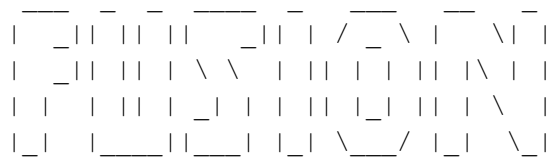
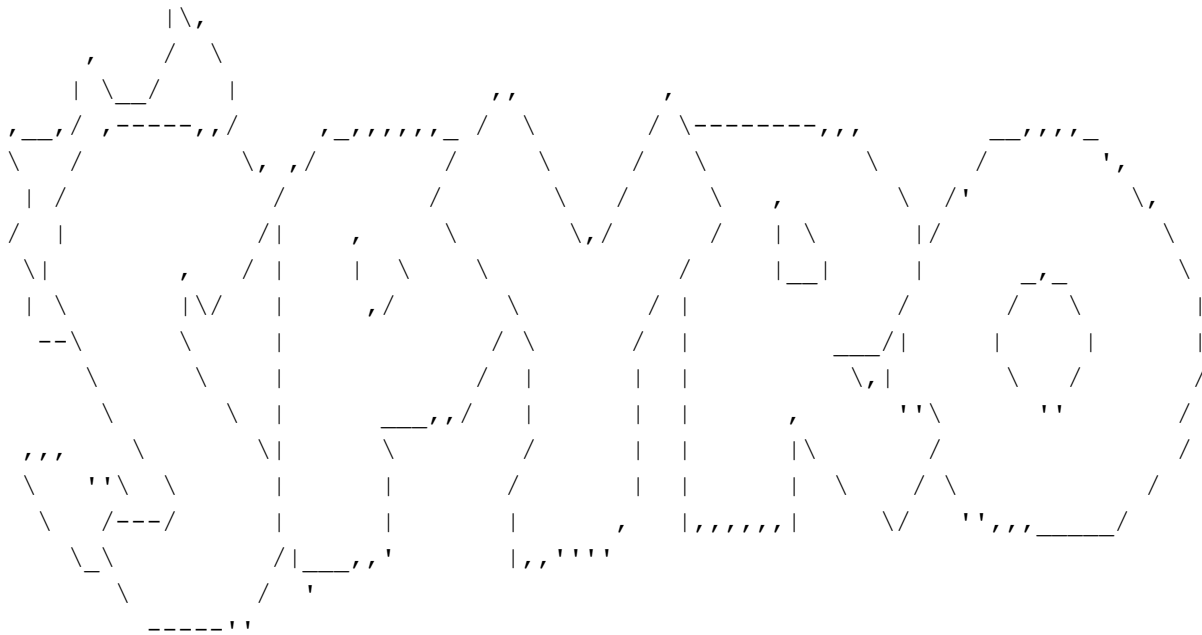


Spyro Orange: The Cortex Conspiracy FAQ/Walkthrough

by dark52

Updated to v2.1 on Jun 6, 2017

| This guide has a 68.75% GameFAQs approval rating. |
o-----o o-----o
| 11 Yes / 5 No | (04/06/2017)
o-----o



Author : dark52
E-Mail : dark52 (at) darkspyro (dot) net
Version : 2.1
Type : Walkthrough/FAQ
Game : Spyro: Fusion / Spyro Orange: The Cortex Conspiracy (GBA)
Website : <http://www.darkspyro.net>

----- [Contents] -----

- [01] - Version History
- [02] - Introduction
- [03] - Gameplay Basics
- [04] - Story Mode Walkthrough
- [05] - Party Mode
- [06] - Trading Cards Mode
- [07] - Trading Card Locations

- [08] - Cheats and Codes
- [09] - Contact Information
- [10] - Thanks
- [11] - Copyright

-----[01 - Version History]-----

v2.1 - 29/12/04

A new strategy for Sheep Shakedown has been added.

v2.0 - 11/8/04

Finally the last few cards of the game have been found. Thanks to REXY on GameFAQs. I have added the methods of finding the cards to the card locations guide as well as integrating them into the actual walkthrough. There really isn't much else to do to this guide now, so this may be the last update, aside from changes of email address or small typos that need fixing, or alternate strategies for the mini-games, but this is the last main update for the guide. To summarise, there are 120 cards that you can collect on this Spyro game without the need to trade with any other cartridge. This will give you 113% completion of the game.

v1.4 - 30/7/04

Well not much added this time, a little about the ! Sheep card being given when you link up two Spyro: Fusion games as well as a bit about character selection in Party Mode.

v1.3 - 27/7/04

Finally got round to trying out the multiplayer part of the game and have so added a Party Mode section for it.

v1.2 - 16/7/04

Added the four remaining passwords as well as sorting out the card locations guide so it's easier to read.

v1.1 - 15/7/04

Added some GameShark codes for the Spyro Fusion version of this game. Nothing else done though.

v1.0 - 20/6/04

Compiled all the writing on my website's walkthrough that I have just finished, all into this walkthrough for GameFAQs. There are a couple of card locations still missing from the guide though. The one I am most concerned about is the Stone Riptoc card as the others seem to be in just a place where I cannot yet reach as I have not got enough cards yet.

-----[02 - Introduction]-----

Welcome to my full walkthrough to the game Spyro: Fusion on the GBA. This is Spyro's fourth outing on the GBA, but while his previous adventures were made by Digital Eclipse, who made a nice set of three 3D isometric games, with Adventure being the latest and best of the three, this game is made by Vicarious Visions who make the GBA versions of Crash Bandicoot.

This means that instead of roaming in a 3D type environment, Spyro has been throw into the current Crash Bandicoot engine and style of play, side-scrolling. This game is also not really about collecting gems and exploring, but very short easy to complete mini-games that seem to have been knocked up in

about half an hour. That aside, this game can at times seem okay.

This walkthrough will attempt to walk you through the main worlds, whilst only hinting at what to do in the mini-games as they are all the 'fun'. Read on and enjoy.

-----[03 - Gameplay Basics]-----

Spyro: Fusion and Crash Bandicoot: Fusion are two brand new games on the GBA. They are both separate games, whilst having the same overall storyline and almost identical gameplay.

The game that I will be focusing on will be the Spyro incarnation of the two. While the Crash Bandicoot game is not needed to fulfill the story mode in Spyro Fusion, it is needed if you are wanting to collect all of the cards in the game.

The basics of gameplay in Spyro: Fusion require you to wander a main 'world' in order to collect as many gems as you can to help you in opening up all of the mini-games which all require a set amount of gems to open up for the first time.

The Story

At the beginning as you enter the story mode, you will see a short dialogue between Ripto and Neo Cortex as they discuss how to take control of their worlds. The following is exactly what is said:

RIPTO: So it's agreed, then. We'll work together to rid ourselves of Spyro and Crash

CORTEX: Yes! Your army of Riptocs will be even more formidable now that I have genetically modified them.

RIPTO: True! They have strength! They know no fear! And they are cleverly disguised!

CORTEX: Activate your Portals and we shall soon conquer this measly planet!

PROFESSOR: Spyro, I'm glad you're here!

HUNTER: Something strange is happening in Dragon Castles.

PROFESSOR: Strange indeed! Mysterious Portals have been appearing across the land. Even worse, crazed orange beasts have been causing trouble.

SPYRO: It sounds like Ripto is up to no good again.

PROFESSOR: I'll see what I can find out about these Portals. Meantime, Spyro, try to get rid of those monsters.

SPARX: Let's go!

You are then thrown out into Dragon Castles ready to start your 'adventure'.

The Controls

Here are your controls for use in the homeworlds (controls per mini-game are given at the start of each one)

A - Jump, when able to press again to double jump, then when able to tap repeatedly to flap your wings to get a better distance.

B - Flame
L - Nothing
R - Nothing
A then L or R - Perform headbash
START - Access start menu
SELECT - See current dragonfly health level and gem count
D-Pad - Move around

Gameplay Basics

Here are a few things that you should know before playing this game:

- 1) The game is a side-scrolling game and as such it is much harder to avoid enemies
- 2) You have no ability to charge at all
- 3) There are five mini-games in each world each with a symbol on the top, once you have completed all five at least once, the end of world portal will open allowing you to access the boss
- 4) Red gems are unlimited and reappear after every time you either die or re-enter the level, however all other varieties of gems that you may come across are limited and will only appear once

-----[04 - Story Mode Walkthrough]-----

Part 1 - Dragon Castles

This part of the walkthrough will guide you through the level for the first time. You will need to return here later on though, so when you do that, refer to the as yet not written guide that will appear at the bottom of this page. From the start of the level continue on until you meet up with Sparx who will then join you. He will also tell you about his flashing ability, which is all but useless for the most part. Anyway, just past him is Bianca. Talk to her. She'll yabber on about hard to reach platforms, but you really don't need to pay attention, just come back later on in the game when you can jump higher.

Grab the big ol' Green Gem that is just sitting there and talk to Hunter. He'll inform you of how to open Portals. Simply have the required amount of gems on you and you can open it up. Directly to the right of Hunter is the first Portal, it's a Square Symbol one called Castle Cruisin'. I recommend you repeat this level for a total of three completions straight away so as not to waste time in the future.

