PlayStation

NTSC U/C

PlayStation

EVERYONE

CONTENT RATED BY ESRB

SCUS-94425
94425

SPYRO
RIPTO'S RAGE!™

INSOMNIAC GAMES

UNIVERSAL

UNIVERSAL INTERACTIVE STUDIOS

SONY COMPUTER ENTERTAINMENT®

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

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® game 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® game 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.

HANDLING YOUR PLAYSTATION® DISC:

- This compact disc is intended for use only with the PlayStation® game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a heater 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.

ESRB RATING:

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB ratings, or to comment about the appropriateness of the rating, please contact ESRB at 1-800-771-3772.

SPYRO 2: RIPTO'S RAGE!™

PlayStation® Hint Line

Hints for all games produced by SCEA are available:

Within the US: 1-900-933-SONY (1-900-933-7669)

$0.95 per minute auto hints, $1.40 per minute live, $6.95-$16.95 for tips by mail (subject to availability), $5.00-$20.00 for card recharge.

Within Canada: 1-900-451-5757

$1.50 per minute for prerecorded information.

For US callers, game counselors are available 8 a.m. - 5 p.m., M – F, Pacific Standard Time.
Automated support is available 24 hours a day, 7 days a week.

Live support for Canada is not available at this time.

This hint line supports games produced by Sony Computer Entertainment America. No hints will be given on our Consumer Service Line. Callers under 18 years of age, please obtain permission from a parent or guardian before calling. This service requires a touch-tone phone.

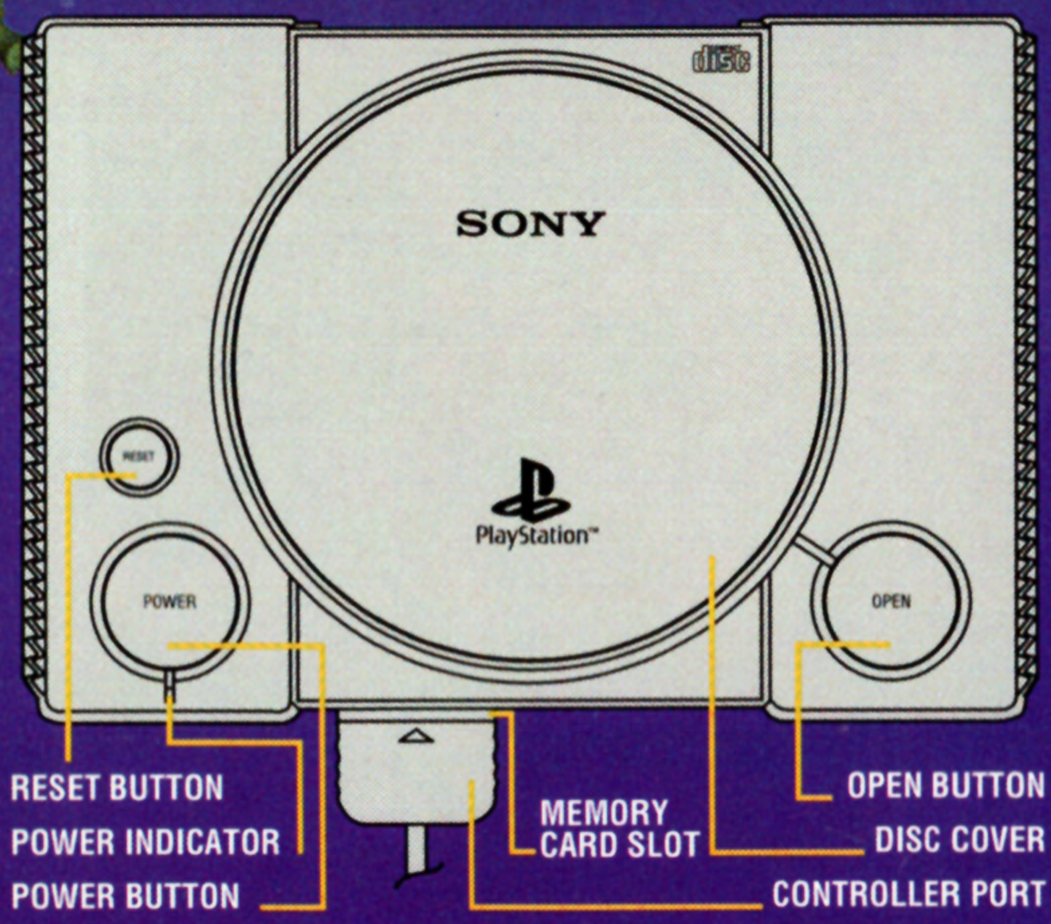
Consumer Service/Technical Support/Order Line 1-800-345-SONY (1-800-345-7669)
Call this number for help with technical support, installation or general questions regarding the PlayStation® game console and its peripherals. Representatives are available Monday-Friday, 7 a.m. – 6 p.m. Pacific Standard Time.

