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Fall 2002

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GAME BOY ADVANCE

SPYRO™ SEASON OF FLAME



INSTRUCTION BOOKLET

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

WARNING - Seizures

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions
Altered vision

Eye or muscle twitching
Involuntary movements

Loss of awareness
Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



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Spyro 2: Season of Flame™

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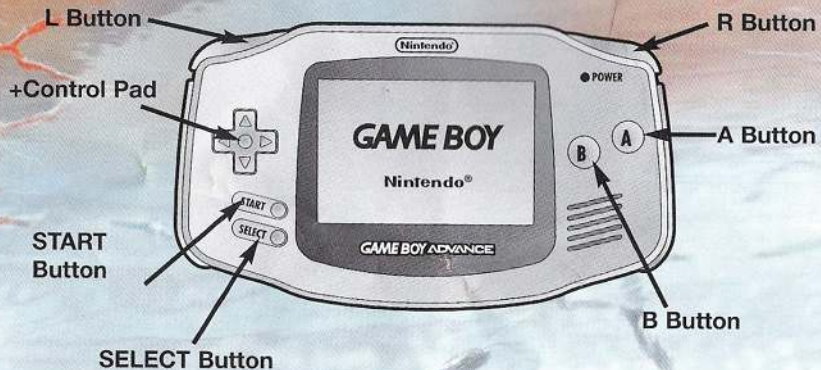
Spyro: Season of Flame™ interactive game © 2002 Universal Interactive, Inc. Spyro the Dragon and related characters are trademarks of Universal Interactive, Inc. All Rights Reserved.

Getting Started

Insert the *Spyro 2: Season of Flame* Game Pak in the Nintendo Game Boy® Advance and turn the system on. Press START on the title screen to begin the game. The Main Menu will give you four choices: New Game, Continue Game, Options, and Credits. Select New Game to begin playing *Spyro 2: Season of Flame*. If you have a previously saved game, choose Continue Game. Choose Options to adjust input style and toggle through the tutorials, music, sound effects, and speech effects.



Controls



Menu Controls

Start Game/Pause	START
Highlight Menu Selection	+Control Pad: Up, Down, Left, Right
Confirm Selection	A Button
Return to Previous Selection	B Button

Character Controls

Spyro the Dragon

Move	+Control Pad
Flame	B Button
Jump	A Button
Glide	A Button (twice)
Glide and hover	A Button (three times)
Charge/Super Head Smash ability	R Button and +Control Pad
Look around	L Button and +Control Pad
Switch Breath abilities	SELECT
Pause the game and bring up the Pause Menu	START
Access Map (Spyro levels only)	SELECT and L Button together

Sparx the Dragonfly

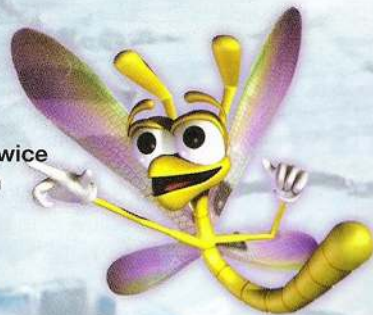
Move	+Control Pad
Fire	A or B Button
Rotate Fire Left	L Button
Rotate Fire Right	R Button

Sheila the Kangaroo

Hop	+Control Pad
Kick	B Button
Jump	A Button
Double Jump	Tap the A Button twice
Jump Smash	Double jump, then press the B Button

Agent 9: The Space Monkey

Move	+Control Pad
Enter Door	+Control Pad Up
Fire	B Button
Jump	A Button
Double Jump	Tap the A Button twice
Switch Weapon	Press the L Button



The Season of Flame

After a well-deserved vacation following the encounter with Grendor and the Season of Ice, Spyro returns to the Dragon Realms to discover that none of the Dragon Elders are able to breathe fire anymore! In fact, not even Spyro can use his flame breath any longer! It's been turned icy cold! (Naturally, Hunter has been frozen solid by this time.)

Someone, mysteriously, has stolen all the fireflies, the source of all fiery Dragon Power. And it's up to Spyro, Hunter, Bianca, and Sparx to find out why!

