

SPYRO 2: GATEWAY TO GLIMMER - OVERVIEW AND KEY FEATURES

When we last saw young Spyro, he'd just defeated the tyrannical Gnasty Gnorc and rescued all of the dragons from his grasp. This new adventure takes Spyro further afield, away from the relative safety of the Dragon Lands and into uncharted territory. Out in the wilderness he encounters many different factions in conflict with each other. Entreated to aid the underdog, Spyro's journey progresses thanks to all the new friends he makes along the way. But Spyro isn't strong enough just yet to face all of the adversaries and challenges ahead of him - he must learn some new skills before he goes too far from home.

Spyro 2: Gateway to Glimmer features bigger levels, even more worlds to explore and a much more complex and involving storyline. One of the most popular characters ever on PlayStation, Spyro's return promises surprises galore for all of his fans old and new.

Key Features:

- The popular pint-size purple dragon is back in a whole new adventure where missions just may be impossible!
- Maintains a number of key successes from the first - strong fundamental gameplay, broadly appealing characters, entertaining lip-synched animation and a friendly learning curve.
- Spyro's sporting all new moves, like swimming, climbing, glide-hover, supercharge, superflame/invincibility, superfly, springboard, ground stomp, bomb generator, carrying/spitting and much more! Spyro will also have more opportunities to interact with his environment, such as breaking through walls or moving objects.
- Challenging new gameplay has a deeper and more complex dynamic that will keep you enthralled as you explore over 29 completely new worlds. Each new world has its own theming and personality.
- A sophisticated macro design - Larger variety of gameplay with Primary, Secondary and Bonus tasks. Solve puzzles, rescue helpless inhabitants, discover hidden areas and more.

- A Game of Completion and Total Involvement (a game for all levels of gamers) - Each level has several unique, discrete tasks, each of which has a clear reward (Talismans). These tasks are divided between *Primary* and *Secondary*. The *Primary Task* in a level is the most involved, through not necessarily the most difficult, and is the key to 'completing' that level. The *Secondary Tasks* give a collectible reward (Runes) which is not directly tied to completion of the level but is essential to the full completion of the game.
- Stronger presentation in areas such as storyline and music. As you complete each level and recover the Talismans, you will discover more of the background story for each of the lands and learns more about Ripto and Gulp and how they are upsetting the balance between good and evil. The music will retain its unique and excellent style but will have a tighter integration with the levels. (Music will once again be scored by Stewart Copeland)
- All New Characters! All New Worlds. All New Moves! If you're looking for just another sequel then you're not ready for Spyro 2!

Visit Insomniac's Website: www.insomniacgames.com

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www.playstation-europe.com/spyro2

Developer: Insomniac Games / Universal Interactive Studios
Genre: 3D Free Roaming Platform/Adventure
No. of Players: 1 **Peripherals:** Dual Shock Analog Controller, Memory Card