Castle Cruisin' - 10 Gems

Attempt 1

A simple driving level which requires you to shoot things that are in your way and to jump over gaps. This level is really quite easy and should pose no threats for at least the first time through. You are told the controls for the mini-game at the start so pay attention there.

Prize: 10 Gems

Trading Card: Bunny

Attempt 2

Second time through you will notice that there has been an increase in Riptocs as well as the addition of the occasional mine on the floor. Either jump over a mine or shoot is just like the Riptocs. There are also more spikes to watch out for too. As well as that, there are also brand new Riptocs that can fly. Watch out for these between jumps.

Prize: 20 Gems

Attempt 3

The third and final trip through the mini-game and it throws everything it has at you. The flying Riptocs can no longer be jumped over as they attempt to get in your way and all the mines and spikes and other Riptocs have increased in numbers.

Prize: 30 Gems

Trading Card: Dragonfly

When you first complete a level, the corresponding symbol on the end of level portal will light up. The second time you complete it the portal will go red, then on the third it will go white. Each time you complete a mini-game the level of difficulty will go up to a maximum of three.

After completion of the mini-game for the third time, move along the level jumping over several gaps and avoiding both floor spikes and rocks being thrown by a Riptoc. You will then meet that nice fellow Moneybags. Here again to rip you off. Instead of actually buying anything off Moneybags himself, he has a small shop set up in a tent nearby. Go into the tent. Refer below for the contents:

--==
Shop
--==

Trading Cards available and prices:

- Yellow Gem - 10 Gems
- Green Gem - 10 Gems
- Purple Gem - 10 Gems
- Blue Gem - 10 Gems

After buying what you want here, move on the the right again. Grab the butterfly from the Bunny if you need to and then maneuver past several floor spikes to reach the Triangle Portal; 'Fall In, Roll Out'. Again refer to the section below for this mini-game. And again complete this portal three times to get both trading cards.

Fall In, Roll Out - 10 Gems

Attempt 1

Read the instructions for how to do this mini-game. Each obstacle is removed after just one hit and you have unlimited ammo so it is generally safer to keep shooting all the way through. There are several big barriers which require shooting and are very easy to get past. Also watch out as if you are stuck behind a wall and the camera goes on past you, you automatically lose the level and have to start all over again.

Reward: 10 Gems

Trading Card: Frog

Attempt 2

For the second time through, all of the obstacles will only be destroyed with two hits, rather than the previous one. This means you will need more of a reaction time and to be able to maneuver around the walls and mines that will get in your way. It's best to stay in the middle of the screen for the most part, giving yourself plenty of time to see any mines or barriers as well as giving you enough time to move the tank so you don't crash into a wall. The obstacles you have to avoid are also now a green colour. Some of the mines have also taken up a habit of moving from side to side as well, so watch out for that.

They have also added a few things that move from side to side as well as shooting which obviously can hurt you. There are also several fixed turrets which swing their cannon from side to side which doesn't actually make their shots do anything but go straight forwards, but again these are destroyed after two hits.

Reward: 20 Gems

Attempt 3

Again the damage required to destroy has gone up by one. They have also changed colour again. Use the same tactics as you have done previously and get to the end of the level without being hit more than three times.

Reward: 30 Gems

Trading Card: Basket

Once the three times completion has been done, move on again in the main world. Just up past a floor spike is a very easy and simple almost non-existent mini-game. However, I will again make a section for it:

Gate Crank

This 'game' is very simple. You are given 20 seconds to tap A as quickly as possible in order to crank open a gate. You will only ever need to do this mini-game once.

Reward: 20 Gems

Once complete, move on to the edge of the screen and out into the second half of Dragon Shores. Sparx will 'helpfully' remind you that you can go back if you want to. Anyway, talk to Hunter who is standing just in front of you. He will tell you how to Headbash enemies and to look out for rock throwing Riptocs. Directly after Hunter is a moving platform that goes up and down. Jump over it and flame the Riptoc there, then jump over the small gap to get the the Cross Portal:

Rumble on the Ramparts - 10 Gems

Attempt 1

A very simple game that will require almost no skill whatsoever. Simply stay in one spot blasting one particular part of the opponents walkway. When he tries to fix it just keep throwing bombs until he falls to his doom.

Reward: 10 Gems

Trading Card: Hamster

Attempt 2

I can't really see a difference in difficulty. Maybe he moves a bit faster, but just use the same tactics as before.

Reward: 20 Gems

Attempt 3

Again, no real difficulty raising so just use the same tactics as before to beat him.

Reward: 30 Gems

Trading Card: Black Sheep

Once completed, jump down the gap in front of you and flame the Riptoc wandering about in a Crash Bandicoot mask. Continue right along the level and you'll see what is the end of level portal which you should soon be opening. For now it's closed and needs the Circle and Star mini-games to be completed. Continue on again past some wall spikes and a rock throwing Riptoc to a second moving platform. Here, jump up to the ledge above it and enter the Star Portal.

Altitude Adjustment - 10 Gems

Attempt 1

Very similar to the Fall In, Roll Out mini-game, except you're not in a tank and you're going upwards rather than to the right, but essentially it is exactly the same. Use the same tactics as you used then. The only obstacles here are the occasional mine, barriers and balloon Riptocs who don't move. Seeing as it's the first level of difficulty all things will die in one shot. Be careful of the walls again as some parts can be awful to get past.

Reward: 10 Gems

Trading Card: Bird

Attempt 2

Things now require two shots to die here. There are several more things to get in your way including moving mines and Copter Riptocs who are large and the rotors spin wildly.

Reward: 20 Gems

Attempt 3

Again three hits to kill this time. The amount of things has gone up again but use the same tactics as in all previous versions and you should do fine.

Reward: 30 Gems

Trading Card: Crystallized Dragon 1

Straight away after beating the mini-game for the third time, jump down off the platform to the right, and grab the large purple gem there which is worth the same as five red gems. Next continue along the level to the right. When jumping over the water gap, watch out for the Moat Monster. And as you land Blink the Mole will suddenly popup out of the ground. Speak to him and he'll talk about an even crazier orange monster that he's spotted in the jungle. Continue on over the next water gap and into Moneybags Shop again. This time it's a game though.

Spin the Wheel - 10 Gems

How to win

Simply select an intensity value for pulling the lever by pressing A, and the wheel will spin and stop 'randomly' on a colour. Depending on what colour that is you will win the corresponding prize on the left. There is a possibility to get the same card twice in this game and you won't be compensated for it

either. You'll just have one version of the card and you'll lose the ten gems you paid to play.

Available cards:

TNT Crate (Blue Crash Bandicoot)

Wood Crate (Blue Crash Bandicoot)

Bouncy Crate (Blue Crash Bandicoot)

Nitro Crate (Blue Crash Bandicoot)

After winning as many cards and gems as you want leave the shop and move on with the game. Jump over the Moat Monster and then onto the moving platform to go up. At the top jump to the right and enter the last mini-game portal of this world, the Circle Portal:

Castle Chaos - 10 Gems

Attempt 1

A very simple game which involves you stopping the ball from falling off the bottom of the screen whilst also attempting to make it hit the moving Riptocs above. The way to do so is just to focus on stopping it from falling off the board and almost to ignore the Riptocs. To beat this mini-game you will need to clear the screen of Riptocs three times. The first time they will be just plain green Riptocs that are killed the moment you hit them and nothing else happens. The second screen has several green Riptocs and one blue one which when killed will drop an extra ball for you to use, as long as you keep at least one of the balls on the screen you can still continue.

On the final screen there are several more blue Riptocs, but just keep the same tactics as before.

Reward: 10 Gems

Trading Card: Butterfly

Attempt 2

Exactly the same second time round, except that the ball will now travel at a slightly quicker pace and so will the Riptocs above you.

Reward: 20 Gems

Attempt 3

Again identical to the previous two difficulty levels except that everything moves slightly faster again.

Reward: 30 Gems

Trading Card: Vase

Now that all the mini-game portals have been completed, the end of level boss awaits. Jump back onto the moving platform and then jump across to the left and onto a platform there with a set of floor spikes. Move along the platforms up here, grabbing the green gems as you go, then jump across onto the platform with the Cross Portal on. Jump over the moving platform, wander past the rock throwing Riptoc, jump over some gaps, mind some floor spikes and flame a Riptoc and you should reach the end of level Portal, now open for business. Press B and enter the boss level.

Crash Bandicoot

The end of Dragon Shores boss is none other than Crash Bandicoot himself. Use the exact same tactics for the other mini-game that was exactly the same as this, Rumble on the Ramparts. Crash is very easy to beat and should be gone quite quickly. If you fail to get him to fall off after a few of his fixes,

then just bomb two next to each other and then as he fixes one and stands on the other, bomb it.

Reward: 20 Gems

Trading Card: Bianca

With that battle out of the way, it's time to move on to the Arctic Cliffs section to start up there.

