GAME BOY® ADVANCE

AGB-BD4E-USA

CRASH BANDICOOT™ PURPLE

Ripto's Rampage



VIVENDI UNIVERSAL games

INSTRUCTION BOOKLET

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK 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	**Eye or muscle twitching**	**Loss of awareness**
Altered vision	**Involuntary movements**	**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 or 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 or arms or eyes 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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THIS GAME PAK INCLUDES A MULTIPLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK CABLE.



EVERYONE
Cartoon Violence

LICENSED BY

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Crash Bandicoot Purple: Ripto's Rampage

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Welcome! I'm Crash Bandicoot!



My archenemy, Neo Cortex, is once again trying to take over the universe. This time he's teamed up with another toad-like villain, Ripto. Now I have two enemies to deal with! They are even trying to disguise their minions as Purple Dragons, as if I could be fooled so easily. I, Crash Bandicoot, resourceful, brave and humble, will have my hands more than full when taking on these two super villains and their various henchmen. Help me find my friend Spyro so we can stop them once and for all from taking over the universe.

Let's Get Started

To get going on Crash's latest adventure, press START at the title screen. From there, you will be able to choose from three Save Slots. Choose one and then press the A Button to begin.

Saving and Loading Game Data

Crash Purple automatically saves your game progress at appropriate times during gameplay. In order to load a previously saved game, restart your Game Boy® Advance and choose the saved game slot you wish to use. Remember that these slots determine not only where Crash is in the Story Mode world, but also which mini-games are unlocked in Party Mode.



Modes of Play

Crash Purple: Ripto's Rampage has three modes of gameplay: Story, Party and Trading. All three of these modes have distinct gameplay and make Crash a fun and exciting single-player as well as multiplayer game.

- **Story Mode** – The single-player game features multiple worlds to explore.
- **Party Mode** – Here's where you can access multiplayer link games as well as mini-games you've unlocked while playing in Story Mode. Link up to another Game Boy® Advance via the Game Boy® Advance Game Link® cable. Play using one or more Game Paks for multiplayer play.
- **Trading** – Link up with a friend's Game Boy® Advance with a Game Boy® Advance Game Link® cable and trade the cards you've collected in Story Mode.

Get in Control



Controls	Moves
L Button or R Button	Scroll through cards
L Button or R Button	Open the input codes screen
+Control Pad	Move
B Button	Spin
A Button	Jump
A Button while jumping up	Double jump
B Button (next to a warp pad or a barrier)	Unlock/enter warp pad or unlock barrier
B Button (next to NPC)	Talk to NPC

Many of the warp pads you use in the game will take you to mini-games that feature different controls for Crash. At the start of each new type of mini-game, you will receive instructions on the controls for that activity. If there are no instructions regarding special controls, then Crash's regular control scheme is in effect.

Wumpa and More



- TNT Crate – These explode on contact.
- Aku Aku Crate – Break these open to release the Aku Aku spirit mask. Aku Aku will protect Crash from enemies and hazards, giving Crash an added hit point.



- Arrow Crates – These crates give you an extra bounce and won't break when you jump on them; but if you spin into them, they will shatter.
- Mystery Crate – One spin, jump, or hit will break these open; these contain multiple Wumpa fruit.



- Time Crate (1, 2 or 3) – Freeze the clock (in timed levels).



- Iron Box – These indestructible boxes are good for use as platforms.



- Nitro Switch Box – Hit this to destroy all Nitro crates in the current level.

How Healthy Are You?



Don't worry that the game will end because you've made a few mistakes; your lives are infinite. However, this doesn't mean that making poor Crash take one for the team is a good thing!

Although Crash will automatically reappear hale and hearty at the last checkpoint you passed, all the hard work you may have done since then will be lost. Wumpa fruit, crates, and enemies will all reappear. You'll have to deal with them all over again! So, need we say it? It's in your best interest to keep Crash alive and healthy!

Warp Pads and Barriers

As you guide Crash through Story Mode, you will come across different kinds of warp pad barriers, some of which must be unlocked if you are to move through the rest of the game.

Mini-Game Warp Pad: Unlock these in order to play a new mini-game. Once unlocked, these Pads will display a clear holographic outline of a purple crystal and perhaps a clear gem. These outlines are replaced by the actual purple crystal and clear gem after you earn them.

Mini-Game Exit Portal: While in a mini-game, head toward this portal to warp back to the Story Mode world ... but make sure Crash grabs the purple crystal first!

Bonus Game Warp Pad: These mini-challenges usually don't help unlock barriers to new worlds, but you can still have fun in them while stocking up on Wumpa fruit, winning a clear gem, or snagging a trading card.

World Warp: Travel to another world after Crash wins the purple crystals in the area.

