

SPYRO

HERO'S TAIL™



EmuMovies
INSTRUCTION BOOKLET

VIVENDI
UNIVERSAL
games



NINTENDO
GAMECUBE™

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND 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 blackouts triggered by light flashes or patterns, 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 and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

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

WARNING - Electric Shock

To avoid electric shock when you use this system:

- Do not use the Nintendo GameCube during a lightning storm. There may be a risk of electric shock from lightning.
- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

CAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

CAUTION - Laser Device

The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.
Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

CUSTOMER SUPPORT

Technical Support

Phone: 866-582-7063, M-F, 8 am-4:45 pm Pacific Time

Internet: <http://support.vugames.com>

Customer Service

Phone: 800-649-0028, M-F, 8 am-4:45 pm Pacific Time

Mail

VU Games
4247 South Minnewawa Avenue
Fresno, CA 93725



TABLE OF CONTENTS

GETTING STARTED.....	2
STARTING UP.....	3
STORY.....	4
MAIN MENU.....	4
CONTROLS.....	4
MONEYBAGS' SHOP.....	6
PROFESSOR'S GADGETS.....	7
TREASURES AND COLLECTABLES.....	7
MAP AND STATUS SCREEN.....	8
BOSSSES.....	9
EUROCOM CREDITS.....	9

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GETTING STARTED

Using the Nintendo GameCube™

- Set up your Nintendo GameCube by following the instructions in the Nintendo GameCube instruction booklet.
- To save your game progress, you will need a Nintendo GameCube™ Memory Card. Insert the Memory Card correctly into Memory Card Slot A (this game does not use Slot B) before turning on the console. If you turn off the console after playing without a Memory Card, your progress and records will not be saved.
- You will need 1 file and 20 blocks to save a Spyro™ A Hero's Tail save file on to the Memory Card. To manage the contents of your Memory Card, use the Memory Card Screen.
- Please refer to the Nintendo GameCube instruction booklet (pages 18–20) for directions on how to format and delete a Memory Card file.
- Press the OPEN Button to raise the Nintendo GameCube™ Disc Cover, correctly place the Spyro A Hero's Tail Game Disc into the Nintendo GameCube, and close the Disc Cover.
- Press the POWER Button to turn on the Nintendo GameCube.
- Follow on-screen instructions and refer to this manual for more information about playing Spyro A Hero's Tail.

Avoiding Damage to the Nintendo GameCube™ Game Disc or the Nintendo GameCube™ Optical Disc Drive

- Insert only Nintendo GameCube Game Discs in the console.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not apply labels, stickers or other foreign objects to game discs.

Starting Up



- START/PAUSE or A Button Start Game/Begin Play
- START/PAUSE..... Pause
- Control Stick or + Control Pad Select Options

Insert the Controller into Controller Socket 1 on the front of the console. Follow on-screen instructions and refer to this manual for more information about playing Spyro A Hero's Tail.

STORY

Since Spyro's last adventure, the Dragon Realms have enjoyed a long period of peace and prosperity. However, a shadowy figure from the distant past has returned to disrupt the serenity of the land—the evil dragon, Red! Now he has come back for vengeance!

There is but one dragon who has the courage and strength to battle Red and foil his diabolical plan—the mighty Spyro!

MAIN MENU

Select **New Game** to begin a new adventure.

Use **Load** to access a saved game. This option is only active if a Nintendo GameCube™ Memory Card is present and if a game has already been saved.

Select **Options** if you want to configure the game settings:

Music Volume
SFX Volume
Sound Mode
Rumble Feature ON/OFF
First Person Y-Axis
Sgt. Byrd Y-Axis
Sparx Y-Axis
Camera Control

Select **Extras** to access special features and unlockable content.

CONTROLS

Spyro the Dragon Unique Controls

Controls	Move
A Button	Jump
A Button + A Button	Double Jump
A Button + A Button HOLD	Glide
A Button + A Button + X Button	Horn Dive
Y Button	Breath Attack
R Button	Secondary Breath
+ Control Pad	Breath Selection
B Button	Wing Shield
L Button	1st Person Look
X Button, hold to swim	Dive Underwater
Hold A Button	Paddle Underwater

Breath Types:

- Fire:** Burn Baby, Burn!
Upgrades to Flame Bomb.
- Water:** Dampen the mood of your enemies with this breath.
Upgrades to the Aqua Bomb.
- Ice:** Chill out your enemies.
Upgrades to Ice Shards.
- Electricity:** Give your enemies a real shock.
Upgrades to Tri-Bolt.



