreen 16 x 9** – Change aspect ratio to 16 x 9 for widescreen TVs.
- Hints** – Here you can turn Sparx's hints on or off.
- 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 and LOADING GAME DATA

Saving Data

If you have a memory card (8MB) (for PlayStation®2) inserted in a **MEMORY CARD** slot of your PlayStation®2, games are automatically saved when Spyro enters or exits any Realm.

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 (8MB) (for PlayStation®2) inserted in your PlayStation®2 system:

1. On the Title screen, press the **START** button.
2. If you have two memory cards inserted in your PlayStation®2 system, press the directional button to select one, and press the **⊗** button.
3. Select **LOAD GAME** and press the **⊗** button.
4. Press the directional button to select the block you want to load and press the **⊗** button.

You Ain't Seen Nothin' Yet!

Log on to www.spyrothedragon.com now and check out some cool things that Spyro and his pals are up to, including:

Screenshots
Browser Skins
Desktop Wallpapers
Downloads
Tips and Cheats



AND TONS MORE!

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Fax: (310) 258-0755
World Wide Web: <http://support.vugames.com>

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