

The background of the cover features a large, purple dragon with a braided tail and a large eye. In the foreground, Sly Cooper is aiming a bow, Penny is giving a thumbs up, and a small flying squirrel is flying above them. A castle is visible in the background.

SLY

COOPER'S

A HERO'S TAIL™

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**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.



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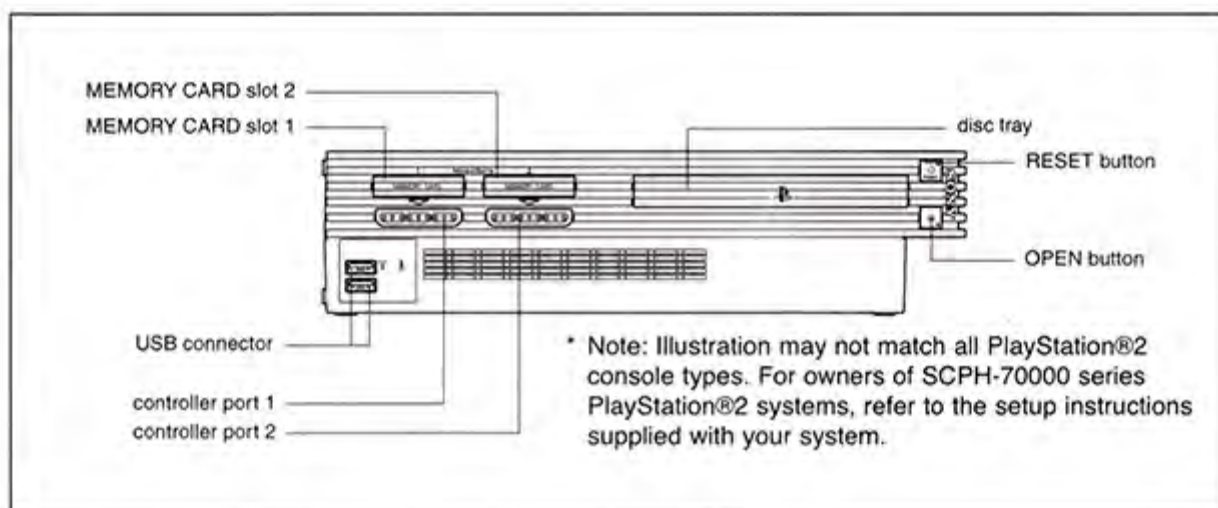


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Using the PlayStation®2 System