Freezing the Fireflies

Only the power of the fireflies will restore the fire breath of Spyro and the Dragon Elders. Spyro can find them in many places—scurrying around in wide-open spaces or hidden behind obstacles. Sometimes, Spyro will receive them as rewards for doing tasks for citizens of the Dragon Realms. When Spyro locates the fireflies, one quick shot of ice breath will freeze them in their tracks

Home Worlds, Realms, Portals and Dungeons

Spyro begins his quest in Sunny Plains. From here, he will be able to access other worlds in the Realms through Portals. Some areas will open only after a certain number of fireflies have been rescued. Spyro can also search for special Challenge Areas that feature challenging puzzles.

Portals

Entering a Portal will transport Spyro to a world where he will meet creatures troubled and annoyed by the invading Rhynocs. By helping these creatures, you 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 instantly be transported to another realm.



Gems

You'll want to gather as many gems as you can carry. Some are hidden in baskets, vases, and a variety of containers. Charge into containers or flame them to obtain the gems.

Moneybags seems to be everywhere these days, and his rates are always going up. To afford his special services, collect all the gems you can.

Press **START** to see how many gems you have. 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 **START**) 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 that realm.

Sparx's Advice

Spyro's best friend and constant companion has always been there to help protect him from danger. However, every now and then Sparx not only gives advice on how to tackle particular challenges but also gives helpful hints on how to perform tasks. If you would rather not receive Sparx's advice, you can turn it off in the pause menu within the Options section.

Agent 9 Levels

Are you ready for rip-roaring action, monkey-style? Good, because Agent 9 kicks Rhynoc tail with the best of them. In the Agent 9 levels, speed, agility, and pure firepower are the tools of the trade, but watch your ammo and energy meters if you want to survive. Luckily, refill rooms can be found throughout the levels. But, be sure to time your moves just right or you'll be nothing but Rhynoc fodder.



Sheila Levels

Hop your way to victory with everyone's second-favorite Australian marsupial, Sheila the Kangaroo. Sheila will encounter objectives, obstacles, and a whole mess of Rhynocs as she ventures through challenging lands. To get through unscathed, she'll have to jump high and super-smash all the of baddies along the way.



Sparx Game

Collect all of the gems and fireflies to open up the super-secret Sparx Game!

The Friends

Hunter

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

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 he socks away every penny he makes. While Moneybags can be pushy, he always opens up new avenues for Spyro to explore ... for a small fee, of course.

Zoe

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

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.



The Foes

Gulp and Crush

Ripto's henchmen may not be bright, but they sure do pack a wallop.

Gulp is a huge green quadruped with a couple of rockets on his back. Crush is a big blue toothless winged dinosaur who carries a big club.

Ripto

This diminutive dinosaur has dealt with Spyro in the past. He'll never forget his defeat in Avalar at the hands of that purple dragon. But this time his plan is foolproof. What can a dragon do if he has no flame? Ripto aims to find out.



Spyro's Moves

Flame Breath

Spyro's signature ability has been stolen by that evil cretin, Ripto. It can be regained only by catching the fireflies scattered throughout the land. But once Spyro gets his flame back, watch out Rhynocs!



Ice Breath

A blast of freezing cold air, this chilling ability can turn an enemy to ice and is really handy when trying to catch fireflies.

Charge

Press the R Button, and Spyro will lower his horns and charge. His Charge ability is especially useful against fireproof metal and for breaking containers to reveal gems.

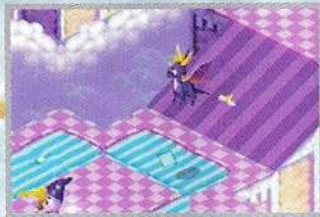


Super Head Smash

When Spyro gains this attribute, no rock formation or barrier will be strong enough to resist his cranial power.

Glide

Spyro's wings allow him to glide. Press the A 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 a little more height to reach his goal. Press the A Button again at the end of the glide to make Spyro hover.

Power-ups

Super Flame Breath

Spyro can perform a supercharged version of his Flame abilities. This fiery wave has a longer range and is great for flaming things that are just out of reach.