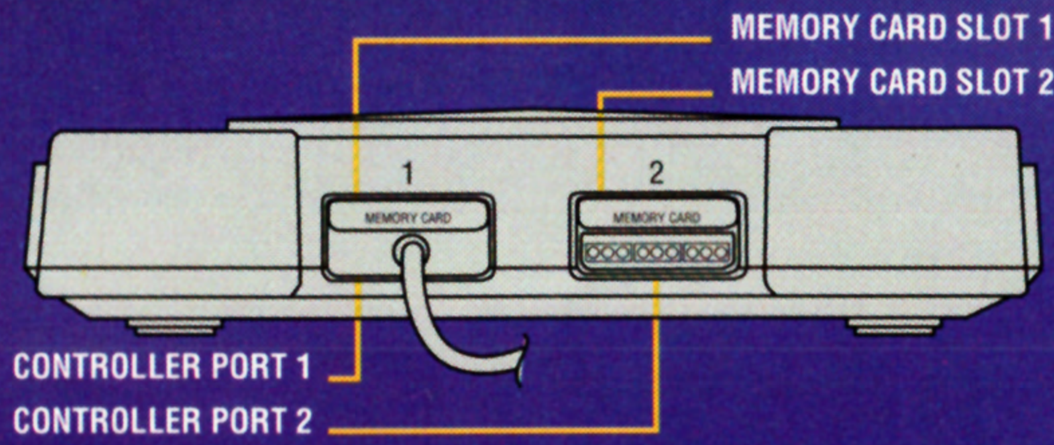
PlayStation On-line – http://www.playstation.com
Our news is always hot! Visit our website and find out what's happening – new titles, new products and the latest information about the PlayStation® game console.

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STARTING UP







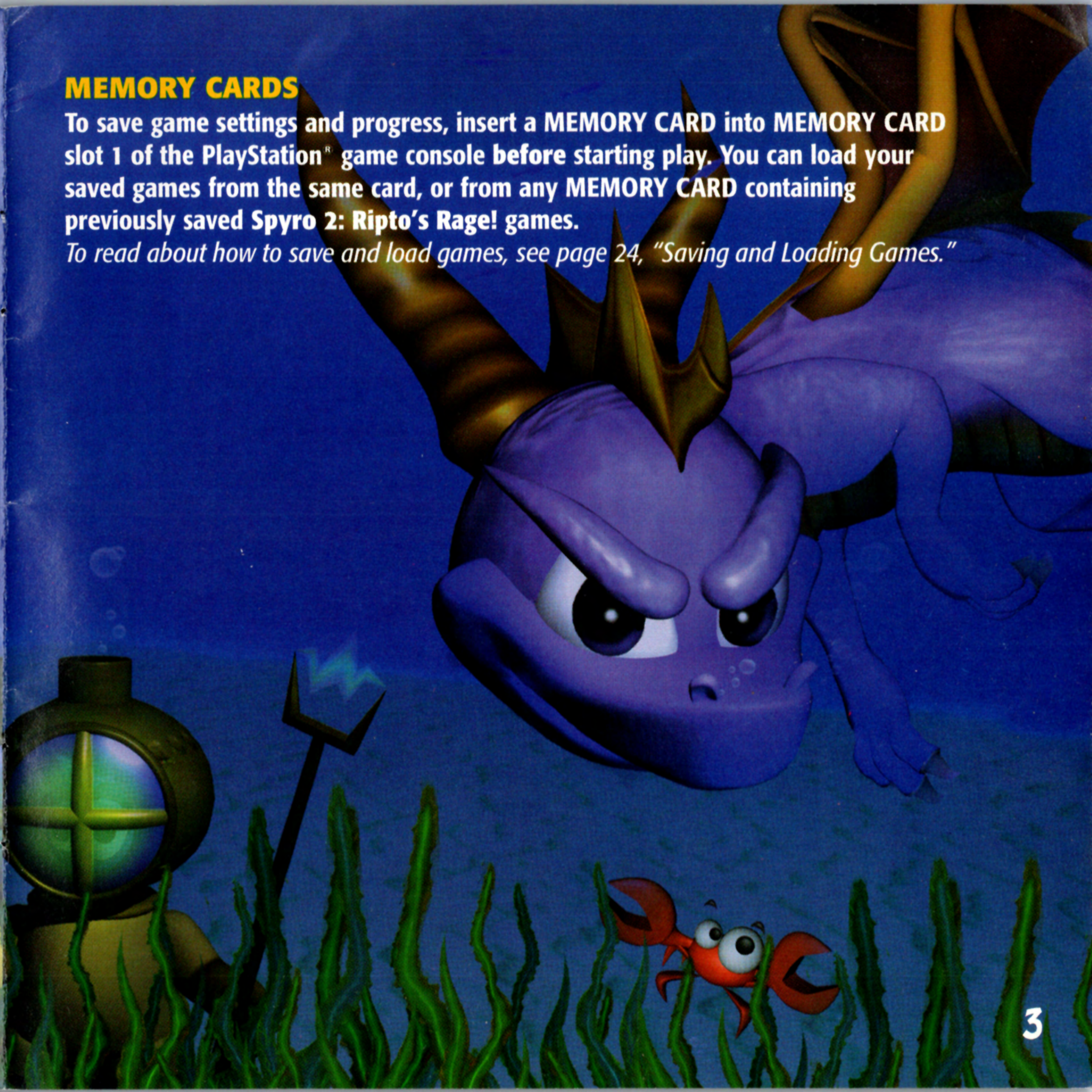
Set up your PlayStation® game console according to the instructions in the Instruction Manual. Make sure the power is OFF before inserting or removing a compact disc.

