

The Legend Of Spyro: The Eternal Night FAQ/Walkthrough

by crashspyro150

Updated to v1.00 on Nov 30, 2007

This walkthrough was originally written for The Legend Of Spyro: The Eternal Night on the GBA, but the walkthrough is still applicable to the Wii version of the game.

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*** The Legend of Spyro: The Eternal Night FAQ ***
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A. About Me [ABME]

Woo. I enjoy writing FAQ's to help people, when I can get off my lazy butt and start. Well, there isn't really much to say about me other than I'm a student in school, so I can't be writing all the time. Now, enough about me, on with the FAQ/Walkthrough!

B. Legal [LGAL]

If you wish to use this FAQ on your site, then contact me at:
crashspyro1502000 (at) yahoo (dot) com. Also:

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C. Version [VERN]

This is version: 1.00 - The first version of this faq. Nobody is perfect, so I expect to have made some errors. Everything is done.

D. Introduction [INON]

Another day, another FAQ. This one is for Spyro: The Eternal Night, since I found it to be such a wonderful game. It can also be frustrating and confusing in some portions, which is why I have chosen to write a guide to assist you. I have included sections such as Story and Character for your enjoyment, as well.

E. Story [STRY]

Story segments and dialogue are here, for your enjoyment. This whole section is a walking spoiler, so don't read this section if you want to find out yourself what happens.

--->Beginning Scene<---

Spyro, the Purple Dragon, had followed the evil dragon Cynder to the plane of Convexity. In a climactic battle, Spyro defeated Cynder, only to discover that she had been acting involuntarily under the control of The Dark Master, and was in fact a small dragon who looked very much like Spyro in all but color.

After narrowly escaping the destruction of Convexity with Cynder, Spyro returned to the Dragon Temple to meet with Ignitus, his mentor. Ignitus re-

vealed that Cynder was in fact from the same clutch of eggs as Spyro, making them siblings. The Dark Master had corrupted Cynder as a small dragon, speaking to her of evil and power and turning her to his service.

It is later the same night. Spyro's powers have faded in the wake of his battle with Cynder, and he rests to try to recover. The Dark Master's plans with Cynder were foiled, but he has other servants, and other plans. And Spyro has been dreaming a dark voice in his head... "S-S-S-Spyro..."

--->Swamp<---

Sparx: S-S-S-Spyro...

Spyro: What is it?

Sparx: It's Cynder. She's gone.

Spyro: Where? Come on. We have to find her. It's dangerous for her to be outside the temple at night.

Sparx: It's dangerous for all of us to be outside the Temple at night. Ignitus said you have to wait until your powers return.

Spyro: No time to argue. Come on.

Sparx: Once a hero, always a hero, huh? Well, be my guest... head on out... save the world... but you're flyin' solo this time, pal. Old Sparx is gonna catch a few more z's.

Spyro: Suit yourself.

-Spyro starts to leave. Sparx stops him-

Sparx: Ah, you'd be helpless without me. I better come with you.

-They reach the first ledge-

Sparx: Come on, Spyro, hop on up!

-They approach a higher ledge-

Sparx: It's not THAT high, Spyro... surely you can pull yourself up.

-They approach a Dragon Relic-

Sparx: Hey look at that shiny thing! Ooh, so pretty...

-After learning glide-

Sparx: Use the wings your mama gave you, Spyro!

-After gliding across-

Sparx: Let's go, Spyro... Cynder went down this way.

-After dropping down a few platforms-

Sparx: Careful while you're dropping down there, Spyro... there might be something harmful. I'll go check it out for you first, if you want.

-When you pass through the gate-

Sparx: Huh, that stand is empty. I wonder what happened to the Dragon Relic?

-Approach the frogweed-

Sparx: What is that Frog Weed doing here? Wait, you don't think... That amphibious fungus ate the Dragon Relic! You've got to get it back, Spyro!

-After defeating Frog Weed-

Sparx: Good job, Spyro. It's not that I'm scared or anything, I would've helped, it's just that... Spyro? Spyro, you feeling okay buddy?

-Spyro faints-

--->Hall of Fang and Claw<---

Mysterious Voice: Welcome, Spyro, to the Hall of Fang and Claw. Here young dragons honed their combat skills in ages past. Use the training dummy to practise what you have learned. If you manage to hit it 5 times before it recovers, you will be rewarded! If you tire of training, leave the room and you will awaken. You will have other opportunities to come and practice here in the future.

-After completing the task-

Mysterious Voice: Well done, Spyro! Your skill in combat grows. Come and claim your reward!

-After claiming the reward-

Mysterious Voice: You must hit the training dummy 10 times in a row in to open this door and claim reward beyond. If it does not seem possible to do this

now, seek this room out again once you have gained more skill and abilities.

--->Swamp<---

-After returning from the temple-

Sparx: ...Spyro? You're back! You had me worried there for a sec. I thought I'd lost you! You okay?

