

THE LEGEND  
OF  
**SPYRO**<sup>TM</sup>  
THE ETERNAL NIGHT



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## WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

### READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

### Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PlayStation 2 system.
  - Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

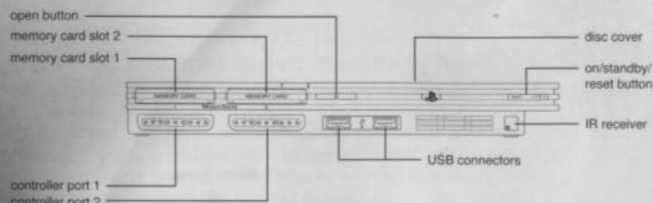
### WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 system 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.

### 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.

# GETTING STARTED



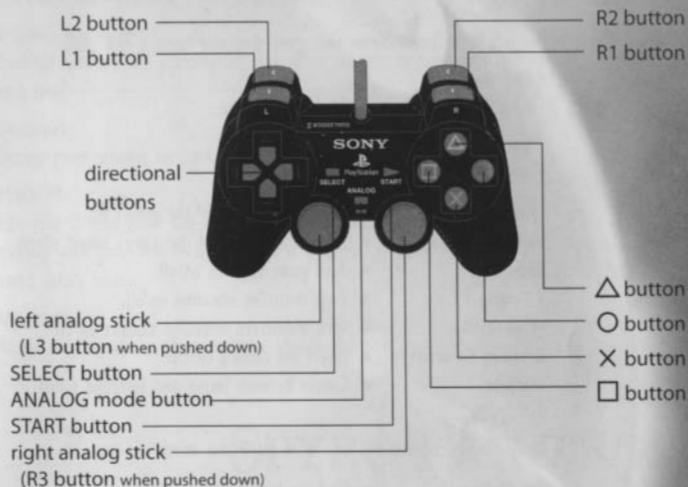
Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert **The Legend of Spyro™: The Eternal Night** disc in the system with the label side facing up. Attach game controllers 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)

You may save your progress while playing **The Legend of Spyro: The Eternal Night**. In order to do so, you must have a memory card (8MB)(for PlayStation®2) inserted into MEMORY CARD slot 1 of your PlayStation®2. Game data can only be loaded and saved to a memory card (8MB)(for PlayStation®2) in MEMORY CARD slot 1. Do not insert or remove a memory card (8MB)(for PlayStation®2) while the game is attempting to load or save data.

# STARTING UP

## DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



# THE LEGEND CONTINUES

With The Dark Master's spirit free from the prison inside Convexity, the Ape King Gaul now seeks to resurrect him on the Night of Eternal Darkness, when the Celestial Moons come together in a great eclipse.

But when Spyro begins to have visions that foretell of this imminent danger, he sets off on a journey in search of an ancient and wise dragon named The Chronicler, who may be able to shed some light on these coming events.



# 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:

## New Game

Select a save slot to create new game data and begin a new game.

## Load Game

Choose and continue a previously saved game.

## Options

Change game settings in the Options Menu.

### **Music Volume**

- Adjust the volume of the game's music.

### **Effects Volume**

- Adjust the volume of the game's sound effects.

### **Subtitles**

- Turn game subtitles on/off.

### **Vibration**

- Turn controller vibration on/off.

### **Widescreen**

- Turn widescreen television support on/off.

### **Camera Control**

- Invert the camera control.

### **Output**

- Choose between Stereo and Surround sound.

## Extras Menu

Unlock Bonus content and view it in the Extras menu

### **Art Gallery**

- Find the hidden Scriber's Quills throughout the game to unlock bonus concept art that can be viewed in the Art Gallery.

### **Dragon Challenges**

- Complete the game to unlock special Dragon Challenges. A Dark Secret awaits those who can complete them all.

### **Credits**

- See who made the game!

# PAUSE MENU

Press the **START** button anytime during play to access the **Pause Menu**.

## Continue

Exit the Pause Menu and return to the game.

## Enable Autosave

Enabling Autosave will automatically save your progress at the completion of each level.

## Options

Change game settings in the Options Menu.

## Main Menu

Exit your current game and return to the Main Menu. Please note that quitting your game will result in a loss of progress, so make sure you've saved before quitting.

## Upgrades

Access the Upgrade screen to upgrade Spyro's abilities.

# SPYRO CONTROLS

You control Spyro the Dragon. Your goal is to get him to the end of each level while defeating as many enemies as possible. Spyro has many melee and breath attacks at his disposal. It's up to you to discover which ones work best in every situation.