Insert the **Spyro 2: Ripto's Rage!**™ disc and close the Disc Cover. Insert a game controller and turn ON the PlayStation game console. Follow on-screen instructions to start a game.

MEMORY CARDS

To save game settings and progress, insert a MEMORY CARD into MEMORY CARD slot 1 of the PlayStation® game console before starting play. You can load your saved games from the same card, or from any MEMORY CARD containing previously saved Spyro 2: Ripto's Rage! games.

To read about how to save and load games, see page 24, "Saving and Loading Games."



CONTROLS

*Note: The **Left Stick** of the DUALSHOCK™ analog controller is functional only in ANALOG mode, when the ANALOG mode switch LED is ON (lit). Press the ANALOG mode switch to toggle the LED ON/OFF.*

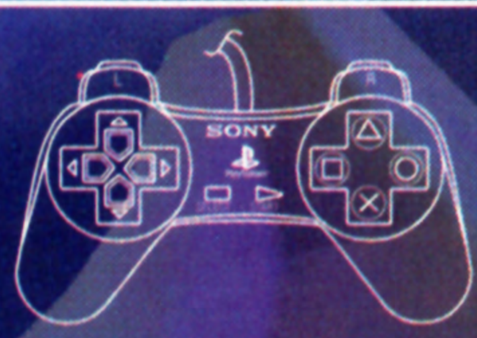
MENU CONTROLS

START button	**Start /Pause/Return to gameplay**
Directional button or Left Stick	**Highlight selection**
Directional button LEFT/RIGHT	**Turn Guidebook pages**
⊗ button	**Confirm selection**
△ button	**Cancel selection/return to previous screen**

GAMEPLAY CONTROLS

Directional button or Left Stick	**Move Spyro**
⊗ button	**Jump**
⊗ button *(tap twice)*	**Glide**
⊗ button *(tap twice)* + **△ button**	**Glide, hover and land**
○ button	**Flame/Spit objects**
□ button	**Charge**
△ button	**Talk** *(when prompted)*/ **Free-look mode**
L1 button/R1 button	**Pan camera LEFT/RIGHT**
△ button + Directional button or Left Stick	**Free-look mode**
L1 + R1 or L2 + R2 buttons	**Quick-center camera behind Spyro**
L1 + L2 + R1 + R2	**Point Sparx to nearest treasure**
START button	**Pause**
SELECT button	**Show status**





You may have a controller that looks like this, if so, please follow the digital instructions outlined in this section. This is a digital controller and is compatible only in digital mode.

SPECIAL MOVES

You must purchase these Special Moves from Moneybags before you can use them.