Spyro: Yeah, I'm fine. Just some kind of weird... vision thing. Let's go find Cynder.

-Approach crystal cluster-

Sparx: Hey Spyro, look, it's a bunch of those crystal things!

Spyro: Yeah! I could definitely use a bit of a lift right about now... let's go get 'em.

-After jumping up the ledges-

Sparx: I don't see any way through here. Better go another way and come back here later.

-Approach the frogweed-

Sparx: Come on Spyro, you're boring me to tears, here. Let's see you use those dragon skills of yours to do some real damage to this guy!

-After breaking the wall-

Sparx: That floor doesn't look too stable. Maybe if you could somehow smash it down we could go through?

-After breaking the floor-

Sparx: Uh-oh, that looks pretty far down, man. I'd just jump over there if I were you.

-When approaching water-

Sparx: You don't swim too good, remember Spyro? I'd steer clear of the water, too.

-After fighting a lot of enemies-

Spyro: What are you doing out here, Cynder? It's dangerous.

Cynder: I'm leaving, Spyro. I can't explain it. It's like I'm being pulled away. I have to go.

Spyro: What are you talking about?

Cynder: A distant place is calling to me... something's demanding that I come.

Sparx: Oohhhkay... right. Places that call, voices in the old noodle, mysterious creatures demanding you do their bidding... I think it's called being possessed. Yes, I'm almost certain... possession is the word we're looking for.

-Spyro faints-

Sparx: Speaking of possessed. Hello, Spyro? Anybody home? Snap out of it, big guy... come back to old Sparxy.

Sparx: Ahhh... not again.

--->Temple of the Dragon Soul/Fire Temple<---

Mysterious Figure: Enter into the Temple of Fire, Purple Dragon... if you dare to confront and awaken the Fire within yourself.

-After some exploring-

Mysterious Figure: Spyro, your dedication has proven you worthy. I shall awaken the element of Fire within you!

-After getting deep into the Fire Temple-

Mysterious Voice: This is your final challenge. Defeat this avatar of the element, and mastery shall be called yours!

-After defeating Fire Avatar-

Mysterious Figure: With mastery of the elements, comes great rewards. Look, Spyro, I will show you a vision: the enemy gathers his strength...

-He shows Spyro a vision, and gual appears-

Gaul: The master's return is near!

-Vision ends-

Mysterious Voice: This is the Temple of the Dragon Soul, Spyro. Here you may revisit any of the Elemental Temples you've previously explored, as well as the Hall of Fang and Claw and the Hall of Memory. Use your time here wisely to

prepare yourself for the battles you face outside.

-Attempt to leave-

Mysterious Voice: Spyro, if you continue in this direction you will leave this Temple and return to your waking life. If you wish to continue exploring the Temple, turn around and do so-- you may not have a chance to return here for a time.

-Find the Hall of Memory-

--->Hall of Memory<---

Mysterious Voice: Ahh, you have found the Hall of Memory. Here you can relive your previous conquests in vivid detail. Learn from the past Spyro, and be better prepared for your future destiny!

--->Hall of Fang and Claw<---

-After achieving the 10 hit goal-

Mysterious Voice: Excellent, Spyro! Your combat abilities are fast improving. Your reward awaits!

-Approach last door-

Mysterious Voice: To open this door and claim the final Dragon Relic here, you must hit the training dummy 15 times in a row. You may need to use both melee and breath attacks in tandem to accomplish this.

--->Swamp<---

Sparx: Don't tell me. La-la land again?

Spyro: Yeah, just forget it. Where's Cynder?

Sparx: Well, while you were catatonic, she high-tailed it outta here... said something about headin' to a place where some well is full of darkness, or somethin'.

Spyro: We have to find her. Let's go see if Ignitus has any idea about this well.

-When they reach Ignitus-

Spyro: See anything?

Ignitus: No... I can't see where Cynder's gone... just darkness.

Spyro: Let me look.

-Spyro looks-

Mysterious Figure: Look... the chosen answer the call of evil.

-Vision ends-

Ignitus: What do you see, Spyro?

Spyro: A distant mountain, a well at its center... evil beasts...

Ignitus: These are dire portents. And, to complicate things.. It will soon be the Night of Eternal Darkness.

Spyro: What's that?

Ignitus: It's when the moons of Adrano and Zella come together in an eclipse. And its time draws nigh.

Sparx: If "nigh" means soon, I'm outta here.

-Sparx starts to fly away, Spyro stops him-

Spyro: Hold on, Sparx.

Ignitus: Spyro, you must journey through the Ancient Grove to the Celestial Temple, where you will find the Chronicler.

Spyro: Who's that?

Ignitus: A dragon of immeasurable wisdom. He will be able to shed light on these signs. But be careful. These are dangerous times.

Spyro: What will you do?