Part 2 - Arctic Cliffs

Welcome to the Arctic Cliffs. A nice a cold place where you can now double jump and so get to higher places, as well as being able to jump over enemies more efficiently. Sparx will tell you all about this directly after you defeat Crash Bandicoot.

Talk to the Professor who is standing not far in front of you and he'll talk about Neo Cortex and Ripto as well as a solution to the Portals. Move along past him and talk to Coco, she'll once again give you useless advice and so just carry on past her, watching out for the falling ice shards. Just past those shards is a Gem under a small white strip of ice. Headbash this to get it, then talk to Blinky who will tell you the exact same thing. Move along and jump down the gap, then wander along to the Circle Portal, Snow Steps.

Snow Steps - 20 Gems

Attempt 1

A strange min-game this. You are riding a kind of walking magnet which can flip to be walking on the roof. Collect ammo to fire at the Lab Assistants that will wander this level. It is best to only flip when you have no other option, but you should also know that you can flip whilst in mid-air if you are fast enough.

Any Ammo is usually placed just before you will need to use it so as soon as you see a piece of Ammo get ready to shoot it at something. It is also better to stay in the centre of the screen as some of the Lab Assistants can appear from behind you as well as in-front.

Reward: 10 Gems

Trading Card: Disguised Riptoc

Attempt 2

The second time through the speed has slightly increased and the amount of Lab Assistants has gone up a lot. They will now fly crazily and will seemingly block you from flipping some of the time, however there is almost always a slight gap in order for you to get through, so take it. The portal at the end of this difficulty level is on the roof.

Reward: 20 Gems

Attempt 3

Again the speed of your 'magnet walking thing' has increased and so have the numbers of lab assistants and those electric fence thingies.

Reward: 30 Gems

Trading Card: Zoe

After completion of this mini-game, move along and jump over the gaps onto the platforms on the right. There are several gaps so be careful when landing. Continue along here until you reach good ol' Moneybags Shop.

====

Shop

====

Trading Cards available and prices:

Dragon Egg - 20 Gems

Crystallized Dragon 3 - 20 Gems

Crystallized Dragon 2 - 20 Gems

Talisman - 20 Gems

There are several others too, but they are blacked out as you will have won them in the mini-games you completed. Once you've bought or looked at all the cards you want, move along again. Just to the right of the shop is a Lab Assistant. Flame him, then move along and you'll see a moving platform. It is safest just to jump onto it and wait for it to travel across. Repeat this for the second moving platform, then jump onto the upwards moving one and jump off it to the right. Here is the Triangle Portal; Arctic Attack.

Arctic Attack - 20 Gems

Attempt 1

An almost identical mini-game to one in the Dragon Castles world. Use the same tactics here noting that one shot kills you target.

Reward: 10 Gems

Trading Card: Flying Riptoc

Attempt 2

Two shots kill.

Reward: 20 Gems

Attempt 3

Three shots kill.

Reward: 30 Gems

Trading Card: Sparx

Once that's all done with, jump up onto the platform to the right of the portal and grab the green gem that's just sitting there. A yellow gem is also nearby, just a fall off the end of the platform away in fact, as well as another closeby too. At the bottom of this place you will find a special Portal which allows you to gain gems if you manage to reach the end portal in time. This will not require completion three times nor even once, but you can use it to both unlock it in the Party Mode and to gain yourself several gems.

Portal Rush - 30 Gems

Each time you go in here, it will cost you 30 gems. The objective of this level is to get to the end in the time given, which is 30 seconds. There are a few enemies in the level, each which need flaming almost before you actually see them, as they are just about in the exact place where you will land.

Reward: 60 Gems

Once done with getting gems, move back up to where the Triangle Portal is and jump over to the left. Follow it along until you reach a Green Gem under a smashable flooring. Stand right at the edge of it, almost entirely on the solid ground, and headbutt the ground. This should smash the ice. Next jump down to grab the gem but also double jump back up once you grab it so as not to fall to

your doom. Repeat this a bit further on too with a second green gem. If you miss the jump back up on these, just attempt to land on the nearby land underneath and travel all the way back to the Triangle Portal to the right.

Next carry on to the left and use the upwards moving platform to reach the Cross Portal, Blizzard Balls, which you will once again need to beat three times.

Blizzard Balls - 20 Gems

Attempt 1

Identical in all but numbers of Riptocs, this is the same mini-game as you played in Dragon Castles. Just use whatever tactics you used there and repeat here to wipe the board of Riptocs. However there are a couple of new things to note. One is the Lab Assistants that have been added. These react exactly the same as the green Riptocs. There is another Riptoc that is coloured orange in this game as well. This type can deflect the ball if it hits them on the shield from below, so to take them out you have to get the ball to hit them from behind.

Reward: 10 Gems

Trading Card: Jungle Riptoc

Attempt 2

Just a slightly speeded up version of the first go.

Reward: 20 Gems

Attempt 3

Again slightly speeded up once again.

Reward: 30 Gems

Trading Card: Sheila

After beating that mini-game, move along to the right and jump over the gap to talk to Sgt. Byrd who once again like every other person you have met in the game, will give you a useless bit of advice, this time about jumping. Next move along to the right flaming the Lab Assistant as you go. Rather than timing your walk through the swinging axes, just jump over where the blade would swing and it won't ever hit you. Walk a slight bit further to the right and up to a giant ice wall.

Fire and Ice

Just repeatedly tap A in order to melt the wall in the 20 seconds given. No skill again, just plain tapping of the A button.

Reward: 20 Gems

After completing this 'challenge', move along past where the wall was, and into the second half of the world.

Jump down the gap and over the swinging axe. Go over the smashable ice and grab the Yellow Gem there. Then headbutt the ice and fall down past the bouncy branch thing. Flame the Riptoc and jump off to the right and use the bouncy branches to get up to a platform above you. The Square Portal is right here.

Tread Lightly - 20 Gems

Attempt 1

Again, an almost identical version of the mini-game you played in Dragon Castles. There is nothing new here and there is almost zero chance of you being caught behind a wall. Very easy play through this time.

Reward: 10 Gems

Trading Card: Balloon Riptoc

Attempt 2

Nothing to note of in the second go through, just a slight increase in mines and the need to hit them twice.

Reward: 20 Gems

Attempt 3

The only addition this time is that of several moving things which fire occasionally. These can generally be avoided, but remember that it's three hits to kill this time through.

Reward: 30 Gems

Trading Card: Riptoc

Yet again, it's time to move on. This time jump down to the right, then to the left and fall until you reach a platform holding a Yellow Gem. Next jump down again onto some spiny branches and then jump to the left and talk to Crash Bandicoot. Nothing new is said here. Anyway, move along to the left and jump up the slopes and grab the purple gem. Carry on up, and jump over the top and down the left hand side of the world. Jumping onto each platform with a red gem on, all the way down to Moneybags.

Vase Shuffle - 25 Gems

How to win:

Watch closely as the vases are lowered over what you want (either the gems or the card) and attempt to see where it ends up as they switch around. Then simply press on the vase you think its under and you'll find out whether or not you won anything. The prizes available are as shown below. And remember, you can win the same card more than once, yet you will get nothing for it as it will only register in your card collection as one card.

Available cards:

Iron Box (Blue Crash Bandicoot)

Aku Aku Crate (Blue Crash Bandicoot)

Spring Crate (Blue Crash Bandicoot)

Mystery Crate (Blue Crash Bandicoot)

Once your appetite for cards and gems has been quenched, move along again, this time to the right. Jump over the gaps and straight onto a platform with the fifth and final main mini-game Portal of the level, the Star Portal, Ice Chopper.

Ice Chopper - 30 Gems

Attempt 1

Why this is a main mini-game I don't know. Simply tap A until the slider gets into the red area, then press B to fire. Repeat until said Riptoc is frozen and falls to the floor.

Reward: 10 Gems

Trading Card: Elora

Attempt 2

The Riptoc moves slightly faster here, and it's slightly more difficult to get into the red area, but this is no real challenge at all.

Reward: 20 Gems

Attempt 3

Again the Riptoc moves slightly faster, and it's slightly more difficult to get into the red area. Still no challenge whatsoever.

Reward: 30 Gems

Trading Card: Sorceress

Now that all mini-game portals have been completed in this world, the end of level boss awaits you. Jump to the right and then up onto the moving platform, then across to the left and grab the big gem there. Then move back down to the Star Portal and continue along to the right. Use the moving platform here to get up higher, then use the springy branches to get to where Crash Bandicoot is standing. Move along to the left and up the slopes again. From the top, go right and then in the middle of a large gap above your head, jump up and attempt to land on a springy branch there. Use it to jump up to the left and then use another to jump up to the right away from a swinging axe. Then use the next branch to get up to some more higher platforms.

Move to the right and past the Riptoc to get a purple gem, then head back again and this time head left. After the first large jump upwards, turn around and jump onto the high platforms there. Take out the Lab Assistants and jump up again to get a Purple Gem and what should give you a trading card called 'Level Portal' if you have all the large gems in the level.

Next, head back to where the large jumps up were and continue up them until you reach the boss Portal.