## Directional Movement

- The left analog stick controls the direction of character movement; this movement is relative to the camera.
- The speed Spyro moves is dependent on the amount of pressure applied to the left analog stick. Pushing the left analog stick halfway out from the center will make Spyro walk; pushing the left analog stick as far as possible in any direction will make him run.

## Camera Control

- The right analog stick controls the camera.

# SPYRO CONTROLS

## Basic Moves

- Walk/Run ■ left analog stick
- Camera ■ right analog stick
- Breath Attack ■
- Jump ■
- Double Jump ■
- Melee Attack ■
- Horn Knock-Up ■ (hold)
- Special Attack ■
- Charge ■
- Dragon Time ■
- Fury ■
- Change to Fire ■ up directional button
- Change to Electricity ■ right directional button
- Change to Ice ■ down directional button
- Change to Earth ■ left directional button



## Advanced Moves

- Melee Knock-Up ■
- Tail Strike ■ (Hold)
- Air Charge ■
- Evasion ■ + left analog stick (move) +
- Air Combo ■
- (while enemy is in the air)
- Air Knock-Back ■
- (while enemy is in the air)

### TIP

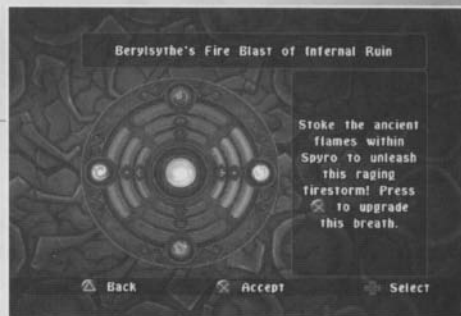
Mix and match Spyro's abilities to create your own combo!

# UPGRADE SCREEN

Press the SELECT button anytime during play to access the Upgrade Screen.

## Upgrade Screen

Spyro can't defeat Gaul with the skills he has at the start of the game. The ancient and wise dragon known as The Chronicler will teach Spyro new attacks, which can be upgraded.



# DRAGON TIME

Rare is the creature who can manipulate time. Spyro can slow down time to get the upper hand on enemies by pressing the **L1** button. Use this gift sparingly, only when circumstances demand.



# ON-SCREEN DISPLAY

The HUD displays the following information for Spyro:

**Health Bar:** The RED bar displays Spyro's current health status. Collect Red Gems to restore Spyro's health.

**Breath Energy:** The GREEN bar displays Spyro's Breath Energy. Using Breath Attacks will consume energy. Collect Green Gems to replenish Spyro's Breath Energy.

**Fury Meter:** The PURPLE bar displays the amount of Fury Power that Spyro has collected. When this meter is full, Spyro can perform a Fury Move by pressing the **R2** button. Collect Purple Gems to replenish Spyro's Fury energy.

**Dragon Time:** The BLUE vertical bar displays Dragon Time. This meter slowly depletes when Dragon Time is used but will regenerate on its own over time.



# COLLECTIBLES

Scattered around the world are Gem Clusters, ancient relics of the dragons' reign, and other collectibles. Smash the Gem Clusters open to release the Gems that lie inside! Defeating enemies also awards Spyro with Gems, which are vital for Spyro to regain health and magic or upgrade his Breath Energy. There are four types of Gems and two other collectibles:

## Health Gems

When Spyro is hit by an enemy, collect RED Health Gems to get better!



## Energy Gems

Collect GREEN Energy Gems to replenish Spyro's Breath Energy. Using Breath Attacks will consume a lot of energy, so be sure to collect these often.



## Fury Gems

Unlock the hidden fury of Spyro's Elemental Attacks by collecting PURPLE Fury Gems and activating the Fury Attack!

Press **R2** to perform a devastating Fury Attack when this meter is full.



## Spirit Gems

BLUE Spirit Gems can be used to upgrade Spyro's abilities in the Upgrade Screen. Collect these from enemies you defeat.



## Scriber's Quills

Find these hidden Scriber's Quills to unlock bonus concept art in the Extras menu.



## Dragon Relics

There are two types of Dragon Relics hidden throughout the game. Red Masks increase Spyro's Health Bar. Green Masks increase Spyro's Breath Energy Bar.



# ELEMENTS

Spyro will learn a lot of powerful new abilities throughout his quest. Can you master them all?



## Fire

Master the explosive element of Fire.



## Electricity

Wield the stunning power of Electricity.



## Ice

Unleash the chilling power of Ice on your enemies.



## Earth

Harness the destructive force of Earth.

# 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.

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