Ignitus: I will go in search of Cynder. Because of her past, I fear she might be drawn toward this well also.

Sparx: Great... we've got lost dragons, eternal darkness, strange visions, evil beasts... sounds like a lot of fun.

Ignitus: Don't worry, we'll all meet again soon.

Sparx: Yeah... if we live.

--->Ancient Grove<---

Sparx: Explain to me why we're here again?

Spyro: This is the fastest way to the Chronicler.

Sparx: Yeah, but is it the safest?

Spyro: Come on.

-As they approach the apes-

Scavenger: Load him up and take him to the arena. He's not Naga, but Skabb will make a fighter out of him just the same.

Sparx: Naga? Skabb? Who are they? Not to mention these jokers?

Scavenger: Did you hear that?

-Spyro faints-

Sparx: Not now, Spyro. I need ya, pal.

Scavenger: It came from over there. Go see what it is.

Sparx: Don't worry, buddy. I got your back.

-Sparx flies towards the scavengers-

Sparx: Hey you... scurvy-eating bloodsuckers.

Sparx: Boy, I've seen some mangy carcasses in my day, but you guys gotta take the cake.

Scavenger: Get him!

--->Temple of the Dragon Soul/Earth Temple<---

Mysterious Figure: A true Purple Dragon must master all the elements if he is to survive. Let's see if you can embrace the sacred legacy of Earth.

-After exploring the Earth Temple-

Mysterious Figure: Spyro, your dedication has proven you worthy. I shall awaken the element of Earth within you!

-After further exploration of Earth Temple-

Mysterious Voice: This is your final challenge. Defeat this avatar of the element, and mastery shall be called yours!

-After defeating Earth Avatar-

Mysterious Figure: Know your enemy... anticipate his every move. Look...

-Spyro sees a vision-

Gaul: Do I need to remind you that the Night of Eternal Darkness approaches? And that the purple dragon is the only real threat to our plans?

Advisor: No sir.

Gaul: Well, I suggest you locate him... NOW! Do not fail me!

Advisor: Yes sir!

--->Ancient Grove<---

Sparx: Glad you could make it. Ya know, your little nap almost got us captured by those pirate, scavenger thingies.

Spyro: Sorry... how long was I out?

Sparx: Long enough for old Sparxy to give 'em the slip. Yep, that's me... the hero... the man of the hour... Mr. Big Stuff... the Doctor of Savitude...

Spyro: Enough. Let's go.

--->Deep Grove<---

Sparx: Look at this. A giant cave perfectly sized for a giant beast, like that Naga thing the scavengers were talking about.

Spyro: We've got to warn him.

Sparx: Warn him? Don't you mean flee with all haste while their attention is distracted?

-Spyro jumps down-

Sparx: Oh. No, apparently you mean warn him. Great.

Sparx: Hey Spyro?

Spyro: Yeah?

Sparx: I don't see anyone in here. Anyone alive, anyhow. Maybe Naga is code for 'giant pile of bones'? Let's leave Naga alone and get out of here.

Spyro: Uh-oh. This guy doesn't look friendly. Maybe you were right, Sparx...

Sparx: Hey! You better fight well now, Spyro, I don't want you dyin' just when

you finally realize I've been right all along!

-After defeating Naga-

Sparx: Well, Spyro, that wasn't too tough...

Spyro: What the...?

Sparx: Shiver me timbers and blow me down, that's the ugliest pirate I've ever seen.

Scavenger: Well, looks like Naga is gone, but a purple dragon is even better. Take 'im back to the ship! This one will make a fine addition to Cap'n Skabb's collection of fightin' beasts.

--->Fellmuth Arena<---

Sparx: Swing low, sweet chariot... Coming for to carry me home...

Scavenger: Ahhh, 'tis great to hear you in such good spirits. 'twill make for soem mighty fine battles!

Spyro: Where are we? And why are we being held prisoner?

Scavenger: You are on Cap'n Skabb's airship, Fellmuth, and you're being held to compete in the arena fights. Entertainment for we scavengers.

Spyro: Entertainment?

Sparx: I always wanted to be in show biz, but this is ridiculous.

Scavenger: Quiet! And you, dragon, get ready to fight.

Scavenger: And don't bother trying to escape... the only exit leads into the Arena.

-After some fighting-

Sparx: Great. Held captive in a cell on an airship, forced to fight exotic creatures... and a bunch of crazed fans to watch all the fun. I can't wait to see what's next.

Scavenger: For the main event of the evening, I bring you Spyro the Purple Dragon versus the denizens of forests below!

-After defeating the enemies-

Sparx: My boy was all over you! He floats like a dragonfly, stings like a bee; Mr. Ugly can't hit what Mr. Ugly can't see! Spyro's the biggest, baddest...

-Spyro faints-

Sparx: ...ah, sleepinest dragon around. Ya know? This is getting real old.