Multiplayer Madness!

With Crash Purple, you are able to link Game Boy® Advance systems together for multiplayer fun. There are two main types of mini-games in which two to four players can compete. There is also a third multiplayer mini-game made for just two players. In order to access these mini-games, you must use Game Boy® Advance Game Link® cables.

Types of Multiplayer Games

- **Ballistix:** Two to four players use their hoverships to deflect balls away from their goal. Outlast your opponents in several different types of play, such as Crash Ball and Magnet Ball.

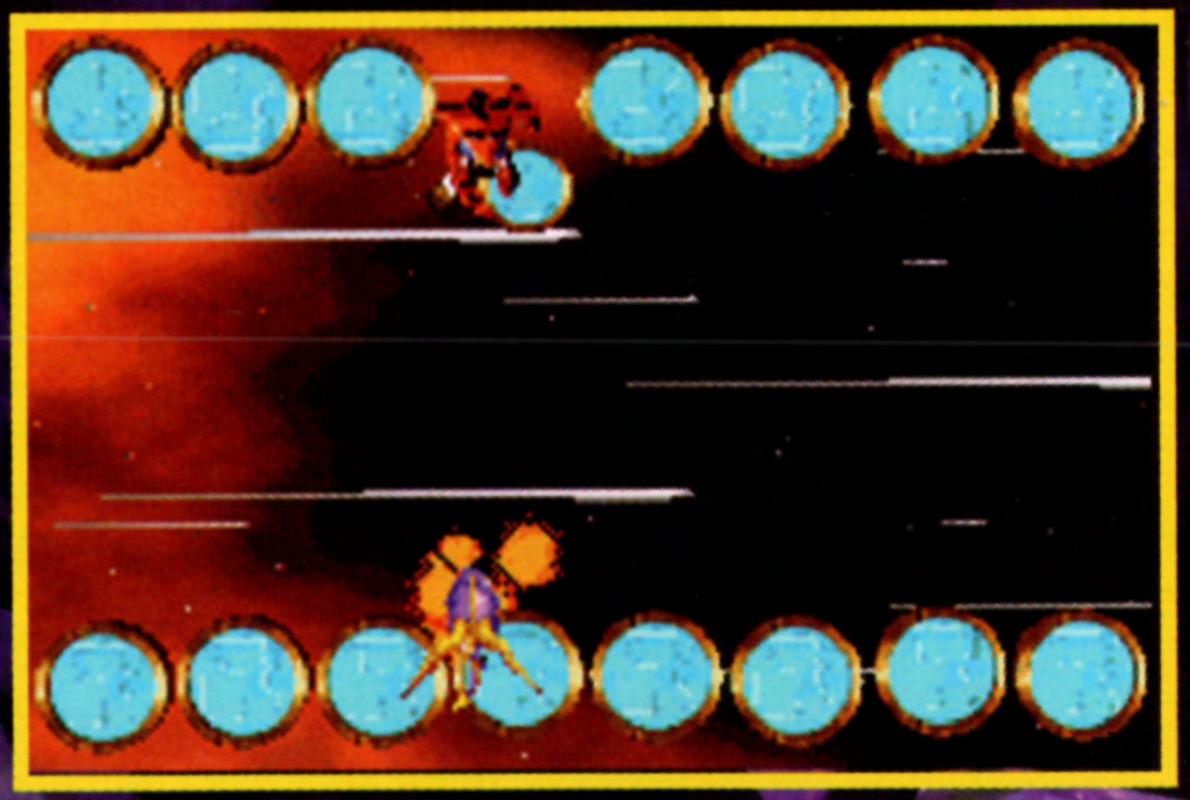
- **Ship Shuffle:** These games are also playable by two to four players. Each player chooses a character to pilot a hovering spaceship. Players ram each other to stun or tag opponents within a small overhead scrolling level.

- **Bridge Fight:** Two players battle precariously over a precipice, trying to knock each other off a bridge and into an abyss.



In order to play Ballistix or Ship Shuffle, all you need is one copy of Crash Purple and the appropriate number of Game Link® cables.

In Ship Shuffle and Ballistix, players start out with four default characters from which to choose. You can unlock other characters by finding very special trading cards (see p.13) in the single-player mode.



In order to play Bridge Fight, you will need two copies of Crash Purple, or one copy of Spyro Orange and a second copy of *Crash Purple: Ripto's Rampage*.

Starting a Multiplayer Game Session

Connect your Game Boy® Advance game systems as described in the documentation that accompanied your Game Boy® Advance Game Link® cable(s). Then start up all the Game Boy® Advance game systems.

If multiple Game Paks are being used, all players should navigate to the same multiplayer mini-game in the Party Mode menu before entering Multiplayer game.

