

GAME BOY ADVANCE

AGB-AOWE-USA

SPYRO

X Attack of the Rhynocs

INSTRUCTION BOOKLET



<http://www.replacementdocs.com>

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT 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 black outs triggered by light flashes, 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

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms 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 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 MULTI-PLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK® CABLE.

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Getting Started

Insert the *Spyro™ Attack of the Rhynocs* Game Pak into the Game Boy® Advance and turn on the system. Press START on the title screen to begin the game. The Main Menu will give you five choices: New Game, Continue Game, Options, Credits, and Byrd Rescue.



Continue Game
New Game
Options
Credits
Byrd Rescue

Select New Game to begin playing *Spyro™ Attack of the Rhynocs*. If you have a previously saved game, choose Continue Game. Select Options to toggle Music, Sound FX, and Voice FX either ON or OFF.

Controls



Menu Controls

- Start Game/Pause - START
- Highlight Menu Selection - +Control Pad
- Confirm Selection - A Button
- Return to Previous Selection - B Button

Character Controls



Spyro the Dragon

- Move • +Control Pad
- Breath Ability • B Button
- Jump • A Button
- Glide • A Button (twice)
- Glide and Hover • A Button (three times)
- Running Charge • R Button and +Control Pad
- Look Around • L Button and +Control Pad
- Switch Breath Type • SELECT
- Pause Game/Menu • START
- Journal • L Button and START
- Display Mini Map • L and R Buttons
- Phoenix Vision (Quest Item) • L and A Buttons



Agent 9: The Space Monkey

- Move • +Control Pad Left or Right
- Jump • A Button
- Double Jump • A Button (twice)
- Suction Gun • B Button
- Crouch • +Control Pad Down
- Grapple Hand • R and +Control Pad to Aim
- Look Around • L and +Control Pad



Sergeant Byrd

- Move • +Control Pad
- Flap • A Button
- Fire • B Button
- Drop Bombs • L or R Button

The Story

In a terrible mishap, Spyro, Sparx and the Professor have inadvertently torn a rather large hole in the fabric of time and space between the Rhynoc and Dragon Realms. Now, at the command of the elusive Ripto, droves of Rhynocs are pouring into the Dragon Realms in yet another attempt to make everyone miserable. Spyro must help the Professor seal the hole quickly before Ripto and his ego seize complete control of the Dragon Realms.

Spyro HUD

Number of Gems currently held in Spyro's Inventory

Spyro's Current Breath Type



Spyro's Health

Number of Mini Game Objects Found!

Agent 9 HUD

Number of Gems currently held in Agt. 9's Inventory



Agent 9 has rescued this many agents!

Sgt. Byrd HUD

Number of Gems currently held in Sgt. Byrd's Inventory



Sgt. Byrd's Health

Number of Bombs Sgt. Byrd has left

Number of Soldiers Sgt. Byrd has Saved!

The Journal

To aid Spyro in his quest for Hearts of the Lands, the Journal will log all items and quests given to him or Sparx. Press the L Button and START to open the Journal.

- View Quests and the items required to complete them.
- Check Spyro's progress in each land.
- View and retrieve details on items collected.
- Display Special Items like Hearts, Special Abilities, Keys, and Bonus Items.
- Use +Control Pad to move highlight to Journal tabs or items and press the A Button to select. Press the +Control Pad Right and Left to turn the pages of the Journal. Press the B Button to close the Journal and return to the game.



Your Journal has been updated when you see me!

Saving and Loading Game Data

Saving

You can save up to three individual games of *Spyro™ Attack of the Rhynocs* on the Game Pak. When beginning a new game, use the +Control Pad to select an unused save slot and press the A Button to confirm the selection. If there are no unused save slots, select a slot that contains an active game and delete it to continue. Be sure you really want to delete the game. Once it has been deleted, it will be gone forever. Press START to access the Pause Menu and choose Save Game to save your progress; your progress throughout the game is not automatically saved.



Loading

If there is at least one saved game, the "Continue Game" option will appear on the Main Menu. Use the +Control Pad to select "Continue Game" from the "Continue Game" screen; use +Control Pad to select the saved game and press the A Button to load that game.

Pause Menu

You can pause the game at any time by pressing START. This will bring up the Pause Menu.

- **Continue** – Resume playing the game.
- **Save Game** – Save your game and all the progress you have made.
- **Options** – Adjust music and sound effects.
- **Quick Escape** – (item required) Instantly warp to a central location in Dragon Shores.

*Quick Escape
in Action!*



- **Exit Level** – Exit back to Spyro. (Only available while playing as Agent 9 or Sgt. Byrd)
- **Quit Game** – Exit game back to the Main Menu.