--->Temple of the Dragon Soul<---

Mysterious Figure: The path to your further awakening beckons. Come... we train in the Temple of Ice.

--->Ice Temple<---

Mysterious Figure: Spyro, your dedication has proven you worthy. I shall awaken the element of Ice within you!

-Before confronting Ice Avatar-

Mysterious Voice: This is your final challenge. Defeat this avatar of the element, and mastery shall be called yours!

--->Temple of the Dragon Soul<---

Mysterious Figure: Look, listen... learn...

Advisor: (Muffled words)... informants... (muffled)... Fellmuth... purple dragon...

Gaul: So, the Purple Dragon is aboard Fellmuth, huh? Okay then... summon the elite guard, hire the most dangerous beasts in the realm, call all reserves... we will intercept Fellmuth and destroy the purple dragon once and for all! Move... now! The Night of Eternal Darkness approaches.

Advisor: Oh, one more thing, sir.

Gaul: What is it?

Advisor: The female heeded the call, just as you said she would.

Gaul: Where is she?

Advisor: She approaches now.

Gaul: Good... all the evil beings are coming home to roost. Now go... destroy the dragon yourself if you must.

--->Hall of Fang and Claw<---

Mysterious Voice: Very impressive, Spyro! You have mastered the combat arts. The final Dragon Relic reward is now open to you!

--->Airship Fellmuth<---

Sparx: About time you can around, bug guy.

Spyro: What happened?

Sparx: You passed out again.

Spyro: We gotta get out of here, Sparx.

Sparx: You'll get no argument from me. But how?

Spyro: I don't know, but each minute we're here, the night of Eternal Darkness gets closer. We have to find the Chronicler so he can tell us what to do.

Scavenger: Your next fight will be against... the dreaded Maleforian Snail Rider!

-After defeating the Snail and Rider-

Scavenger: So far, you've done very well.

Sparx: Spyro ain't playin'!

Scavenger: But another magnificent beast has also performed admirably. Who knows? You might even recognize him. But before that, you have one more battle to survive...

Scavenger: Your next fight is against the dreaded right-hand man to Cap'n Skabb himself... the scurviest pirate known to man, Red-Hand Jack!

-Advisor kills Jack-

Scavenger: ...or maybe not. Looks like you'll be fighting, uh... what do you call yerself?

Advisor: My name doesn't matter. Whatever you call me, I am Spyro's doom!

Sparx: Uh, Spyro, this guy seems a bit different from the other jokers around here. I'd be extra careful this time.

Spyro: I always am, Sparx.

-Defeated Advisor-

Advisor: (pant, pant) ...ugh. I underestimated you. Fear not, we will meet again, purple dragon.

Scavenger: Creatures of Fellmuth... and all goblins, scavengers, pirates, beggars, gamblers and criminals gathered here in the most famous fighting tournament in all the realms... this is our main event... matching Spyro the Purple Dragon and...

Scavenger: ...his once and all-time mentor... Ignitus!

Spyro: Ignitus, how did you get here?

Ignitus: I'm not as spry as I once was. I was surprised by Skabb and his men while searching for Cynder.

Spyro: The same thing happened to us in the Ancient Grove.

Ignitus: you must get out of here... and find the Chronicler.

Spyro: But how? We need a miracle.

Ignitus: I'll go back and distract them. You follow your destiny and complete your quest!

-New scene-

Ignitus: ROAR!

Spyro: Ignitus!

Ignitus: Spyro, run, find the Chronicler!

-Approach Skabb-

Skabb: Nobody leaves Fellmuth until I say so.

Spyro: Nobody tells me what I can or can not do... you one-armed, scurvy-ridden maniac!

-Defeat Skabb-

Spyro: We gotta get to the Chronicler.

Sparx: Alright, I guess... but Ignitus said to stay on the ground so we don't draw attention to ourselves.

Spyro: Yeah, but that's a bit far down, isn't it?

Sparx: You've got wings for a reason, bub. Let's gooooooooooo!

Sparx: Uh-oh. Your timing could be worse... but I can't think of how.

--->Temple of the Dragon Soul<---

Mysterious Figure: Learn well the power of Lightning... and you might be ready to face the enemy that draws near.

--->Lightning Temple<---

Mysterious Figure: Spyro, your dedication has proven you worthy. I shall awaken the element of Lightning within you!

-Approach Lightning Avatar-

Mysterious Voice: This is your final challenge. Defeat this avatar of the element, and mastery shall be called yours!

--->Temple of the Dragon Soul<---

Mysterious Figure: In the Well of Souls, friends appear as enemies... enemies as friends... beware of all...

-Vision starts-

Gaul: No... let her pass. Cynder and I are old friends.

-Vision ends-

--->?<---

Sparx: Thank goodness you're alive. It's bad news around here. We have to get as far from this place as possible.

Mysterious Voice: Come, Spyro. It is time.