Swim Underwater

✕ button — Paddle underwater

□ button — Dive/Charge underwater

Climb

✕ button + Directional button — Jump on ladder and climb UP or DOWN

Headbash

✕ button + △ button — Headbash

CONTROLLING THE CAMERA

Spyro and I have fixed up some camera features so you can have as much fun as possible while playing the game. Most of the time it follows Spyro and me around, without you having to think about it. But sometimes you may want to take a look all around while Spyro is standing still. That's the time to use the **L1** and **R1 buttons**. Pressing either button moves the camera to one side or the other. Keep holding down the button to look all the way around. That way you can see everything!

Another way of looking is to zoom in by pressing the △ **button**, and then press the **Directional button** or **Left Stick** to look around. This makes Spyro's head turn and is a great way to aim before spitting a Supershot *(○ button)* at an enemy. Just aim the target in the center of the screen at an enemy and fire.

PASSIVE/ACTIVE CAMERA

You can choose one of two camera settings from the Pause menu. Try out both settings to see which one you like. When you're standing still, press the **L1** or **R1 button** to pan with either setting.

- The **PASSIVE CAMERA** moves more slowly, so you can check things out. It still follows Spyro, but you can run around while the camera remains at one angle. The **PASSIVE CAMERA** gives you the most freedom when panning with the **L1** or **R1 buttons.**
- The **ACTIVE CAMERA** moves right behind Spyro. It moves fast, so pay attention. This is a great setting for the high-speed player.

VIBRATION FUNCTION

If you are using a DUALSHOCK™ analog controller, you can use the Vibration function. Use the Options menu to turn the function **ON** or **OFF**.

THE BATTLE FOR AVALAR



Spyro the Dragon and Sparx the Dragonfly are looking forward to a relaxing vacation at Dragon Shores. They're going to rest up from their victory over Gnasty Gnorc in their first adventure. But fate is about to give their travel plans a big ugly tweak.

In the worlds of Avalar, a dinosaur-riding trouble-maker named Ripto is making life miserable with his magical spells. Statues are coming to life and attacking their makers. Monsters are messing up electrical systems. Eskimos are being turned into ice cubes and fish are running out of water!

The folks in Avalar have to come up with a plan, quick! They decide that a dragon is what they need to defeat Ripto and his gang. One of the defenders, the Professor, has created magical orbs that will snatch a dragon out of another world and shoot it through a portal to Avalar. Just as Spyro and Sparx leave for their trip, the Professor revs up the orbs.

In the blink of a gnorc's eye, it's "Good-bye, Dragon Shores," and "Hello, Avalar!" as Spyro and Sparx tumble through a portal and into an alien universe. If they ever want to take their beach vacation, Spyro and Sparx have to help get rid of this raging Ripto. It's enough to make a dragon spit fire!

Spyro never passes up a challenge or the chance to toast a few enemies – and there are plenty of both here. The vast worlds of Avalar contain beautiful mountains, bubbling lava flows and gem-filled lakes. The local folks seem pretty nice too . . . weird – but nice. But some of the scariest creatures ever seen live here and that's by dragon standards! Will Spyro ever get back to his world? It's a snap if you're a dragon.

So fire up the breath burners and rev up your headbash. Ripto is about to see what happens when a dragon leads the attack.

SPYRO AND SPARX

SPYRO THE DRAGON

Spyro is the mischievous hero of this tale. He may be the smallest hero in the Dragon Family, but even the Elder Dragons admit he's got gumption! Just ask Gnasty Gnorc – he won't mess with Spyro again! Spyro's always rarin' to go, especially when he can headbash some sheep or flame some frogs. He's so full of energy, he keeps me on the move! Spyro is extremely curious and hardly ever cautious, which sometimes gets him into trouble! That's why I stick around, to make sure nothing too serious happens to him!



SPARX THE DRAGONFLY

That's me! My job is to keep Spyro out of trouble. When Spyro takes a hit, I feel it, and I change color. I go from yellow *(full health)* to blue *(medium health)* to green *(I'm losing it)*. One more hit and I'm a former dragonfly, and Spyro is on his own. You can help by making sure Spryo goes after plenty of fodder. That way I'll have all the butterflies I can eat – yum! – and keep my health up too!



THREE STEPS TO SAVING THE WORLD

We have lots of work to do – so let's get started! First, we'll search the realms to collect gems and help people out. We'll also collect orbs and talismans to help us travel between realms and worlds. When we clear a realm, a portal back to the Home World appears. We don't have to find every gem or complete every task for the portal to appear. We can come back later to replay any realm. Anything we accomplish on a return trip is added to our total score for that realm.