Crush and Gulp

This one's a fight between Spyro and Ripto's henchmen Crush and Gulp. The way to beat them is to wait first for Gulp to finish bombing four times, each will make a dent in the floor. Then, as Crush comes charging in, headbutt him so that he stops directly on one of the already bombed spots. Then hopefully Gulp will hit him. Repeat this twice and Crush will then hold his shield above his head whilst charging around non-stop. You can now flame him to make him stop on one of the bombing sites. He won't sit around for as long though, so if Gulp doesn't seem likely to attack, get out of his way. When Gulp does throw a bomb, it will bounce back at him. This happens three times in total until the boss fight is won.

Reward: 40 Gems

Trading Card: Crush and Gulp

Once beaten, you will get a short story scene about the Professor and Coco being kidnapped. Nothing important though. You will also be given the ability to extend your jumps by flapping several times. This is the final upgrade to Spyro, so you can now reach any area in the game that you have unlocked. You will also now be in Fire Mountains.

Part 3 - Fire Mountains

And again we reach a brand new level with the exact same objectives as the last two: beat all the mini-games at least once in order to open up the end of level Portal to move on to the next place. The one good thing about reaching the Fire Mountains is that you have no more restrictions due to the new found ability to flap your wings to get to higher further away places.

Anyway, on with the game. Talk to Crunch who is just in front of you and he'll mutter something about lava pits which is advice you'd think you wouldn't need to know. Ok, well as soon as you come across a quite high up platform with a green gem on, jump up onto it, grab the green gem, then follow the platforms up to a purple gem. Then go inside the Circle Portal; Fire Fight.

Fire Fight - 30 Gems

Attempt 1

Again, another rehash of one of the previous mini-games. This time with a lava background! There really isn't much in this go through that should phase you, it's all pretty standard stuff, shoot a few mines, balloon riptocs, flying riptocs, some barriers and you're all but done.

Reward: 10 Gems

Trading Card: Flame

Attempt 2

Make sure to note that it takes two hits to kill this time. A few things will also try to fire at you.

Reward: 20 Gems

Attempt 3

Three hits to kill anything. You should also watch out for the last thing at the end, it shoots very rapidly.

Reward: 30 Gems

Trading Card: Hunter Bow

Yup, time to move on again. Move back down to the ground and continue along to the right. Watch out for the lava fountains though as they will flame up at you. Jump down the big hole right after them and then flame the Flamethrower Assistant. Move along further right until you reach old Moneybags and his Shop.

====
Shop
====

Trading Cards available and prices:

Fire Riptoc - 30 Gems

Frozen Riptoc - 30 Gems

Gnorc - 30 Gems

Ice Riptoc - 30 Gems

Ember - 30 Gems

Once they're all bought, turn around and jump up to a yellow staircase type platform which has the Triangle Portal on; Ring of Fire.

Ring of Fire - 30 Gems

Attempt 1

Yet again instead of a new mini-game, they just re-use an old one. Hit the Riptocs above you and get rid of them all to win. Nice and simple really.

Reward: 10 Gems
Trading Card: Horn Dive

Attempt 2
Just as before, but speeded up.
Reward: 20 Gems

Attempt 3
Again, slightly faster then the previous go.
Reward: 30 Gems
Trading Card: Blinky Dig

Ok, jump up onto the platform to the right, then to the left and continue along here collecting gems and avoiding lava fountains. Jump up to the higher platform once you get to the end and then go past the Portal Rush to grab a few more gems. Once you reach the end of the platform though, return back and go into the Portal Rush, however Portal Rush is an entirely optional level so you can just carry on past this if you want.

Portal Rush - 40 Gems

A quick way of making lots of gems this level is. All you have to do is get to the end and you'll make a fortune! You don't need to wait for the moving platforms, just jump and flap your way across. The whole level should be done after a few of these jumps. Simple, easy gems here.
Reward: 80 Gems

Once you're done with that, move along to the right and off the edge of the platform. Carry on to the right and continue back to the platform above the Triangle Portal. Then follow the high platforms to the right grabbing the several large gems on the way. This should eventually bring you to a place with a Flamethrower Assistant, and the Cross Portal; Turn up the Heat.

Turn up the Heat - 30 Gems

Attempt 1
Again a very simple mini-game. This time however there are two Riptocs on the other side. No problem really, stand still and bomb the other side. Eventually this should knock them both off.
Reward: 10 Gems
Trading Card: Charging Rhynoc

Attempt 2
This might be a slightly faster than before, but not really enough to warrant a change in tactics. Just do the same as always.
Reward: 20 Gems

Attempt 3
Again, slightly faster.
Reward: 30 Gems
Trading Card: Sgt. Byrd Rocket

Move along to the right to grab a purple gem, and if you have all the gems in the level it will also give you a Trading Card; Fire Talisman. After that, move back to the edge of the current platform you're on, the left edge, and jump down to the lower platform. Continue along to the right until you reach a large

fire.

Wall of Fire

Again, it's another tap A a lot mini-game. Just tap A a lot.
Reward: 20 Gems

Continue past the smoldering remains of the fire and into the second half of the level. Carry on along to the right until you meet Blinky. Talk to him to here about flapping to hidden areas, great. Then just carry on along past all the obstacles until you get to the Star Portal; Hot Wings.

Hot Wings - 30 Gems

Attempt 1
Haven't we already done a level exactly the same as this in Fire Mountains? Well, no. Not exactly. Last time you were on a small thing which fires, this time it's just you. What's the difference? Nothing. Yet another identical mini-game. Use the exact same tactics as ever before to get through this.
Reward: 10 Gems
Trading Card: Ripto Wand

Attempt 2
Ugh, just remember the two hits to kill.
Reward: 20 Gems

Attempt 3
And again, three hits to kill.
Reward: 30 Gems
Trading Card: Rocket and Club

Continue along right to the righthand side of the world, then after grabbing the green gem, jump down the hole nearby. Grab the two purple gems down there and then enter the Portal for a Gem Rush.

Gem Rush - 40 Gems

A nice simple stroll to gather all the gems here. Just watch out for the Flamethrower Assistants that will flame you and knock you backwards.
Reward: 80 Gems

Once done, head back up to the top, and flame the Assistant there. Right here, jump up and to the left to land on a high up platform with a yellow gem on. Continue over these high up platforms until you get to the end of level Portal which Crash is standing next to. Talk to him and hear some more pointless info this time from Aku Aku. As the Portal is not yet open, jump off the left side of the platform it is on and attempt to land on the high up platform with a green gem on. Continue along these platforms until you reach Moneybags.

Mystery Game - 75 Gems

How to win:
Exactly the same as the Vase Shuffle, except that you don't get to see where

the card or gem is put. Just select which one you think it might be under.

Available cards:

- Aku Aku Box (Blue Crash Bandicoot)
- Time Crate (Blue Crash Bandicoot)
- Nitro Switch (Blue Crash Bandicoot)
- Iron Spring Box (Blue Crash Bandicoot)

Once that's all done with and you've bought and won as much as you want, jump over to the left and land on a high up platform with the Square mini-game Portal; Pull of Lava. But you should also grab the two gems here as if you have already got all the other large gems, the second of the purple gems will award you with a Trading Card; Moneybags.

Pull of Lava - 30 Gems

Attempt 1

Argh! The simplest game ever. Just keep tapping A until you win. No skill, nothing.

Reward: 10 Gems
Trading Card: Charging Riptoc

Attempt 2

Reward: 20 Gems

Attempt 3

Reward: 30 Gems
Trading Card: Agent 9 Laser

Now, that's the whole of Fire Mountains completed forever, well at least until you get enough Trading Cards to open up the rest of the Portals here that is. Oh, and of course you still need to fight the end-of-level boss. Return to the end of level Portal which is just a simple jump or two to the right away, and go in.

Nina Cortex

To beat this relative of Cortex, simply stand by the cages and jump out of the way as she runs at you. She will knock down and set free the Professor and Coco after hitting them three times. Then, flame the furnace until the roof is high enough for you to jump up to where Crash is standing.

Reward: 60 Gems
Trading Card: Professor

Welcome to Wumpa Jungle.

Part 4 - Wumpa Jungle

Wumpa Jungle welcomes you. This world is definitely one of Crash's. Just wander forward a bit and talk to Hunter who for once will actually tell you something you would want to know, just to watch out for the Lab Assistants hiding in the bushes as they will throw grenades out. You should also note that you cannot kill these Assistants in question. Anyway, wander a bit further along to reach

the Circle Portal; Riptocs and Rockets. Sounds a bit like Rhynocs 'n Clocks really.

Riptocs and Rockets - 40 Gems

Attempt 1

And again we see the same exact level as was in Dragon Castles. A driving game which involves you jumping and shooting rockets out at enemies. And this time instead of floor spikes, there are several strange plants that just seem to disappear as you reach them. You only should worry about these when jumping onto another platform. Just shoot all the flying Riptocs as well as the ones that thump the ground with a bat, and you should easily make it to the end Portal.

Reward: 10 Gems
Trading Card: Fire

Attempt 2

Increase in speed as well as numbers. Oh, and they've also introduced some plants which attempt to bite you, so watch out for them too. There aren't any mines here though, so that should be happy for you.