Spyro: We're not going anywhere, Sparx. This place looks familiar, and I have a feeling the Chronicler is inside.

Sparx: Inside? That dark, scary place where dozens of who-knows-what kind of monsters are waiting to kill us?

Sparx: Fine... ignore me... listen to your voices... follow your heart... risk life and limb...

--->Celestial Temple<---

Advisor: That's fare enough, Spyro.

Spyro: You again?

Advisor: Yes, but have no fear: this shall be our last meeting.

-Defeat Advisor-

Advisor: Argh!

Spyro: Argh?

Sparx: Seriously, argh? That's it? No parting threat, no quip, nothing? What a disappointment. You'd think someone who dresses in blue pajamas would be better at the dramatic exit, but nooooooo.

Spyro: I think I get enough commentary from you, I can do without one mouthy enemy. Come on, Sparx, let's go find the Chronicler.

Sparx: Hopefully he'll be more dramatically satisfying than this guy...

--->Temple Sanctum<---

Spyro: I've been here before. When I went into those trances... this is where I came.

Sparx: Oooohhhkay.

Mysterious Figure: Welcome, Spyro. Or should I say welcome back?

Spyro: That voice... it's the voice I've heard in each of my trances... the teacher, the taskmaster...

Chronicler: ... the Chronicler.

Spyro: You're the Chronicler?

Chronicler: Yes, yes, and I have much to tell you... especially about Gaul, and the Dark Master... and you.

Sparx: We're all ears, big guy. Let it fly.

Chronicler: I'm sure you've had some other visions, heard other voices in your mind?

Spyro: Well, sometimes I see a well... and a giant ape creature.

Chronicler: That is Gaul, the Dark Master's servant... and you and he share a history, though you may not know it.

Spyro: What history?

Chronicler: Gaul was the beast that led the raid on the grotto.

Sparx: When Ignitus saved Spyro's egg?

Spyro: And they took Cynder?

Chronicler: Yes, he corrupted Cynder and now he is waiting for the Night of Eternal Darkness so that he can help the Dark Master return.

Spyro: Yes, but lately I've been seeing other things... like Cynder approaching the Well of Souls.

Sparx: After all we did for her?

Chronicler: You can not blame Cynder. Anybody that's been touched by the Dark Master's poison, as she has, is drawn to the well as the eclipse draws near.

Few can resist its powers... not even a purple dragon.

Spyro: What do you mean?

Chronicler: I mean that a purple dragon from a previous generation fell to its temptations. Long ago, the Dark Master was born a purple dragon.

Spyro & Sparx: WHAT?!

Chronicler: Yes, he was lured by the evil pouring through the Well of Souls. He forgot that a purple dragon must be selfless, using his powers for all. The Dark Master turned his back on that legacy, and his powers now feed only his own power and ego.

Spyro: He must be stopped.

Chronicler: Yes, but Spyro... you're not ready to face the temptation and evil at the Well now. it would be a death trap.

Spyro: But we don't know what's happened to Ignitus, and the other Gaurdians have gone to Doxantha. It's up to us.

Chronicler: Perhaps you're right, but you must be very carefull... the evil in the Well of Souls always appeals to one's pride and vanity.

Spyro: Don't worry... we'll return. Let's go.

Sparx: What? Head toward some evil mountain and a crazy well, run face first into the most diabolical force in the universe, tempt fate again and again and again?

Spyro: Yeah.

Sparx: Sure... why not.

--->Well of Night<---

Spyro: You again?

Advisor: yes. It is time to finish you off, once and for all.

Sparx: That was good, much better! Very ominous. Doesn't matter, 'cause Spyro's gonna kick your butt anyhow, but that was good dramatic effort!

Advisor: God dramatic... what? You're not making any sense.

Spyro: He never does. Come on, if you're going to try to stop me... let's do this.

-Defeat Advisor-

Advisor: No... I'm sorry, Lord Gaul... I have failed you...

Sparx: Now THAT was dramatic. I... I think I'm gonna miss that guy. Whoever he was.

Spyro: The moons are almost in eclipse... hurry. We have to rescue Cynder, defeat Gaul, and prevent the Dark Master from being reborn.

-Come back to the Well-

-Gaul talks to Cynder-

Gaul: In just a few moments, the Night of Eternal Darkness will begin, ushering the Dark Master back into the realms.

Spyro: You were right, Sparx. She's betrayed us... and herself.

-Cynder talks to Gaul-

Cynder: Too bad you won't be alive to see it.

Gaul: Don't be stupid, Cynder. The Dark Master will not be stopped.

Cynder: Perhaps not... but you will. I've waited a long time for this. Now it's time for revenge!

-The fight, Cynder loses-

Spyro: Sparx, go see if Cynder's okay. I'll take care of Gaul.

Gaul: Looks like my Advisor wasn't up to the task of destroying you, dragon... but you know what they say... if you want something done right...

