GAME BOY ADVANCE

SPYRO™
ORANGE
THE CORTEX CONSPIRACY

VIVENDI
UNIVERSAL
games

Guest Starring Crash

INSTRUCTION BOOKLET

⚠ 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.

THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

THIS GAME PAK INCLUDES A MULTIPLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK CABLE.

GBA LINK CABLE

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EVERYONE

CONTENT RATED BY **ESRB**

EVERYONE
Cartoon Violence

LICENSED BY

Nintendo®

Spyro Orange: The Cortex Conspiracy

Table of Contents

Welcome! I'm Spyro!
This is my newest adventure!

What's worse than one short, evil, maniacal villain trying to spoil your day? I can tell you that: the answer is two! My oldest and most unrelenting enemy, Ripto, has joined another evildoer, Neo Cortex. These two infamous villains are set on destroying me and my friend Crash Bandicoot and taking over the universe. They are even trying to disguise their minions as Orange Bandicoots, as if I could be fooled so easily.

Cortex and Ripto plan to share their resources and expand their territories by using portals to flood the two worlds with their evil minions. Help me find my friend Crash so we can stop them before they take over the universe once and for all.

Let's Get Started

To get going on Spyro's 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

Spyro Orange automatically saves your 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 Spyro is in the Story Mode world, but also which mini-games are unlocked in Party Mode.

Modes of Play

Spyro Orange: The Cortex Conspiracy has three modes of gameplay: Story, Party and Trading. All three of these modes have distinct gameplay and make Spyro 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

L Button

R Button

+Control Pad

A Button

START

B Button

SELECT

Controls

L Button or R Button
L Button or R Button
+Control Pad
B Button
A Button
A Button while jumping up
A Button repeatedly
B Button (next to NPC)

Move

Scroll through cards
Open screen to input codes
Move
Fire Breath
Jump
Double jump
Hover
Talk to NPC

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Many of the portals you use in the game will take you to mini-games that feature different controls for Spyro. At the start of each new type of mini-game, you will receive instructions on the controls for that activity.

Gems and Trading Cards

You can collect gems within side-scrolling levels by playing mini-games. Use Gems to unlock mini-games in Story Mode in order to purchase items and unlock games from Moneybags.

Find trading cards hidden in the Story Mode levels, earn them by winning mini-games, buy them in shops, or get them by trading.

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 Spyro take one for the team is a good thing! Although Spyro 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. Gems 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 Spyro alive and healthy!

Portals and Barriers

As you guide Spyro through Story Mode, you will come across different kinds of portals and barriers, some of which must be unlocked in order to move through the rest of the game.

Mini-Game Portals: Unlock these in order to play a new mini-game. Once completed, these Portals will display a mini-game completion icon.

Bonus Game Warp Portal: These mini-challenges usually won't help you unlock barriers to new worlds, but you can still have fun in them while stocking up on Gems or snagging a trading card.

World Warp: Travel to another world after Spyro wins all five mini-games in the area.

Multiplayer Madness!

With Spyro Orange, you are able to link Game Boy® Advance game systems together for multiplayer fun. There are two 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 Spyro 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 Spyro Orange 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.12) in single-player mode.

In order to play Bridge Fight, you will need two copies of Spyro Orange, 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.

Sending Data

1P Ready
2P Not Connected
3P Not Connected
4P Not Connected

Ⓑ Back

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 when 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 to guide you. Throughout the game setup screens, only the initiating player can select from available game options. Other players can only choose a character and, if necessary, the card they wish to play for (see "How About a Game of Cards?"). At any point the initiating player may press the B Button to go back to the previous menu.

NOTE: For Bridge Fight-type games, there are single-player and multiplayer versions. 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 winning mini-games, completing special goals, and spending hard-earned Gems, Spyro Orange players can earn collectible in-game trading cards. There are at least 100 collectible trading cards in *Spyro Orange: The Cortex Conspiracy* and at least 100 in *Crash Purple: Ripto's Rampage*. All the Spyro cards are available in the Spyro game, but only a certain number of Crash cards can be found in Spyro Orange. To get all possible cards, you must trade with a player who owns *Crash Purple: Ripto's Rampage*.

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 these cards, you will not be able to play as these characters in the multiplayer games.

Again, if you lose one of these cards via trading, you will 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 Spyro 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 Spyro Orange or Crash Purple. When starting a game of Ballistix or Ship Shuffle, all players should choose Competitive Trading. Players can then decide the rarity level of 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 Crash 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...

Spyro: This fiery purple dragon's strong points are curiosity and determination. He helps out Crash to rid the world of Ripto and Cortex once again.
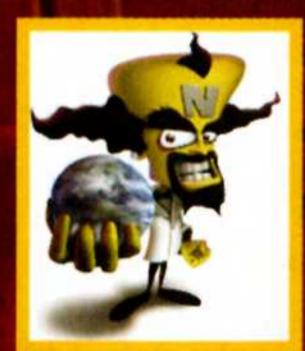
Crash Bandicoot: This wild and crazy guy must search high and low for ways to defeat Cortex and Ripto. But this time, he is not alone on his quest.

...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 Spyro! But this time, he has a little more help.

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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