To totally complete a realm:

1. Complete the talisman task. Talk to the first creature you meet when you enter a realm. Look for someone standing next to a banner and listen for hints about what is needed from you.
2. Complete all the orb tasks. Talk to any friendly folks who invite you to accept challenges. Some may ask you to perform multiple tasks.
3. Collect all the gems.

You must win all the talismans and many of the orbs to beat Ripto.
Complete all of the worlds of Avalar to win the game.
Collect 100% of everything in the game and you will be generously rewarded.



To unlock the secret playable demo of CTR (Crash Team Racing)™ press and hold L1 and R2 , then press □ button simultaneously while in the intro Menu screen for the game.



THE GOOD FOLKS OF AVALAR

Five Avalar beings show up throughout Spyro's travels to give directions, teach new moves, help solve puzzles and guard his progress. It's very important to listen to a character every chance you get. When you see someone, walk up to them and listen by pressing the △ **button**. Some characters will ask for help or give you clues to beating Ripto.

ELORA

Listen to Elora for tips on moving through the game or finding important things. She will also take you to important portals. If you get lost, try to find Elora. She can help you get un-lost.



HUNTER THE CHEETAH

If you want to learn how to perform tricky moves, Hunter the Cheetah is your cat. He challenges you to learn athletic tricks that you'll need throughout the game. Hunter will also show you how the controls work. He loves contests, so be sure to say YES when he wants to compete.



PROFESSOR

Sharpen your wits by listening to the Professor. He may challenge you to some brain teasers. He will also give you valuable information to solve some of Avalar's confusing riddles.

MONEYBAGS

Moneybags will always help, for a price. You have to pay him with your collected gems. He will open passages, rent equipment or show you how to perform moves. His high-priced services are definitely worth the investment.

ZOE

Zoe is a fairy who zaps Spyro with her wand every time he comes near her. Each zap saves Spyro's progress. When you progress to a certain point, you will see her hovering around. Go up to her for a quick zap. If you are defeated, you return to the game at the last point where Zoe zapped Spyro last. Zoe also gives you quick gameplay hints on how to operate controls or defeat enemies.



STARTING A GAME

When you see the Title screen, press the **START button.** To begin a new game, move the highlight to NEW GAME *(using the **Directional button** or **Left Stick**)* and press the ⊗ **button.** As Spyro, you will be transported to Avalar, where your adventure begins.



WORLDS AND REALMS

Avalar has three Home Worlds: Summer Forest, Autumn Plains and Winter Tundra. Within each Home World are many realms. You must travel to each realm, help the inhabitants fight off Ripto's forces and win a talisman. You must also win orbs by accepting challenges.



You begin the adventure in the realm of Glimmer. Help the Gemcutters there, win your first talisman and a portal to the Home World of Summer Forest will appear.

Ripto has taken over the castle in Summer Forest. You must kick him out of the castle before entering Autumn Plains.

TALISMANS AND ORBS

TALISMANS

Most all the realms in Summer Forest and Autumn Plains contain a talisman that you must win. *(The only exceptions are the Speedway realms, which do not contain a talisman.)* Talismans are important because winning them is your only way of entering Ripto's hideouts. To gain talismans, help the beings in each realm. If you are successful, they will reward you with a talisman. When you win a talisman, it becomes part of the Guidebook and gives Spyro magical powers. Gain enough talisman power, and you unlock the doors to Ripto's hideouts.



ORBS

All of the realms in Avalar contain orbs. Orbs can open portals and doors. Never pass up the chance to win an orb! You win orbs, most of the time, by completing challenges from the inhabitants of Avalar. The challenge may be a game such as a puzzle or athletic event. It might also be a task you do to help someone.



- Find out about challenges by talking to characters during your travels.
- When a character challenges you, say YES or NO by selecting it in the dialogue box that appears and pressing the ⊗ **button**. If you don't want to accept a challenge, you can select NO and come back later.

You need orbs because:

- Sometimes they activate closed portals or doors. If this is the case, Elora or the Professor will tell you.
- They are Spyro's only way of ever getting to Dragon Shores.

P.S. – There are four secret orbs in the game.

NAVIGATING BETWEEN HOME WORLDS

The main area to each world is called the Home World. This is where you enter the world, and where you'll leave it after collecting the talisman. When you are in one Home World, you can warp to another Home World *(if you have the talismans that open it)* using one of the Warp platforms.
P.S. If you're lost, look for Elora. She usually knows the right way to go.