Spyro: ...do it yourself. Which is why I'm here... to destroy you!

-Defeat Gaul-

Gaul: Go ahead, whelping, finish me off.

Gaul: Ha ha ha, that's what I thought. You don't have it in you!

Sparx: SPYRO! Look out! The moons!

-The moons align, and Spyro is lifted up into the air by the well-

-The moon is eclipsed, and Spyro has become a dark version of himself-

Sparx: Spyro? You okay buddy?

Dark Spyro: Out of my way, bug. I have apes to kill.

-After Spyro defeats Gaul and a bunch of apes-

Cynder: Spyro, stop!

Sparx: Are you okay?

Cynder: I'm fine. It's Spyro we have to worry about!

Sparx: No argument here. He looks a little... ah... off.

Cynder: Spyro, it's me. Cynder. You must fight the powers here... don't be corrupted as I once was.

Sparx: Yeah, buddy, the Chronicler said the Dark Master fell prey to the evil here... don't let it happen to you.

Spyro: Wha'... what's going on? What happened?

Cynder: You destroyed Gaul...

Sparx: ...and the rest of his army...

Spyro: What have I done?

Cynder: It's okay, Spyro. You're among friends.

Spyro: I'm sorry... I couldn't stop...

-The room starts to collapse-

Cynder: It's no good. We're trapped.

Sparx: What? We can't be! We beat up the bad guy and saved the world... we can't be trapped! What about our heroic homecoming?

Spyro: Shh, Sparx, let me concentrate. I'm going to see if I can contact the Chronicler.

Spyro: Chronicler... what should I do? Gaul is dead, but we're trapped here... I don't know what to do. Please, it might be better if I didn't survive, but help me save my friends... they don't deserve this...

Chronicler: Ride out this storm, Spyro... and live to fight another day...

Spyro: 'Ride out the storm?' What does that mean? How am I supposed to... oh... I know what I have to do.

Spyro: Get close to me! Now!

-Spyro freezes himself, Cynder, and Sparx in a great block of ice.

Chronicler: Young dragon, when you wake up, it will be a different world... a world where cruelty and greed will stand to test the hearts of many, and you shall be their guiding light. Their strength... and their hope... now lie within you. But know this: you will not be alone in this fight. You have allies.

-Now the credits play, with a figure running in the background who has a striking resemblance to Hunter...

F. Characters [CHRS]

These are the main characters of the game:

Spyro - The main protagonist of the game. He is a purple dragon, a very special dragon who has great powers. He must go on a journey to defeat Gaul and stop the resurrection of the Dark Master.

Sparx - Spyro's best friend, Sparx, is a sarcastic dragonfly that follows him around everywhere. His sarcastic comments and pessimistic manner often annoy Spyro.

Cynder - She was rescued by Spyro in the first game. She leaves at the very beginning, prompting Spyro to start his quest in search of her.

Ignitus - Spyro's mentor, and one of the Guardians. He is a master of the fire element, and also goes in search of Cynder.

Chronicler - He holds knowledge that will help Spyro in his quest. Spyro looks for him, because he may be able to help Spyro find Cynder and stop Gaul.

Skabb - Owner of the Airship Fellmuth. He orders his scavengers to search out worthy creatures for his arena, to entertain himself and his crew.

Advisor - Gaul's advisor, who is on a constant mission to destroy Spyro. His identity is never known outside of 'Advisor.'

Gaul - The Ape King, and servant of the Dark Master. His purpose is to use the Well of Souls to help the Dark Master return, while trying to stop Spyro from ruining the Dark Master's return.

G. Controls [COLS]

Controls for Spyro:

Button	Action
Directional Pad	Move
A	Jump
B	Attack
A+B	Air Attack
Opposite Direction+B	Strike Behind
B+Opposite Direction+B	Kick Backwards
Up	Look Up
Down	Duck/Look Down
A+Direction	Ledge Grab
Down+A	Drop Through Platform
L	Switch Elements

Learned Abilities:

A+A	Double Jump
A+A(Hold)	Glide
Up+B	Air Launch
Left+Left or Right+Right	Charge
Opposite Direction+A	Wall Jump
A+Down+B	Air Dive
A+Down+Left or Right+B	Slanted Air Dive
R	Elemental Attack
Select	Dragon Fury

H. Walkthrough [WAGH]

Well, this is the meat of the guide. Start a new game, and choose your difficulty. I am writing this guide on normal, so these strategies will apply on both easy and normal difficulty settings.

--->Swamp<--- [SWMP]

Dragon Relics:

- Double Jump
- Glide
- Air Launch
- Charge
- Wall Jump
- Air Dive
- Health Upgrade

After some dialogue, you gain control of Spyro. After you take a few steps forward, you will see a raised platform. You will also be prompted to jump up by Sparx. After you jump up, keep walking and you will get a hint about how to ledge grab. If you missed it, just press up near the pedestal to see the hint again.