Reward: 20 Gems

Attempt 3

While there weren't any mines in the last difficulty setting, there are here.

Reward: 30 Gems
Trading Card: Spyro Pose 1

Move along to the right, be careful of the hiding Assistant, and go into Moneybags Shop when you see it.

====
Shop
====

Trading Cards available and prices:
Moneybags Shop - 40 Gems
Floor Spikes - 40 Gems
Falling Ice Shards - 40 Gems

Once all is bought. Jump over to the right and continue doing so until you reach the Triangle Portal; Treetop Flight.

=====
Treetop Flight - 40 Gems
=====

Attempt 1

With a name that sounds a little like a level in the original Spyro the Dragon, you'd expect this to be harder. But it isn't. It's just your average fly upwards and shoot things mini-game. Do so. There are however a few tricky bits which require you to be flying ahead of where you would normally fly on the screen as you will need to swing from one side of the level to the other in a very short space of time. There is also a trap set up by the Riptocs which you really need to avoid going into.

Reward: 10 Gems
Trading Card: Ice

Attempt 2

Reward: 20 Gems

Attempt 3

Reward: 30 Gems

Trading Card: Spyro Pose 2

After completion, head left, and jump onto the series of platforms that continue left. Grab all the gems and kill all the Riptocs and plants along the way, it's usually best to headbutt the plants as you flap above them. Carry on until you reach Crash. Talk to him but again nothing worth doing. Head all the way back to where the Triangle Portal was. Then continue along the level to the right until you reach the Cross Portal; Falling to Pieces.

Falling to Pieces - 40 Gems

Attempt 1

This time it is slightly harder than before as they may target the place you stand on, if this happens, just move on over to the left and continue bombing.

Reward: 10 Gems

Trading Card: Wind

Attempt 2

Maybe slightly faster then before, but same tactics apply.

Reward: 20 Gems

Attempt 3

Again the Riptocs are slightly faster.

Reward: 30 Gems

Trading Card: Spyro Pose 3

Before continuing on with the level, head back to where the Triangle Portal is, and jump down the gap to the right of it. Land in the small opening below. Wander along down here until you reach the Portal Rush.

Portal Rush - 50 Gems

A simple Portal Rush again. Just flame and jump over any enemies that are in your way.

Reward: 100 Gems

Next, head right and jump up onto the platform with the green gem on, then up again a couple of times 'till you reach the third green gem that should give you a Trading Card; Jungle Talisman. Head left and flame the Riptoc, then jump down off the ledge. Move along to the right and lift the rocks.

Crank it Up

Tap A.

Reward: 20 Gems

Move on through to the second half of Wumpa Jungle, and jump up high to the right to grab a purple gem, you don't need to land on the platform up there though. Continue along the ground until you can jump up onto platforms headed to the left. Follow them up to find Agent 9. He'll once again talk about something useless. Ignore him and go into the Gem Rush if you want.

Gem Rush - 50 Gems

The only problem you might face is forgetting to grab the gems at the right hand side of the level before jumping down the hole nearby.
Reward: 100 Gems

As soon as you've finished collecting gems, move on to the right again. Continue right until you reach an area where there are two plants, kill them, but also jump up high so that you grab the green gem there. Carry on a bit further to reach the Square Portal; Riptoc Repellant.

Riptoc Repellant - 40 Gems

Attempt 1
Another simple version of the mini-game you've played many times before. Just keep the ball on screen until they all die.
Reward: 10 Gems
Trading Card: Electricity

Attempt 2
A slightly faster version of before. Use same tactics again.
Reward: 20 Gems

Attempt 3
Slightly faster again.
Reward: 30 Gems
Trading Card: Spyro Pose 4

Once again, move to the right and continue doing so right up to the edge of the level. Then use the moving platform to be lifted up, then to the left is the Star Portal; Dragon Assault.

Dragon Assault - 40 Gems

Attempt 1
Yes, again it's the tank game. Shoot to the right and move around a bit. Just the same as any other mini-game like this.
Reward: 10 Gems
Trading Card: Bubble

Attempt 2
Again, as I'm sure you know, it's two hits to kill.
Reward: 20 Gems

Attempt 3
Three hits to kill.
Reward: 30 Gems
Trading Card: Spyro Pose 5

From here, jump to the left a few times and you'll see Moneybags, this time without his shop though. Not really though as it's just another jump away.

Spin the Wheel - 50 Gems

How to win:

In an exact replica of what was in Dragon Castles, you can win several more Crash Bandicoot cards. Simply choose what level of power you want to spin the wheel at and wait to see where it stops.

Available cards:

Crystal (Blue Crash Bandicoot)

Clear Gem (Blue Crash Bandicoot)

Wumpa Fruit (Blue Crash Bandicoot)

Checkpoint Crate (Blue Crash Bandicoot)

Once all is done, continue your jumping to the left. When you get to the end-of-level Portal, go past it a little and grab the Yellow Gem, it should give you a Trading Card if you've gotten all the large gems; Agent 9. Once that's done, enter the boss Portal.

Neo Cortex

Set up in the same way as those other magnet walker levels. This time however you just have to keep avoiding what Cortex is throwing and shooting as well as shooting him. I'm not 100% sure whether you actually have to destroy him in this level though, as he just seemed to give up moving around halfway through the level, but you just need to reach the end of the level to complete.

Reward: 80 Gems

Trading Card: Ripto

And you're in Tech Park.

Part 5 - Tech Park

And finally, we reach the fifth and final level that will need completing. The Professor will tell you to complete each mini-game three times before you can access the Portal to the main part of the level. Luckily you should have done that already, but if you have missed any, just go back through the worlds to the Portal you missed and finish it to a third time.

OK, so just jump into the Portal there and be whisked away to the real Tech Park. From the start, jump to the right and walk to the Circle Portal; Gravity Well. While you no longer need to complete each Portal three times, it will still get you an extra Trading Card if you do, so it's best to do so now before you forget which ones you have and haven't done.

Gravity Well - 50 Gems

Attempt 1

Yep, the simple bomb the other side game again. Use exactly the same tactics as before to beat them again.

Reward: 10 Gems

Trading Card: Castle Riptoc

Attempt 2

Exactly the same.

Reward: 20 Gems

Attempt 3

And exactly the same again.

Reward: 30 Gems

Trading Card: Crush and Gulp Talisman

From there, jump down a bit and walk across to the Cross Portal; Tech Tug.

Tech Tug - 50 Gems

Attempt 1

Ugh, no real point explaining this one. Just press A a lot.

Reward: 10 Gems

Trading Card: Spyro Pose 6

Attempt 2

Reward: 20 Gems

Attempt 3

Reward: 30 Gems

Trading Card: Cortex Talisman

From the right end of the platform you are on, jump high and to the right, landing on another platform. This time with Moneybags on. The most expensive Vase Shuffle game in the game.

Vase Shuffle - 100 Gems

How to win:

Watch as the card and gem are put under vases, then attempt to keep track of the one you want while they shuffle. Then select a vase to see if you're right. If you are win whatever you get. Some of these cards may be ones you already have, so watch out for that. I won't list ones that have already been got here.

Available cards:

- Freeze Crate (Blue Crash Bandicoot)
- ! Box (Blue Crash Bandicoot)
- Steel Crate (Blue Crash Bandicoot)
- Crash Crate (Blue Crash Bandicoot)
- Slot Box (Blue Crash Bandicoot)
- Lava Fountain
- Firefly
- Gnasty Gnorc
- Grendor

Once you've lost or won all you want, move out of the shop. Move to the right and use the moving platform to get down to a lower platform with a Gem Rush on.

Gem Rush - 100 Gems

Yet another easy to do run through of collecting gems. The only problems you might face in this is missing the moving platform that goes up to a couple of gems, and at the end the way to get all the gems on the platforms is to go from side to side rather than attempting to get all the ones in each column first.
Reward: 200 Gems

Move along to the left and grab the big purple gem, then go back to the right a bit and use the moving platform to get to the ledge above you. From where the Shop is, jump up onto the platform to the right. Walk along here and enter the Star Portal; Tech Deflect.

Tech Deflect - 50 Gems

Attempt 1

Exact same game as all the previous deflection games. Keep the ball on the screen until they're all dead. There's nothing new here for you to worry about.

Reward: 10 Gems

Trading Card: Spyro Pose 8

Attempt 2

Slightly speeded up play.

Reward: 20 Gems

Attempt 3

Extremely fast action here.

Reward: 30 Gems

Trading Card: Sheep Talisman

From here, jump down to the right and land on a blue floating platform. It has a couple of yellow gems on which you need to collect. Jump back down to where the Gem Rush Portal was and head back to Moneybags Shop, right at his feet jump up and to the left in order to land on another blue floating platform, then use the upwards moving platform to get higher. Jump up onto the yellow platform to the left and into the Square Portal; Sky Walker, what has got to be the most annoying of all the mini-games.

Sky Walker - 50 Gems

Attempt 1

All the hints are given in the game about when to switch sides so take note of them. There are also several points in the level that you will be able to fly off into space, so watch out for that, make sure that you at least try to keep on the blue platforms, however remember that you can switch even if you're still in the middle of switching, i.e. in mid-air.