SPYRO'S SPECIAL MOVES

Spyro begins his adventure with the Flame and Charge attacks. Sometimes enemies are not even bothered by one kind of attack. When that happens, try a different one.

FLAME

- **Press the ○ button to breathe a sizzling spurt of flame.**
- **Aim with the Directional button or Left Stick.**
- **Anything in the way is instantly Bar-B-Q'ed!**
- **Flame to open some chests.**

CHARGE

- **Press the □ button to ram on the run.**
- **Aim with the Directional button or Left Stick.**
- **When you charge into something, it shatters!**



SUPERSHOT/SPIT

- This move is great at long range.
- You have to have something to spit. Look around on the ground for an interesting item and move Spyro close to it. If it's "spittable," Spyro will grab it in his mouth.
- Aim at the enemy you want to spit at and press the ○ **button**.
- For super accurate aiming, press the △ **button** and then press the **Directional button** or **Left Stick** to move the aiming target onto the enemy you want to hit.

SWIM UNDERWATER

- You have to pay Moneybags before you can swim underwater.
- Press the □ **button** to dive underwater.
- Press the ✕ **button** to paddle and steer with the **Directional button** or Left Stick.
- Hold down the □ **button** to charge underwater.

CLIMB

- You have to pay Moneybags before you can climb.
- Walk up to a ladder and press the ✕ **button** to jump on the ladder.
- Press the **Directional button** or **Left Stick** to move UP or DOWN the ladder.
- Press the **Directional button** and the ✕ **button** to jump from ladder to ladder.

HEADBASH

- You have to pay Moneybags before you can use the headbash.
- Press the ✕ **button** to jump in the air, then press the △ **button** to deliver a ground-shattering headbutt.



TALKING TO THE FOLKS OF AVALAR



While exploring Avalar, you'll run across special beings. If you think one of them may have something to say, walk *(or swim)* up to that character and that being may begin talking. You can also press the △ **button** to make a character begin talking. Sometimes characters may only want to tell you something. Other times, they have a question. When they ask a question, you'll be able to answer Yes or No. Press the **Directional button UP/DOWN** to select a response and press the ✕ **button**. Press the △ **button** again when you want a character to continue talking, you want him or her to repeat something, or you want to clear the dialogue screen.

DEFEATING ENEMIES



Each world has a certain number of enemies. When you defeat an enemy, its spirit particle is released and one point is added to the spirit particle counter. To see how many enemies are left in any realm, look at the Pause screen *(press the* **START button***)*. On the Guidebook side of the Pause screen, you'll see a spirit particle icon with the number of enemies already defeated and the total number of enemies for that realm.

SPIRIT PARTICLES AND POWER-UPS



Spirit particles activate power-ups. Every time you defeat an enemy and it releases a spirit particle, you are closer to activating a power-up. Power-ups give you special skills. Some can make you fly and others make your flame more powerful. Power-ups look like two towers with a number between them. The number tells you how many spirit particles you need to activate the power-up. Defeat enough enemies, and the power-up is activated. When that happens, the number vanishes and you'll see the actual power-up. To use it, jump between the towers.

The Power-Ups



Power-ups work for a short time. When some power-ups are in force, a countdown bar appears at the right of the screen. When the power-up is close to running down, a signal tone goes off, counting down the last seconds. After a power-up runs out, you can return to the towers and power-up again.

Superfly - Spyro can fly. Steer with the **Directional button** or **Left Stick**. A neat feature in the Superfly power-up is when you press the ⊗ **button**, Spyro flaps his wings and gains a little altitude.

Supercharge - Speeds up Spyro's charge to knock out tough enemies or obstacles. Press and hold the ▣ **button**.

Bigbounce - Walk into it to send Spyro bouncing sky high.

Powerflame - Turns the power up *(way up)* on Spyro's flame attack. It's so hot it even works underwater!

Invincible - Nothing can hurt Spyro.

Superfreeze - Press the ◉ **button** to change Spyro's flame attack into a freeze attack. Ice cubes anyone?

SPYRO'S HEALTH



You begin the game with four hit points and five lives. *(You can see how many lives you have by pressing the **SELECT button.**)* You can be attacked four times before you lose a life. Each time you're attacked, you lose one hit point. I take care of Spyro's hit points, so every time you're attacked, I change color. If I lose all my hit points, you're on your own!