You will see a [Dragon Relic] up ahead. This allows you to learn the double jump ability. Jump up to the ledge, and walk past the hint pedestal. Go down the stairs to find another [Dragon Relic]. This one gives you glide. Jump back up and use glide to reach the other side.

Now you encounter the first part where you must drop down. Sparx warns you after a few drops, and if you hold down you will see why. Walk off and avoid the spikes, then enter the next part. You are now in a room with some... mushrooms growing on the walls. After a few more steps, you are introduced to the health meter. Apparently the next Dragon Relic is missing. Just beat the Frog Weed upside the head until it drops the [Dragon Relic]. You can now do the Air Launch attack.

Spyro proceeds to faint, and wakes up in a new place.

====See Hall of Fang and Claw before going on====

Spyro wakes up now, and the gate opens. Continue on. You encounter the first crystal. These crystals do different things, such as replenish health. All it is is a bunch of red gems, which restore your health. Here, you need to double jump to go up through the ledges. Up here is a wall you can't pass at the moment, so return later. You're now introduced to the EXP reward system, through combos. Just head forward killing the Frog Weeds. You will now be approaching not one, but two Dragon Relics. The [Dragon Relic] on the left will give you Charge. The [Dragon Relic] on the right will give you Wall Jump.

Now wall jump back up. Go back to the wall you couldn't pass earlier, and break it with your charge attack. Now you need to go across the floor and jump up. The next thing you see is another [Dragon Relic]. You get Air Dive. Before you move on, head right and break the crystal. Now break through the floor. There is another crystal, if you need health. Jump over the gap, obviously.

Now, you have to fight a bunch of enemies. Just combo them.

====Now go to Fire Temple section====

After that long time away from the Swamp, we get to come back. Defeat the enemies after the dialogue, starting with the annoying flying bug. When you have the chance, whack away at the thing blocking the path. You can use fire to speed it up. Now, you get another [Dragon Relic]. It's a health. Just get to the end and meet up with Ignitus.

--->Hall of Fang and Claw<--- [ELTE]

Dragon Relics:

- Additional Melee Combo Attack
- Additional Air Combo Attack
- Elemental Melee Damage

You must hit the dummy five times in a row, which is pretty simple. Just corner him at one side and beat him five times. You can also just hit him two times, then launch him into the air. When you are done, the gate at the top will open. The reward is another [Dragon Relic], which gives you another hit on your ground combos.

Now you have to hit another dummy 10 times in a row. However, you cannot open the door at the moment so your only option is to leave.

After you have gotten the fire breath, come back and try to get 10 hits on the dummy again. If you start with one or two fireballs and then start to combo, you should be able to use the fireballs again after 3 hits to keep it going. After that, the door will open and you can get the next reward. The reward is a [Dragon Relic] that gives you another air combo hit.

The next one requires 15 hits. While it is possible now, it requires you to cancel the Air Dive with a double jump in addition to using the flame and breath attacks. Too tedious, so just come back after you've found a few more Additional Combo attacks.

After you're done with the Ice Temple, you should have enough upgrades to do this last challenge. If you still have trouble, this is what I did: Fireball x2, Melee x4, Fireball x2, Air Launch, Air Melees, then sideways fireballs x2 to hit him while he's on the ground. (Notice the grammar mistake in the next message. lol)

====Return to the Swamp section now====

--->Fire Temple<--- [FITE]

Dragon Relics:

- Health Upgrade
- Energy Upgrade
- Energy Upgrade
- Health Upgrade

After you have gone further in the Swamp, you will come back here. You are greeted by a Mysterious Figure, and then transported to the Fire part of the temple. Start by going up and to the right. Kill the enemies here for EXP, but watch out for the flame balls going around. Head to the left now, and go down. You will see that figure again, and he will give you the ability to use Fire.

Now, head upward. Go up the stairs, and to a part where there are what appear to be tiny things hanging out of the wall. Use that to wall jump up to the next area.

Head right and kill the golems and fire spirits. You will find another [Dragon Relic], which gives you more health. Now jump to the right, and land back where you started. Now you can head right, through the door, by using fire breath. After you drop down, head all the way to the left by gliding across the lava. You will find another [Dragon Relic]. It increases your energy. Now head to the right and up.

You are in a new area, now. Glide to the ledge on the right. You will find a new type of enemy here, a turtle with spikes. You have to use an Air Launch to flip it. When you reach the end, jump down and to the left. You will find a [Dragon Relic] here. Now, keep heading left. You should end up back where you were. Now head down and to the right. Jump down through the hole, and head right. You will eventually come upon a green door. Just jump up and head to the right. You will come to a purple door, which will open when you approach.

After you've gotten Earth Breath, return here to open the elemental gate in the second area. You get a [Dragon Relic] that gives you a health upgrade.