Reward: 10 Gems

Trading Card: Spyro Pose 7

Attempt 2

Slightly more difficult.

Reward: 20 Gems

Attempt 3

Again, more difficult.

Reward: 30 Gems

Trading Card: Space Chase Talisman

From the portal, head left and grab the green gem, then jump onto the platform to the left to grab the large purple one. Now jump up and to the left, and you should land right next to the Triangle Portal; Space Shoot. However, if you so wish, move on to the left a bit further and then jump over to the Portal Rush.

Portal Rush - 100 Gems

Very short and easy Portal Rush this time, I really don't see a single problem that might occur in this one. Easy gems.

Reward: 200 Gems

Now, move back to the Triangle Portal.

Space Shoot - 50 Gems

Attempt 1

Nothing exceptional about this mini-game, but you should note that the background does change a couple of times, it means absolutely nothing though and will not affect the gameplay at all.

Reward: 10 Gems

Trading Card: Dragon Elders

Attempt 2

Remember the two hit rule.

Reward: 20 Gems

Attempt 3

Three hits.

Reward: 30 Gems

Trading Card: Nina Talisman

Now that all the mini-games are complete, it's almost time for the final boss battle of the game. However there is one last green gem to collect. Make your way down to the Cross Portal, and head left. Jump over the moving platform and continue along until you reach it. If this is the final large gem for you, then you will get a Trading Card; Tech Talisman.

Now head all the way to the top of the level and go to the right corner. There is the final portal and boss battle of the game.

Space Chase

The final battle with both Ripto and Cortex will begin. Shoot wildly at the two exhaust pipe thingies that fire stuff out, shoot until each one has been destroyed. Another large cannon will emerge from the ship which also requires a shooting. Then once that's destroyed, two arms will come out. These again require a lot of shooting to each part of the arms. Once destroyed, it's all over. (There seems to be a time limit, but I'm not sure what that's about)

Reward: 100 Gems

Trading Card: Bentley

After Ripto and Cortex fly off into the depths of space, you hear and see this:

SPYRO: We did it!

AKU AKU: Hopefully we won't be hearing from those two again.

SPYRO: Thanks for all the help, Crash.

SPARX: We couldn't have done it without you.

AKU AKU: We'll be seeing you around , Spyro.

SPYRO: You can count on it!

The credits will then roll. Hold down A to make them go faster. Once the credits are over, you are spat back out into Dragon Castles to fully complete it.

Part 6 - Dragon Castles 2

Welcome back to Dragon Castles where you can now reach and kill everything. Jump up onto the Stone throwing Riptoc's platform to kill it, and grab the two green gems there. Move along to where Bianca is standing. Then jump to the right and up, and land on a small green platform with a purple gem on. Use the moving platform to get up higher and to the right and left are high up ledges, both with gems on. Grab these gems and continue along the green platforms below until you reach the end.

Then as you get to it, kill the next stone throwing Riptoc and grab the gem above its head. Jump up to another platform above the Shop, and then back down. Then once you see it, jump up to another platform that is above where the exit leads to. Wander up here and you'll meet Blinky who'll mention something about bonus Portals costing gems. Anyway, go to the right and grab the yellow gem, then upwards and grab the two yellows right at the top. This should give you the Trading Card 'Castle Talisman'.

Next go back slightly to where the Portal Rush was.

Portal Rush - 20 Gems

While it is not necessary to do this level at all, you might as well give it a go. It's just a simple run from where you start to the portal. Just watch out for the hundreds of floor and wall spikes.

Reward: 40 Gems

Nothing more in this section of the level so head on along to the second half. From the entrance, head to the right and upwards as far as possible, and head right until you get to a Gem Rush Portal.

Gem Rush - 20 Gems

Collect all the gems in this easy to complete Gem Rush.

Reward: 40 Gems

After beating that level, move along to the right and onto several high up platforms with green gems on, then head back to the Gem Rush Portal location when you get to the end. Jump up and to the right and land on a kind of stairway. Continue along here and then at the end of the platform, jump down and to the right so as to land on another platform, go up the moving platform in here to get to a purple gem.

Jump back down to normal level again, and continue along the level all the way to the Star Portal. Here, jump up and to the left, following platforms across grabbing all the gems on them all the way to a large purple gem, then here, jump down and back round to collect the all large gem Trading Card, 'Spit'. Now head all the way back to the end of level Portal to get to Arctic Cliffs. However you may notice on the way that a new level will pop up. This is Dragon Drop.

Dragon Drop

While it does seem to want you to grab all the gems, it seems all you have to do is get to the end to get the reward. Use your flapping ability well here.
Reward: 25 Gems

Continue a bit further left and exit the level to Arctic Cliffs.

Part 7 - Arctic Cliffs 2

There is only one gem in the first part that you haven't got yet. From the start continue along until you reach the first upwards moving platform. Use this and right at the top of it's ascent, jump over to the left. Here you will find the purple gem, and it should give you the Trading Card 'Arctic Talisman'. Also, you will find a Gem Chaser level right here.

Gem Chaser

This is a very similar level to all the shooting ones, just that there are only barriers and you also have to collect 40 Gems along the way.
Reward: 25 Gems

Whilst walking towards the second half of the level, you will come across a new portal that will popup. This is similar to Dragon Drop, this time though it's Icicle Canyon.

Icicle Canyon

A simple dropper this one, flap your way to the Portal at the end, collecting as many gems as you want along the way.
Reward: 25 Gems

Part 8 -Wumpa Jungle 2

With all of the mini-games played and unlocked except those elusive sheep levels as well as you not having the sheep cards either. Head along to Wumpa Jungle next and walk all the way through until you get to Gem Hop which is located two platforms to the right of the mini-game Riptoc Repellant.

Gem Hop

Gem Hop is a simple concept, simply jump around on several moving platforms collecting 100 gems. However in practice, it's a lot harder.

The platforms are reasonably quick moving, not too fast that you won't be able to land on them, but fast enough not to stay around for too long. The idea here is to jump from each platform and to land on another one with a gem on, and as you jump, the platform you were on will then fall down preventing you from

taking an easy route back to where you came from.

And after you get the first 50 gems, the platforms halve in size meaning that you have to be even more careful about landing precisely.

Trading Card: Sheep

Sheep Chase

Remember those driving mini-games? Well that's what this one is, except there are no barriers in front of you at all, and you're riding a black sheep and there is a herd of sheep chasing after you.

The level plays the same really so use whatever tactics you used there, except that you need to keep away from the left-hand side of the screen.

Reward: 25 Gems
Trading Card: R Sheep

Part 8 - Wumpa Jungle 2

Backtrack all the way through Wumpa Jungle and head on over into Fire Mountains where the next portal is located all the way to the right-hand side of the level.

Sheep Shakedown

Big thanks to vdlovesvd for the strategy for beating this level:

Just run right until you are under a tree a do a headbash. Two sheep will fall from the trees. Flame em. Go to every tree on the screen (all the way until the end) and repeat the process. This will give you a head start on the sheep count and you will find you can beat this level very easily by flaming the remaining sheep falling from the tubes.

Reward: 25 Gems
Trading Card: Y Sheep

Part 9 - Arctic Cliffs 3

And head all the way back through to Arctic Cliffs and head down to Moneybags Shop in the second half of it. Go to the right a bit and use the moving platform to get up and to the left where the portal is.

Sheep Shearin'

Quite an easy level this time. All you need to do is bounce on the sheep 30 times to complete it. There's no point in concentrating on the numbers here, just focus on landing on the sheep each time. You may need to jump and glide occasionally to land back on it so do so.

Reward: 25 Gems
Trading Card: S Sheep

Part 10 - Dragon Castles 3

And all the way back through to the second half of Dragon Castles again. As you go through you'll notice the level pop out of the ground near to a Rhynoc dropping stones at you.

Death from Behind

Again a nice simple level to get that card. All it requires of you is to shoot all of the 40 sheep that will appear on the screen. The layout is similar to the ones where you flew around shooting mines and barriers and avoiding walls, here there is nothing but sheep.

The best tactic here is to just keep shooting the whole time and to go for any sheep that you can see going down the sides as soon as you see them and there is nothing else that needs shooting first.

You need to shoot all 40 of them to pass this level.

Reward: 25 Gems
Trading Card: P Sheep

And that is really all there is to the Story Mode now. There's no more cards that you can collect here.

-----[05 - Party Mode]-----

In the Party Mode of Spyro: Fusion, you can either replay any of the mini-games that you have unlocked from within the main game (pretty pointless really unless you want practice at them) and of course, the main reason for the Party Mode, multiplayer games. There are three different ones, each can be played with an amount of two to four players.

In selecting a character, you have a choice of all the different Red Spyro cards that you have. If you have only four cards on each cartridge and also have four players, then character selection is impossible, you'll be stuck with the one you are given.

You should also note that it only depends on what cards you have as to what character you can select. Say if you have a Bianca card and your opponent doesn't then only you can select to play as Bianca but your opponent cannot. Oh, and if you've traded a Red Card to your opponent you won't be able to select that character to play as, only the person who owns the full card will be able to.