Spyro's Moves



Breath Attack

Spyro's most effective attack is his flame breath. Throughout his adventures Spyro will come across magical items that will change and increase the power of his breath attack.

Press SELECT to change Spyro's breath attack. An image representing the type of breath attack chosen will appear in the lower left corner of the screen.

To power up his breath attack for a more powerful blast, press and hold the B Button until Spyro starts to glow. (Ability item required.) **Hint:** Try using the Super Breath Mint near shallow water!



Charge

Those yellow pointy things on top of Spyro's head are there for a good reason. Young dragons need to defend themselves, and those yellow horns do a pretty good job. Press the R Button to send Spyro charging through the level.

Control Spyro as he charges into enemies, vases, and other objects. **Hint:** Some objects can only be broken or damaged by using Spyro's charge ability.



Glide

Young dragons don't have fully grown wings, so they can't fly very far. Press the A Button at the top of Spyro's jump to glide in the direction he's facing.

Hint: Try gliding from very high places to get more distance!



Hover

Occasionally, a glide may bring Spyro a bit short of his target. To give him a little extra boost, press the A Button again at the end of a glide to make Spyro hover and land immediately.

Spyro's Health

Sparx the dragonfly is Spyro's guardian. He will give Spyro the ability to absorb more hits from enemies. Sparx also acts as Spyro's health meter. Spyro can be hit four times before he passes out. Dragonflies love to eat butterflies; try finding some to replenish Sparx's and Spyro's health.



Sparx Color	<i>Yellow</i>	Full Power	Bring it on
	<i>Blue</i>	After 1 hit	Ain't slowin' me down
	<i>Green</i>	After 2 Hits	Ouch...
	<i>Hey, where's Sparx?</i>	After 3 Hits	Purple Dragon needs fodder badly!



Fodder

Use sheep to attract butterflies, a staple in the diet of a dragonfly. Roast or charge the sheep to scare up some butterflies. If Spyro leaves the current level and returns, the local fodder will return.

The Map

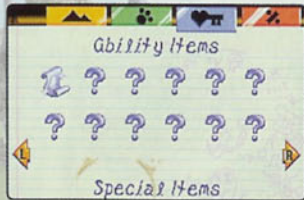
Spyro's world is a big place, so sometimes you might need a little guidance. Check your map by pressing and holding both the L and R Buttons at the same time. Release the

buttons to return to the game. The map displays Spyro's current location with a red X. Places where Spyro has been will be uncovered; and places Spyro has yet to explore are covered in black.



Ability Items

Some of the unique items Spyro finds on his journeys will give him and Sparx upgraded and special abilities. Check the Journal to learn more about the items you've collected and how they work.



Sergeant Byrd Multiplayer

Battle against or play cooperatively with a friend! To begin a multiplayer game, you'll need the following:

- 2 Game Boy® Advance systems
- 2 *Spyro™ Attack of the Rhynocs* Game Paks
- 1 Game Boy® Advance Game Link® Cable


Make sure that the POWER is off on both Game Boy® Advance systems, then insert the Game Paks into both systems. Connect the Game Boy® Advance Game Link® Cable to the connection socket on each system. Turn the systems back on.

You can access the Byrd Rescue multiplayer game mode from the Main Menu by selecting "Byrd Rescue." You will have two modes of game play available:

- **Head-to-Head** – Battle against a friend. Open and close doors, drop bombs, and annoy the other player. The person who rescues the most penguin soldiers wins. (Hint: Try to pick up more than one soldier at a time.)
- **Cooperative** – Work together to save all the penguin soldiers before time runs out!

Byrd Rescue
Select Game

Head To Head
Cooperative
Single Player



Characters

Spyro

Our friendly purple pal really packs some potent breath. When Spyro's not chasing Ripto through the Dragon Realms, he's roasting, toasting, freezing, frying, jolting, bolting, bubbling, and troubling all sorts of other creatures that get in his way.



Sparx

This little dragonfly has more important things to do than sunbathe on a lily pad all day...he's flying copilot with the big purple dragon himself.



Moneybags

Sheesh! Won't this bear ever get a real job? Moneybags spends his days charging the denizens of the Dragon Realms for passage to all manner of special areas, and he socks away every penny he makes. While Moneybags can be pushy, he always opens up new avenues for Spyro to explore... for a small fee, of course.



The Professor

This guy's so old he's beyond the senior discount. Now the Professor tends to his secret lab, researching future projects to help Spyro in his adventures.



Ripto

This diminutive dinosaur should be a fossil on display in a museum by now. Instead, Ripto and his evil horde of henchmen are wreaking havoc on Spyro and the Dragon Realms.

Rhynocs

Rhynocs, the minions of Ripto, carry out evil deeds to trick Spyro and cause mayhem in the Dragon Realms.





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Mild Cartoon Violence

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