Did you notice all the sheep, frogs, mice, bugs, snakes and lizards that inhabit Avalar? Those are fodder! Charge or flame the fodder and they'll release a butterfly for me to gobble and gain back some health. If I'm lucky enough to gulp down a Full Life butterfly, I gain back all my health and you gain an extra life.

P.S. – Look for a butterfly in a bottle.

SPARX'S COLORS

No Hits	Yellow	Full Health
After 1 hit	Blue	Getting Shaky
After 2 hits	Green	Going . . .Going . . .
After 3 hits	Gone!	

GEMS



Gems are lying around everywhere. You'll want to collect as many as you can. Sometimes they are hidden in bottles, baskets or vases. Charge into or flame those containers to obtain the gems. *(You'll see the number of gems released flashing on the screen.)* Use gems to pay Moneybags for access to locked areas, equipment rentals and advice.

- To see how many gems you have, press the **SELECT button**. Your gem count displays at the top of the screen.
- To see how many gems there are in the realm, open the Pause screen *(press the **START button**)* and look on the Guidebook side of the screen. Near the Gem icon, you'll see the number of gems collected and the total number of gems in that realm.
- If you can't find those last few gems, I can help. Press the **L1**, **L2**, **R1** and **R2** buttons at the same time and I'll point you to the nearest gem.

SKILL POINTS

Sometimes a special challenge comes along. If you master this task, you'll hear a special sound effect meaning you've just gained a Skill Point. Collect enough Skill Points and you'll get a surprise!

THE STATUS DISPLAY

Anytime during your travels, you can press the **SELECT button** to display your current status.



The Status display shows:

- **Current Gem Total** - How many gems you have to spend.
- **Lives Remaining** - Number of lives you have left.
- **Spirit Particles Collected** *(enemies defeated)* - The count for the current realm.
- **Special Tasks or Items** - Sometimes, you must collect certain items or defeat special enemies. A number and an icon of the item or enemy appear at the bottom of the screen showing the total needed and the total accomplished.

THE MAP

The Map can be turned ON or OFF from the Options menu.



The map shows:

- **Spyro's Position** - This is the shiny beam of light on the map that moves when you do. The beam shows what is in front of you.
- **Talisman and Orb Positions** - Dots on the map show the location of the talisman *(portal)* and places where challenges can be accepted to win orbs.
- **Red dot** - Find the talisman and portal to the Home World here. The red dot appears when Spyro learns of the talisman task by talking to someone standing by a banner.

- **Green dot - Find the location of challenges for winning orbs here. This dot will appear when someone talks to you about the challenge.**

Remember: You must help the beings in the realm before you can win the talisman and open the portal.

As long as there is an orb or talisman to win, the icons will flash as a reminder. They stop flashing when you win the item.

THE PAUSE SCREEN



Press the START button to stop the game and open the Pause screen. Press the Directional button or Left Stick UP/DOWN to select an option and press the ⊗ button to open its screen. You can instantly return to the game from anywhere by pressing the START button.

From the Pause screen you can:

- **Continue the game.**
- **Save the game.**
- **Open the Guidebook of Avalar.**
- **Open the Options menu.**
- **Make sound adjustments.**
- **Check the number of lives you have remaining.**
- **See how many gems, talismans and orbs you need to collect for the realm you are in.**
- **Exit the level or quit the game.**

THE PAUSE SCREEN *(continued)*

GUIDEBOOK

Keep track of how you're doing. *Please see below.*

SAVE GAME

Select this to save the game. When you reload the saved game, you will begin in the last Home World played in the game. *For more, see page 24, "Saving and Loading Games."*

OPTIONS

Adjust game settings. *Please see page 23.*

SOUND

Voice - Set ON/OFF.
Sound/Music - Adjust the volume.
Speakers - Choose STEREO or MONO to match your setup.

EXIT LEVEL

Leave the current realm and return to the Home World.