As well as all that, there is no difference to what world page you select the multi-player games from as they all appear the same in all worlds.

Ballistix

The first of the three games. There are five separate games within this category (Player 1 decides on the game to play);

Cryo Ball:

Here you have to deflect the balls into the other opponents goals, you only have a kickback to help you. Other than that you can use speed up ships with L and R. You have a limit of fifteen shots past you till you lose. You are always on the bottom of the screen from your perspective. Once one person is out their goal is sealed up with a green barrier to help speed up the last bit of the game. Winners will recieve either all of the cards that were bet or just an amazing sense of acheivement from beating their stingy friends.

Light Ball:

This game is identical to Cryo Ball except that you have a strange and rather pointless light on the front of your ship. I don't see a point in it really but there you go. And as before a green barrier will form where people have lost.

Magnet Ball:

This time you can attract balls so they stick to you. Hold down B to do so. This can give the game a slightly more tactical twist then the previous versions so use it wisely. In every other respect it's identical to Cryo Ball.

Spyro Ball:

The twist here is that there are balls that will attack you. You'll need to avoid these. No magnetism here I'm afraid. This is doen by several items that will popup throughout play that will either help or hinder you. These are; Reverse Controls, Disable Ship, Decrease Traction and Increase Speed. If the ball goes through the item in the middle, the next victim it hits will be suffering the ailment that it has just picked up. You also have 20 lives in this one.

N Ballism:

Similar to a game in Crash Bash (the last Crash Bandicoot game on the PSone), N Ballism lets you pick up forcefields. They will apear in your area where you can slide so only one person can potentially grab it. A large red forcefield will form around your ship, defelecting all oncoming balls. Also from Crash Bash a thing in the middle will occasionally popup and start firing balls at all of you.

Ship Shuffle

This set of games is different to Ballistix in that you control a ship but it is free roaming around the area rather then stuck going left and right.

King of the Hill:

Here your target is to knock each of the other players out of a circle of death. The longer you are out the further your score goes down, so as soon as you get Knocked Out attempt to get back in so as to preserve points. Once you've lost all your points you can aim Nitro Boxes at the remaining players, you can't win by doing this but you can help or hinder the players left in.

Sheep Shuffle:

Totally different premise on this game. Instead of attacking your opponents you go around capturing sheep. Press B near to a sheep to capture it and then take it to your coloured circle over in one of the corners. Press B again to drop

it. Each sheep in your area will give you one point so accidental ones are possible. You can also steal sheep from other people's goals.

Tag:

As you would expect with a name such as Tag, the object here is to not be It. The person who is It is randomly selected at the start and then everyone else must evade being touched by them for four seconds. To tag someone you have to hit them with the A attack. You lose and go out when your score reaches zero. After you are out you can aim crates at the other players. Pickups are around on this level including one that will make you go faster, essential for escaping or capturing. After the four seconds are up and you still are it you lose a point, but you might no longer be it as it will randomly select another person so it is still a possibility to be you.

Keep away:

Another classic game premise here. Instead of trying to tag other people, you are trying to keep the gem for ten seconds in order to score. As before, ram other people in order to get the gem off them. There is also a powerup that will let you freeze all the other opponents from moving for a few seconds as well as a powerup which will prevent others from getting the gem off you. You don't need to have control over the gem for the full ten seconds, just the last one to get the point. And as before, you can tell who has the gem by their picture having a white spikey border round it. The first to ten points wins.

Hot Potato:

Very similar to tag really, but there is a potato involved.

Bridge Fight

This game can only be played by two players at a time and is identical to all the other iterations of the game in the single player mode. Player Two plays as the Riptoc at the top and Player One plays as Spyro. Throw bombs at the opponent to attempt to destroy what they're standing on. Oh, and there's only one game here unlike the five games in the other multiplayer modes.

-----[06 - Trading Cards Mode]-----

Want to trade cards with someone? Well read this before you do.

Whilst trading cards may seem all nice and fun, it really isn't. If you trade a card it is removed from your card count and also faded out on your card screen so you will be unable to view it.

However, you can get the card back from where you earned it from or just buy it if it is one of the original cards. I'm currently not 100% sure about re-earning higher cards than you can buy in Moneybags' Shops though.

The best way of trading cards without any hassle to you (if you're trying to get all the cards on one game and you have a Crash game as well) is to put them up for winning in a Bridge Fight as that's the easiest multiplayer game there is to win by yourself. While doing this won't be as fast as actually trading directly, it will allow you to get all of the cards without any of them being blanked out.

-----[07 - Trading Card Locations]-----

The cards below are listed in order, from left to right. For actual pictures of the cards, visit my website: <http://www.darkspyro.net/> and go to the Spyro: Fusion section for Trading Cards. There it is layed out exactly as in the game.

Blue Spyro Cards - Value Lowest

Red Gem		Free at the start of the game
Green Gem		bought at Moneybags shop in Dragon Castles for 10 Gems
Purple Gem		bought at Moneybags shop in Dragon Castles for 10 Gems
Yellow Gem		bought at Moneybags shop in Dragon Castles for 10 Gems
Blue Gem		bought at Moneybags shop in Dragon Castles for 10 Gems
Butterfly		beat Castle Chaos in the Dragon Castles for the first time
Frog		gotten from completing Fall In, Roll Out in Dragon Castles for the first time
Hamster		beat the min-game Rumble on the Ramparts in Dragon Castles once
Bunny		Received after completing Castle Cruisin' in the Dragon Castles level for the first time.
Bird		complete Altitude Adjustment in Dragon Castles for the first time
Vase		beat Castle Chaos in Dragon Castles for a third time
Basket		beat Fall In, Roll Out in Dragon Castles for a third time
Black Sheep		beat Rumble on the Ramparts for a third time
Dragonfly		after completing Castle Cruisin' in Dragon Castles for the third time
Crystallized Dragon 1		beat Altitude Adjustment in Dragon Castles for the third time
Crystallized Dragon 2		available at Moneybags Shop in Arctic Cliffs for 20 Gems
Crystallized Dragon 3		available at Moneybags Shop in Arctic Cliffs for 20 Gems
Dragon Egg		available at Moneybags Shop in Arctic Cliffs for 20 Gems
Talisman		available at Moneybags Shop in Arctic Cliffs for 20 Gems
Fairy		Free at start of game
Firefly		available to win in Moneybags Vase Shuffle game in Tech Park
Mini-Game Portal		Free at start of game
Level Portal		collect all of the large gems in the second part of Arctic Cliffs
Moneybags Shop		available at Moneybags Shop in Wumpa Jungle for 40 Gems
Floor Spikes		available at Moneybags Shop in Wumpa Jungle for 40 Gems
Falling Ice Shards		available at Moneybags Shop in Wumpa Jungle for 40 Gems
Lava Pool		Free at start of game
Lava Fountain		available to win in Moneybags Vase Shuffle game in Tech Park

Green Spyro Cards - Value Low

Castle Talisman		collect all the large gems in the first half of Dragon Castles
Arctic Talisman		collect all the large gems in the first half of

	Arctic Cliffs
Fire Talisman	collect all the large gems in the first half of Fire Mountains
Jungle Talisman	collect all of the large gems in the first half of Wumpa Jungle
Tech Talisman	collect all of the large gems in Tech Park
Crush and Gulp Talisman	beat Gravity Well in Tech Park for the third time
Nina Talisman	beat Space Shoot in Tech park for the third time
Cortex Talisman	beat Tech Tug in Tech Park for the third time
Space Chase Talisman	beat Sky Walker in Tech Park for the third time
Sheep Talisman	beat Tech Deflect in Tech park for the third time
Zoe	beat Snow Steps in Arctic Cliffs for the third time
Sparx	beat Arctic Attack in Arctic Cliffs for the third time
Sheila	beat Blizzard Balls in Arctic Cliffs for the third time
Riptoc	beat Tread Lightly in Arctic Cliffs for the third time
Sorceress	beat Ice Chopper in Arctic Cliffs for the third time
Gnasty Gnorc	available to win in Moneybags Vase Shuffle game in Tech Park
Grendor	available to win in Moneybags Vase Shuffle game in Tech Park
Castle Riptoc	beat Gravity Well in Tech Park for the first time
Fire Riptoc	buy at Moneybags shop in Fire Mountains
Ice Riptoc	buy at Moneybags shop in Fire Mountains
Frozen Riptoc	buy at Moneybags shop in Fire Mountains
Ember	buy at Moneybags shop in Fire Mountains
Gnorc	buy at Moneybags shop in Fire Mountains
Dragon Elders	beat Space Shoot in Tech park for the first time
Stone Riptoc	enter the cheat V4N1LL4
Disguised Riptoc	beat Snow Steps in Arctic Cliffs for the first time
Flying Riptoc	beat Arctic Attack in Arctic Cliffs for the first time
Jungle Riptoc	beat Blizzard Balls in Arctic Cliffs for the first time
Balloon Riptoc	beat Tread Lightly in Arctic Cliffs for the first time
Elora	beat Ice Chopper in Arctic Cliffs for the first time