When asked how many Game Paks will be used, choose "Multiple Game Paks." The screen displays the status of connected players, and once all other linked players have navigated to the same game area, the initiating player may start the game.



The process is similar (but not identical) if only one Game Pak is being used. The player with the Game Pak in his or her Game Boy®

Advance game system should navigate to the Party Mode menu and choose the desired multiplayer mini-game. When asked how many Game Paks will be used, choose "Single Game Pak." The screen displays the status of connected players, and once at least one other player has successfully connected, the initiating player may start the game.

Once all Game Boy® Advance game systems are successfully connected, you will see a series of instructions that will guide you. Throughout the game setup screens, only the initiating player can select from available game options. Other players are only able to choose their character and, if necessary, the card they wish to play for (see p.13). At any point the initiating player may press the B Button to go back to the previous menu.

NOTE: For Bridge Fight-type games, single-player and multiplayer versions are available. Multiplayer versions require multiple Game Paks and are only playable by two players at a time. In order to play, both players should link their Game Boy® Advance game systems and then choose the same Bridge Fight mini-game from their respective Party Mode screens.

How About a Game of Cards?

By defeating mini-games, completing special goals, or spending hard-earned Wumpa fruit, Crash Purple players can earn collectible in-game trading cards. There are 100 collectible trading cards in *Crash Purple: Ripto's Rampage* and at least 100 in *Spyro Orange: The Cortex Conspiracy*. All the Crash cards are available in the Crash game, but only a certain number of Spyro cards can be found in Crash Purple. To get all possible cards, you must trade with a player who owns *Spyro Orange: The Cortex Conspiracy*.

In addition to being fun to collect, certain very special cards will unlock additional characters in multiplayer games. However, be warned: if you lose or trade away these cards, you will not be able to play as these characters in the multiplayer games. Other very rare cards may grant you special abilities, fun cheats, or other surprises. Again, if you lose one of these cards via trading, you also lose the special abilities or cheats granted by that card.





You can access your trading card inventory and trade cards with other players (using a Game Boy® Advance Game Link® cable) from the Trading option on the Main Menu. This is one way for a Crash player to collect Spyro cards. When a card is traded, it is removed from the player's inventory and replaced by the other player's card. To get the card back, the player must acquire it again in the single-player game—or trade for it.

In addition to trading cards via the Trading option on the Main Menu, you can also engage in "competitive trading" when playing via your Game Boy® Advance Game Link® cable with other players who also have copies of Crash Purple or Spyro Orange. When starting a game of Ballistix or Ship Shuffle, all players should choose Competitive Trading. Players can then decide the rarity level of the cards they are willing to risk. The more of a risk you take (by choosing a high level of rarity), the more likely you are to receive an in-game bonus power. The player who chooses the highest level of rarity gains a temporary in-game advantage to compensate for risking the rarest card.

The cards are selected automatically by the games and are not revealed until the end of gameplay. At that point all losing players learn which card they have now lost, and the winning player finds out what he or she has won!

Trading Card Rarity

Access trading card inventory and trade cards with players (using a Game Boy® Advance Game Link® cable) from the Trading option on the Main Menu. This is the only way for you to collect Spyro cards. If a card is traded, it is removed from the inventory. You must replay the single-player game and trade again to regain that card.



Trading Cards are rated for rarity by color. From least rare to most rare, the colors are blue, green, yellow, orange, and red. Blue cards are the easiest to acquire, while red cards require you to do something extra special!

You can engage in "competitive trading" with other players who have copies of Crash Purple or Spyro Orange. When starting a game of Ballistix or Ship Shuffle, choose Competitive Trading. Players then decide the rarity of the cards they are willing to risk. The more risk you take, the more likely you are to receive an in-game Bonus Power, where the highest rarity level gains a temporary in-game advantage.

The Good...

Crash Bandicoot: This wild and crazy guy must search high and low for ways to defeat Cortex and Ripto. But this time, he is not alone on his quest.



Spyro: This fiery young dragon's strong points are curiosity and determination. But can even he help Crash defeat the combined might of Neo Cortex and Ripto?



...and the Ugly

Dr. Neo Cortex: The baddest of the bad. The worst of the worst. Cortex will stop at nothing to control the world—and get revenge upon Crash! But this time, he has found his most powerful ally yet.



Ripto: This diminutive dinosaur with a lethal Napoleon complex is a pint-sized menace who has mastered the art of magical spells. He has teamed up with Cortex for the first time to defeat Crash and Spyro.



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See the other side of the adventure–through a dragon's eyes! Take on the challenge as Spyro soars into Crash's world in Spyro Orange, then link to Crash Bandicoot Purple for:

- More Multiplayer Games
- All 200 In-Game Collector Cards
- New Playable Characters

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