The Ball Gadget Unique Controls

Controls

Y Button
X Button
A Button

Move

Turbo
Brake
Jump



Hunter the Cheetah Unique Controls

Controls

A Button
A Button + A Button
A Button + X Button
X Button
A Button + Y Button
Y Button
R Button
L Button
B Button
A Button then X Button

Move

Jump
Double Jump
Pounce Stomp
Punch
Bow Swipe
Shoot Arrow
Shoot Fire Arrow
1st Person Targeting
Bow Spin Defense
Slide Attack



Your Breaths are registered on the + Control Pad once they are collected...check it out!



Sgt. Byrd the Penguin Unique Controls

Controls

Hold A Button
X Button while holding A Button
R Button
L Button

Move

Fly
Turbo Boost
Fire Missiles
Drop Bombs



Sparx the Dragonfly Unique Controls

Controls

Control Stick
A Button
B Button
Y Button
R Button
L Button

Move

Move Reticule
Shoot
Fire Missiles
Smart Bomb
Turbo
Brake



Blink the Mole Unique Controls

Controls

A Button
A Button + A Button
A Button + X Button
X Button
X Button near cracked surfaces
Y Button
R Button
L Button
B Button

Move

Jump
Double Jump
Butt Bounce
Claw Attack
Dig
Shoot Lasers
Throw Bomb
1st Person Targeting
Crouch



MONEYBAGS' SHOP

Visit Moneybags' Shop to purchase necessary and useful items. Moneybags' Remote Shopping locations also carry much of the same inventory, but for a slightly higher fee.

Lock Pick:	Allows you to open locked chests and gates
Key Chain:	Holds up to 3 Lock Picks
Shop Teleport:	Teleport between shop locations for quick traversal
Horn Dive Shockwave:	Increases the radius of your Horn Dive Attack
Gem Value Multiplier:	Increases the value of all gems collected by 2X
Butterfly Jar:	Restores health points to FULL
Extra Health Unit:	Gives Sparx an additional hit-point
Flame Bomb Ammo:	Increase the power of the Flame Breath to launch these bombs of fire
Flame Bomb Magazine:	Hold more Flame Bomb blasts
Tri-Bolt Ammo:	Send out multiple Lightning blasts
Tri-Bolt Magazine:	Hold more Tri-Bolt charges
Aqua Bomb Ammo:	Blasts water with more power
Aqua Bomb Magazine:	Hold more Aqua Bomb bursts
Ice Shard Ammo:	Shoots Ice Shards at missile strength
Ice Shard Magazine:	Hold more Ice Shards



PROFESSOR'S GADGETS

The Professor has been hard at work inventing new high-tech gadgets to aid Spyro on his journey. Collect Light Gems to power up the following gadgets:

- Ball Gadget:** Originally designed for a giant mutant hamster, this large steel sphere can help Spyro navigate treacherous slopes.
- Teleporter Gadget:** It's the only way to travel! Use this amazing machine to get from area to area in the Dragon Realms.
- Invincibility Gadget:** For those times when mortality just won't cut it, try being invincible! (Sorry, the effects are only temporary.)
- Super Charge Gadget:** This gadget gives Spyro super strength and speed for a short while. (For similar results, drink about 10 cups of coffee.)



TREASURES AND COLLECTABLES



Gems

The main currency in the Dragon Realms, gems come in various colors and values. Collect them to purchase power-ups from Moneybags.

Yellow Value = 100 Green Value = 5

Purple Value = 25 Red Value = 1



Wicker Baskets

These baskets are fairly fragile. Use any attack to destroy them and collect the gems inside.



Metal Chests

These chests also contain gems, but are fairly strong. Smash them with something powerful, such as Spyro's horns, Blink's bombs or Hunter's fist.



Locked Chests

Purchase a Lock Pick from Moneybags to open these for special items.



Horn Dive Chest

These can only be destroyed by a force from above. Use Spyro's Horn Dive, Blink's Butt Bounce or Hunter's Pounce Stomp to break them open.