Super Ice Breath

Can the cold get colder? With the Super Ice Breath ability, Spyro can spray a wide, thick torrent of frozen wind so intense that he can freeze special items and create frozen pathways.



Super Electric Breath

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

Spyro's Health

With Sparx at his side, Spyro can sustain more damage than he can on his own. Sparx acts as Spyro's health meter. Spyro begins the game with four hit points and four lives. He can be hit four times before he loses a life. Each time Spyro is hit, Sparx loses one hit point and changes color accordingly. When Sparx loses all his hit points, Spyro is on his own! However, if Spyro searches hard enough, he just might find a way to make Sparx stronger.

Sparx Colors

No HitsYellowFeelin' Fine
After 1 hitBlueDanger, Spyro the Dragon
After 2 hitsGreenDragon Shores, we have a problem
After 3 hitsMayday!	





Fodder

Sparx's fodder is a healthy diet of butterflies. Flame or charge those cute little bunnies and sheep wandering the Realms to release a butterfly that will restore Sparx's health by one point. Sometimes, you may find a full-life butterfly, which will give Spyro an extra life.



The Map

On Spyro's quest to capture all the fireflies, he will enter new worlds. He would certainly be lost forever in the twists and turns of each if it weren't for his trusty map. The map keeps track of all the territory that Spyro covers on each level and the areas he has yet to explore.

The Atlas

The Dragon Realms are vast, and Spyro could easily miss a firefly. You can access the Atlas from the Start Menu. This is where you can keep track of important details:

- Check your current fairy and gem count, or see how many are left to find.
- See the worlds you have visited and the ones you have yet to explore.
- Check the completion percentage for the worlds you have visited.

Turn the page by pressing the +Control Pad Left or Right.



The Pause Menu

From the Pause screen ...

- See how many gems you have collected so far
- Continue the game
- Open the Atlas
- Save your game
- Open the Options Menu
- Exit a level
- Quit the game



Saving and Loading Game Data

Leaving a world will automatically save your game.

You can also save game data by selecting **SAVE GAME** from the Pause Menu. Press **START** to pause the game. Select **SAVE GAME** and press the **A** Button. Your progress will automatically be saved.

To load a saved game, choose **Continue Game** from the **Main Menu** screen. You will begin your game from the beginning of the last level in which you saved your game. Or you can erase a saved game and start over.

Want More Spyro?

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

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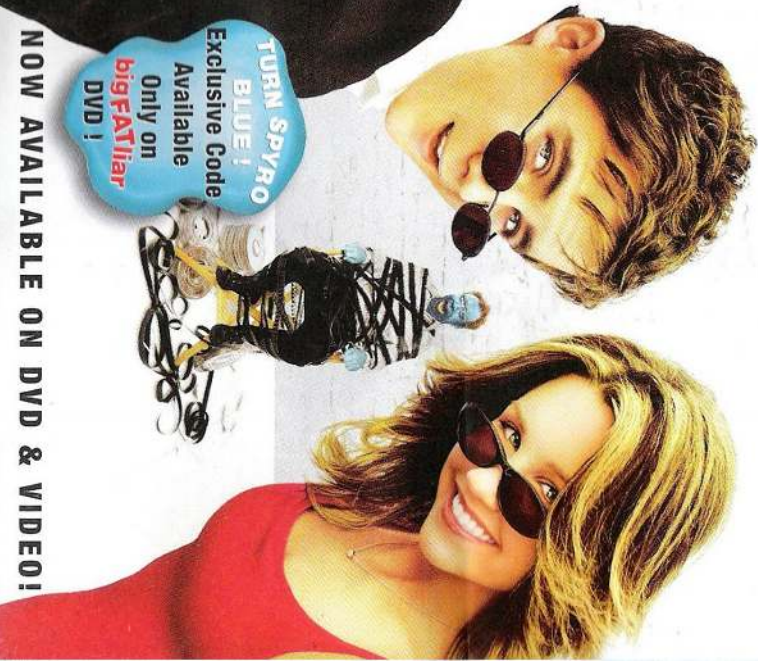
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