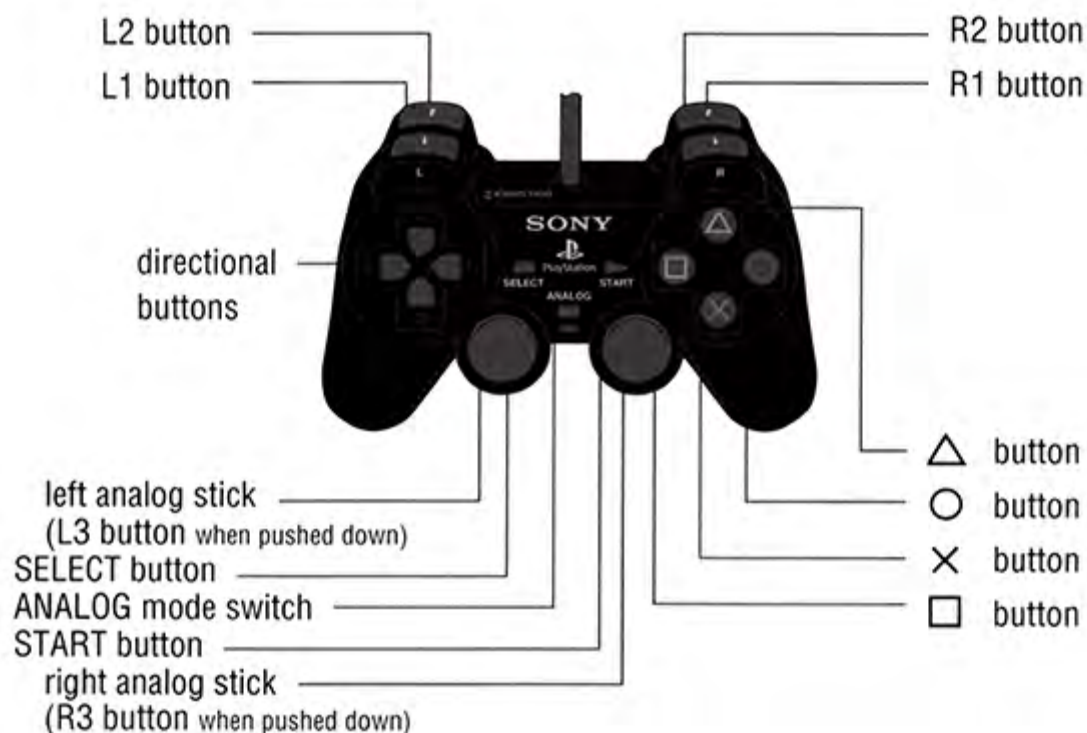


Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the Spyro A Hero's Tail 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 on-screen instructions and refer to this manual for information on using the software.

MEMORY CARDS (8MB)(for PlayStation®2)

You may save your progress while playing Spyro A Hero's Tail. 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 while the game is attempting to load or save game data.

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



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 memory card (8MB) (for PlayStation®2) 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
Vibration ON/OFF
First Person Y-Axis
Sgt. Byrd Y-Axis
Sparx Y-Axis
Camera Control

Select Extras to access special features and unlockable content.



Your progress in the game will be auto-magically saved every time you run into me while playing... I'm Zoe.

CONTROLS

Spyro the Dragon Unique Controls

Controls	Move
⊗ button	Jump
⊗ button + ⊗ button	Double Jump
⊗ button + ⊗ button HOLD	Glide
⊗ button + ⊗ button + ○ button	Horn Dive
□ button	Breath Attack
R1 button	Secondary Breath
directional buttons	Breath Selection
△ button	Wing Shield
○ button, hold to swim	Dive Underwater
Hold ⊗ 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	Move
○ button	Turbo
□ button	Brake
⊗ button	Jump



Your Breaths are registered on the directional buttons once they are collected... check it out!



Hunter the Cheetah Unique Controls

Controls

- ⊗ button
- ⊗ button + ⊗ button
- ⊗ button + ⊗ button + ○ button
- button
- ⊗ button + □ button
- button
- R1 button
- L1 button
- △ button
- ⊗ button + ○ button

Move

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



Sgt. Byrd the Penguin Unique Controls

Controls

- Hold ⊗ button
- button while holding ⊗ button
- R1 button
- L1 button

Move

- Fly
- Turbo Boost
- Fire Missiles
- Drop Bombs



Sparx the Dragonfly Unique Controls

Controls

- Left analog stick
- ⊗ button
- button
- button
- R1 button
- L1 button

Move

- Move Reticule
- Shoot
- Fire Missiles
- Smart Bomb
- Turbo
- Brake



Blink the Mole Unique Controls

Controls

- ⊗ button
- ⊗ button + ⊗ button
- ⊗ button + ○ button
- button
- button near cracked surfaces
- button
- R1 button
- L1 button
- △ 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 Tri-Bolt 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



Ooh, that Moneybags, always overcharging...maybe I should zap him with my wand?



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.



Collect those Light Gems! The more you can collect early on, the sooner you'll be able to use the Professor's Gadgets.



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 pressing the SELECT 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 R1 button or L1 button in the Map Screen.

Press the □ 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 Spyro has collected, press the ○ 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 R1 button. This will especially help you avoid overspending when visiting Moneybags! (Although he won't mind.)

Press the ⊗ 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!

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