Strong Chests

You will need some extra power to open these chests. Demolish them by using the Super Charge, igniting nearby Firecrackers or shooting them with Hunter's Fire Arrows.



Explosive Chests

Watch out for the explosive fireworks that erupt when one of these is destroyed.



Dark Gems

These evil gems are scattered throughout the land, absorbing all life around them. Smash the gems to restore the Dragon Realms to their former majestic beauty.



Light Gems

Collect these precious gems to open up new areas and to activate the Professor's gadgets.



Dragon Eggs

These eggs were stolen and hidden throughout the Dragon Realms. Return them to the Dragon Nanny to unlock special features.



Firecrackers

Light these on fire to destroy Strong Chests.

MAP AND STATUS SCREEN

Keep track of Spyro's location and progress in the Dragon Realms by holding the Z Button to access the Map and Status Screen at any time.

The Map Screen is initially blacked out, with the name of the level at the bottom. As Spyro explores the Dragon Realms, he automatically fills in the blank map areas. You can access maps from previous areas by pressing the R Button or L Button in the Map Screen.

Press the Y Button to access the Task List. The various inhabitants of the Dragon Realms will request help, and the quests they give to Spyro show up in the Task List. As each task is completed, Spyro will automatically place a "check" next to it.

To keep track of what items Spyro has collected, press the X Button to view the Status screen. The left side of the Status screen shows the total number of Dragon Eggs and Light Gems collected, Dark Gems destroyed, and percentage of the game completed. In the right portion of the screen, you can see how many Dragon Eggs you still need to collect to unlock special features.

You can check the quantity of each of your power-ups by pressing the R Button. This will especially help you avoid overspending when visiting Moneybags! (Although he won't mind.)

Press the A Button to access the Help screen. This will list all the helpful hints and instructions that Spyro has learned in each level.

BOSSSES



Gnasty Gnorc

Wanna guess who's back? Having been banished from the Dragon Realms long ago, Gnasty has returned to team up with Red to form a diabolical alliance.



Ineptune

Hardly wet behind the ears, Ineptune is the evil queen of the Seven Seas. She has teamed up with Red and is bent on stopping Spyro in his quest.



Red the Evil Dragon

This powerful new foe is behind the creation of the Dark Gems, which are laying waste to the Dragon Realms. Spyro will have to muster his most powerful abilities to defeat this mighty opponent!

EUROCOM CREDITS

Production

Jon Williams
Suzanne Watson

Design

Terry Lloyd
Phill Bennett

Character Models

Steve Bamford
Drew Kerins
Michael Lindsay
Oscar Fuertes Garcia
Phil Plunkett
Steven Gratton

Animation

Almudena Soria Sancho
Antonio Palermo
Brian Riordan
Des Forde
Mark Jackson
Mark Povey
Jon Maine
Kenny Beard
Owen Flanagan
Phil Hanks
Santiago Colomo Martinez

Art

Matt Dixon
Amanda Barlow
Clive K. Stevenson
Gary Baker
Henk Nieborg
Jon Parr
Matt Farrell
Phil Dobson

Quality Assurance

Mike Robinson
Louise Sargison
Jamie Small
Andrew Green
Andy Dilks
Dave Redfern
Dominic Hallam
James Gough
John Pollard
Marcus Baxendale-Baines
Neil Bushnell
Pete Barrett
Thomas Dhenin

Game Programming

Dave Pridmore
Andy Brown
Daniel Secker
John Stephens
Kristoffer Adcock
Mark Topley
Matt Partridge
Narinder Singh Basran
Stuart Johnson

Tools Programming

Andy Mitchell
Bob Smith
Diego Garcia Huerta
Jim Makin
Kev Marks
Kevin Thacker
Mark Duffill

Engine Programming

Chris Jackson
Ian Denny
Tim Rogers
Andy Hutchings
Ashley Finney
Dave Looker
Green Jam Canal
Kevin Grantham
Kevin Stainwright
Mark Gornall
Peter Livingstone
Shane Clark
Steve Robinson
Steven Walker

Audio

Guy Cockcroft
Steve Duckworth

Eurocom Special Thanks

Hugh Binns
Mat Sneap
Neil Baldwin
Tim Rogers
Julian Walshaw-Vaughan
Matt Lloyd
Graeme Richardson
Greg Goodrich
Caroline Trujillo
Kelly Ryan
Michael Pole