QUIT GAME

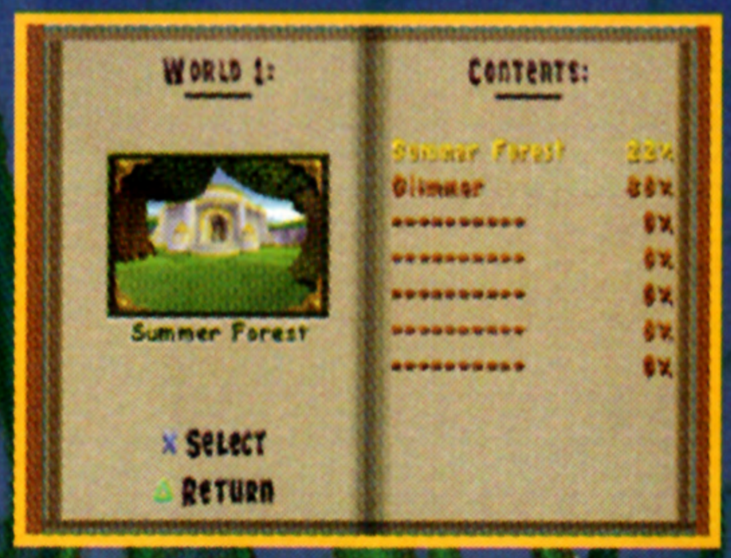
End the current game and return to the Title screen.

GIVE UP

Stop a speedway round and return to the beginning.

GUIDEBOOK

Keeping track of every orb, talisman, gem and enemy in Avalar is a big job. The Guidebook keeps a record of everything you collect and all the tasks in each realm. Press the START button to pause the game and see the



Guidebook. The current realm page is displayed.

- At the top is the overall total of gems in the game, lives remaining and the total number of orbs collected.
- The current realm appears at the bottom. This shows the number of gems, enemies defeated and orbs already collected in that realm. It also shows the maximum number of each item in that realm.

To see the whole Guidebook and every realm or world visited:

1. Highlight **Guidebook** and press the ⊗ **button**.
2. Press the **Directional button** or **Left Stick LEFT/RIGHT** to turn the pages.
3. On a Home World page, you can view each realm and what percentage of that realm you have completed.
4. Press the **Directional button** or **Left Stick** UP/DOWN to select any realm and press the ⊗ **button** to see the page for that realm.

OPTIONS

Press the **START button** to pause the game, then select OPTIONS and press the ⊗ **button**. You'll see an Options menu for adjusting game settings:

Map - Display the map of the current realm on the lower left of the game screen.

Camera - Select PASSIVE for the camera to pan more slowly. Select ACTIVE if you want the camera to stay behind you and pan more quickly.

Horizontal - Press the **Directional button** or **Left Stick LEFT/RIGHT** to center the image between the two sides of the screen.

Vertical - Press the **Directional button** or **Left Stick** UP/DOWN to center the image between the top and bottom of the screen.

PROGRESSING TO THE NEXT WORLD

When you've collected all the talismans needed to move to the next Home World, you have a final task. You must defeat one of Ripto's monsters! This is the toughest battle in each Home World. During these battles, yellow balls at the bottom of the screen represent the enemy's hit points. Each time your attack is successful, one of the balls vanish. When all the balls disappear, the enemy is defeated and the next Home World opens up.



COMPLETING THE GAME

When all of the worlds have been cleared and you have defeated Ripto, you have completed the game. For a perfect game and a very special reward, you must complete 100% of every world in Avalar.

SAVING AND LOADING GAMES

SAVING A GAME

If you have a MEMORY CARD inserted in your PlayStation game console, you can save a game.

1. Press the **START button** to pause the game.
2. Select SAVE GAME and press the ⊗ **button.**

Games are also automatically saved whenever you:

- Exit a realm through a portal.
- Select EXIT LEVEL or QUIT GAME from the Pause screen.

LOADING A GAME

If you have a saved game on a MEMORY CARD, you can load it and continue play.

1. Insert the MEMORY CARD in the PlayStation game console and turn the power ON.
2. On the Title screen, press the **START button.**
3. Press the **Directional button** or **Left Stick RIGHT** to highlight Load Game and press the ⊗ **button.**
4. Press the **Directional button** or **Left Stick LEFT/RIGHT** to highlight the game you want to load and press the ⊗ **button.**



TIPS FOR TOUGH ENEMIES

Dragons are great warriors by nature. Anybody who can set fire to something with their breath is someone you want on your side!

Your main attack mechanisms are flame *(◉ button)* and charge *(▣ button)*.

One of these attacks will defeat most enemies, but some need tougher treatment.

- If your standard dragon tactics don't work, look for something else. Chances are there is help close by in the form of a power-up or something lying around that can supercharge your attack.
- Sometimes the folks of Avalar have great ideas, so be sure to talk with everyone. One of your friends could also show up to give you helpful information.
- Be sure to experiment with move combinations to make the flame and charge attacks more versatile.
- For really tough enemies, your only option is a power-up weapon such as Powerflame. Defeat weaker enemies to release their spirit particles and activate power-ups, then go after the heavies.

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