Yellow Spyro Cards - Value Medium

Spyro Pose 1	beat Riptocs and Rockets in Wumpa Jungle for the third time
Spyro Pose 2	beat Treetop Flight in Wumpa Jungle for the third time
Spyro Pose 3	beat Falling to Pieces in Wumpa Jungle for the third time
Spyro Pose 4	beat Riptoc Repellant in Wumpa Jungle for the third time
Spyro Pose 5	beat Dragon Assault in Wumpa Jungle for the third time
Spyro Pose 6	beat Tech Tug in Tech Park for the first time
Spyro Pose 7	beat Sky Walker in Tech Park for the first time
Spyro Pose 8	beat Tech Deflect in Tech park for the first time
Flame	beat Fire Fight in Fire Mountains for the first time
Horn Dive	beat Ring of Fire in Fire Mountains for the first time
Charging Rhynoc	beat Turn up the Heat in Fire Mountains for the first time
Charging Riptoc	beat Pull of Lava in Fire Mountains for the first time
Ripto Wand	beat Hot Wings in Fire Mountains for the first time
Hunter Bow	beat Fire Fight in Fire Mountains for the third time
Blinky Dig	beat Ring of Fire in Fire Mountains for the third time
Sgt. Byrd Rocket	beat Turn up the Heat in Fire Mountains for the third time

Agent 9 Laser | beat Pull of Lava in Fire Mountains for the third time
Rocket and Club | beat Hot Wings in Fire Mountains for the third time

Orange Spyro Cards - Value High

S Sheep | Bounce on the sheep in Sheep Shearin' in Arctic Cliffs
P Sheep | Destroy the sheep in Death from Behind in Dragon Castles
Y Sheep | Flame the sheep in Sheep Shakedown in Fire Mountains
R Sheep | Escape the sheep in Sheep Chase in Wumpa Jungle
O Sheep | enter the cheat S0YB34N
! Sheep | recieved for free when you link two Spyro games together
Fire | beat Riptocs and Rockets in Wumpa Jungle for the first time
Ice | beat Treetop Flight in Wumpa Jungle for the first time
Wind | beat Falling to Pieces in Wumpa Jungle for the first time
Electricity | beat Riptoc Repellant in Wumpa Jungle for the first time
Bubble | beat Dragon Assault in Wumpa Jungle for the first time
Spit | collect all the large gems in the second half of Dragon Castles

Red Spyro Cards - Value Highest

Spyro | Free at start of game
Blinky | Free at start of game
Sgt. Byrd | Free at start of game
Hunter | Free at start of game
Bentley | won after beating Ripto and Cortex in the final boss battle
| of the game
Bianca | won after beating Crash Bandicoot in the boss battle at the
| end of Dragon Castles
Professor | won after beating Nina Cortex in the boss battle at the end
| of Fire Mountains
Agent 9 | collect all the large gems in the second half of Wumpa Jungle
Moneybags | collect all the large gems in the second half of Fire
| Mountains
Ripto | beat Neo Cortex at the end of Wumpa Jungle
Crush and Gulp | beat Crush and Gulp in the boss battle at the end of Arctic
| Cliffs
Sheep | Gather 100 Gems in Gem Hop in Wumpa Jungle

Blue Crash Bandicoot - Value Lowest

Wood Crate | available to win in Moneybags Spin the Wheel game in Dragon
| Castles
TNT Crate | available to win in Moneybags Spin the Wheel game in Dragon
| Castles
Nitro Crate | available to win in Moneybags Spin the Wheel game in Dragon
| Castles
Bouncy Crate | available to win in Moneybags Spin the Wheel game in Dragon
| Castles
Aku Aku Crate | available to win in Moneybags Vase Shuffle game in Arctic
| Cliffs
Mystery Crate | available to win in Moneybags Vase Shuffle game in Arctic
| Cliffs
Spring Crate | available to win in Moneybags Vase Shuffle game in Arctic
| Cliffs
Iron Box | available to win in Moneybags Vase Shuffle game in Arctic
| Cliffs

Aku Aku Box	available to win in Moneybags Mystery Game game in Fire Mountains
Nitro Switch Box	available to win in Moneybags Mystery Game game in Fire Mountains
Iron Spring Box	available to win in Moneybags Mystery Game game in Fire Mountains
Time Crate	available to win in Moneybags Mystery Game game in Fire Mountains
Crystal	available to win in Moneybags Spin the Wheel game in Wumpa Jungle
Clear Gem	available to win in Moneybags Spin the Wheel game in Wumpa Jungle
Wumpa Fruit	available to win in Moneybags Spin the Wheel game in Wumpa Jungle
Checkpoint Crate	available to win in Moneybags Spin the Wheel game in Wumpa Jungle
Freeze Crate	available to win in Moneybags Vase Shuffle game in Tech Park
Crash Crate	available to win in Moneybags Vase Shuffle game in Tech Park
Steel Crate	available to win in Moneybags Vase Shuffle game in Tech Park
! Box	available to win in Moneybags Vase Shuffle game in Tech Park
Slot Box	available to win in Moneybags Vase Shuffle game in Tech Park

Any cards that don't currently have a location here are either not in this game, or I have yet to confirm a location for.

 -----[08 - Cheats and Codes]-----

Here are some cheats and codes for this game:

At the game mode screen, press the L and R buttons together to activate the code entry screen.

- V1S10NS - 100 gems (can only be used once per save slot)
- SH33P - turns enemies into sheep (will revert upon reset)
- SP4RX - turns entire game orange (will revert upon reset)
- P0RT4L - turns entire game purple (will revert upon reset)
- SPYR0 - turns Spyro orange (will revert upon reset)
- B41S0KV - Replaces Spyro's flame with flying sheep

Those passwords were contributed to GameFAQs by fakecortex

- G3MZ - Turns the game grey
- T4P10C4 - Gives you 200 Gems
- S0YB34N - Gives you the 0 Sheep Card
- V4N1LL4 - Gives you the Stone Riptoc Card

These passwords were found by regnsta

Crash Party

Hold the L and R buttons while you turn on the power and a secret game will start up instead of Spyro: Fusion. You get to make Crash dance!

This was contributed to GameFAQs by mozepy

And here are a few GameShark codes that might help:

Spyro Orange Codes

Must Be On (You must have this code activated to use other codes)

98176253FFA4
D263F3CDCAEF
4D6675AC4FE8

Max Gems Collected

E0541507BDEB

Unlock all Cards+Party Games

823B394E2AB2
BBC29FA59974

Spyro Fusion Codes

Must Be On (You must have this code activated to use other codes)

98176253FFA4
D964B7B5DAA4
7F01D9CD8169

Max Gems Collected

CB727D2F3968

Unlock all Cards+Party Games

E29B197EBEEB
BBC29FA59974

NOTE: To make the Gem collected codes work, you must load into the actual game and not just be on the menu screen

These codes were found on GameShark.com

NOTE: I have tested all the above codes and they all work. If you cannot get them to work on your game, then either you're entering them wrong, you're using the wrong codes for your version of the game, or you're not using a GameShark to enter them in.

-----[09 - Contact Information]-----

If you need to contact me for anything to do with this particular game (Spyro Fusion) then send me an e-mail with a clear subject that has something to do with the game in it somewhere so that I won't just delete it, as I generally do that a lot. My address is:

dark52(at)darkspyro(dot)net

Contact me there for help with finding the cards or contributions for the guide. You may also get a faster response from either the forum for this game at GameFAQs:

<http://www.gamefaqs.com/boards/919869-spyro-orange-the-cortex-conspiracy>

Or at my forum, which may seem deserted, but I will respond to any posts there:

<http://forum.darkspyro.net/spyro/>

Just scroll down to the bottom and select the name of the game in the Spyro the Dragon section.

Also, before asking, make sure that it isn't answered in the guide anywhere. Please.

-----[10 - Thanks]-----

I would thank Vicarious Visions and Vivendi Universal Interactive for making such a great game, but I won't, as they didn't.

A great thanks to Rexy who found out how to get the last few of those Trading Cards.

Thanks also goes to vdlovesvd who discovered the trick for beating Sheep Shakedown really easily.

If there is anyone who has contributed to the guide in anyway and I have negelected to mention, then thankyou.

-----[11 - Copyright]-----

Copyright 2004 dark52

This guide to Spyro: Fusion may not be reproduced under any circumstances except for personal, private use. It may not be placed on any website or otherwise distributed publicly without advanced written permission. Use of this guide on any other web site or as a part of any public domain is strictly prohibited, and a violation of copyright.

All trademarks and copyrights contained in this document are owned by their respective trademark and copyright holders.

And one last thing, this guide is currently only allowed at these three places:

www.GameFAQs.com	(the greatest site for FAQs!)
www.darkspyro.net	(my website, has the latest)
www.gamespot.com	(well what're you gonna do?)

I will not allow any other websites to host this guide as that would mean that they would eventually have an old and outdated version of the guide which may have incorrect information on that has been improved upon on in the newest version (not that this current version is full of mistakes).