--->Boss: Fire Avatar<--- [FIAV]

This boss is your final challenge in the Temple. His lifebar will appear in the top right corner, so you can check your progress. He will start off by shooting fireballs at you. He will also call down fireballs from the roof, so beware of that. Just dodge his attacks by jumping and combo him after he's shot a fireball or while he's making fireballs rain down.

After you've defeated the boss, go through the door on the right.

--->Temple of the Dragon Soul<--- [TODS]

After you talk with the dragon, you can walk around and explore. To return to the Fire Temple, approach the symbol that is red and press up. To return to the Hall of Fang and Claw, stand near the multicolored symbol and press up. After you've visited them, you can leave.

====Return to the Swamp section====

--->Hall of Memory<--- [HAME]

You reach this by going up the stairs and entering the black portal. You can replay all the bosses you've fought here.

--->Ancient Grove<--- [ANGR]

Dragon Relics:
-Health Upgrade
-Mid-Air Charge Attack
-Energy Upgrade

Head forward from the start and kill the spider. Now jump on the ledge, and go left. Hop along these mushroom platforms all the way to the right, fighting as you go. At the end is the first [Dragon Relic], a health increase. Now make

your way back to the beginning. After a while, you'll encounter the first ape enemies you'll have to fight. Don't want to fight them? Well, lucky for you, Spyro falls asleep again. Weeee.

====Go to Earth Temple now====

After you're back from the Earth Temple, you're greeted by Sparx. Head up the steps after killing some enemies. An ape will jump down at you, but no big deal. When you reach the block in the road, use fire to get rid of it. Now, in the cave you have to worry about both the bugs and the bats. They will hit you onto the spikes. Now, the apes here are really annoying. They will shoot puke balls at you. Jump over the gap, and break the wall with a few blasts. Inside you will see a [Dragon Relic]. It gives you the midair charge attack. Head back, and jump down the hole, and fight your way to the left. You can see a Dragon Relic up there, but you can't get it now. You have to return later after gaining the Wall Climb ability. So head right. After some fighting you get to a new area.

In this area, head down and fight. This is a really small area, so get to the end after only a few enemies.

Come back here after getting the Wall Climb ability. Head to the cave area, and go down and to the left. Use Wall Climb to reach the [Dragon Relic]. It's an energy upgrade.

--->Earth Temple<--- [EATE]

Dragon Relics:
-Health Upgrade
-Energy Upgrade
-Additional Melee Combo Attack

Head left from the start, fighting till the end. There's no point in going to the right at first, since there is an Earth Gate blocking the way. Drop down to the next level, and clear it. You will find an Ice Gate, which will be opened later. Drop down to the third level. Go left to obtain the Earth breath ability. On the right is another Ice Gate. Head all the way back up to the top floor, and use Earth to open the gate.

After opening the gate, fight onward to the right. When you reach the dead end all you need to do is drop down. Move left, and drop down again. Keep dropping down and fighting, until you reach the bottom and go into a new area.

In the new area, you can jump up to the left and fight a golem if you want, or just head right. Jump up, and explore this new level. After you do some fighting, head up to the next floor. On the right is a crystal and a golem, so go right instead. All the way on the right is a [Dragon Relic], giving you a health upgrade. Head back and drop down through the floor on the second one. You need to go right. Go up the stairs to reach another [Dragon Relic]. You get an energy upgrade. Now back up a bit, and jump up through the platforms, and go through the wall.

After you get Ice breath, return here and go past the Ice gate.

--->Boss: Earth Avatar<--- [EAAV]

This is a much tougher fight than the Fire Avatar. This guy has two big melee attacks, that do quite a bit of damage. He is slow, and will continuously walk

toward you so he can corner and pummel you. Use your fire attacks and short combos to attack. He can break stun, so don't think you can keep comboing him. A very useful combo to use would be attack twice, then jump while pressing the opposite direction of the attack. This makes you somersault backwards, getting out of his attack range and hurting him at the same time. When he is low, start to just spam the fire attack to finish him.

After you beat him, the next door unlocks.

====Return to Ancient Grove====

Note: Return to Fire Temple to open the Earth gates.

--->Deep Grove<--- [DEGR]

Dragon Relics:

- Increased Melee Damage
- Additional Melee Combo Attack
- Slide Attack
- Raging Fury
- Health Upgrade

In this starting area, you may find it easier to kill enemies simply by hitting them into the water. Head up the steps near the beginning. Here you will find the first pirates that you fight in the game. Be careful not to hit the first one too far, or the one on the ledge will start shooting canonballs at you. After them, you find a [Dragon Relic]. You can now do more damage! Very helpful. Now jump back down and across the waterfall. Go up the mushroom platforms, and reach the wall. You can do a double wall jump here to get up without wall climb. There is an unopenable wall at the end, so head back down.

Fight your way to the right, and kill the huge ape along the way. Go up the mushrooms, and then kill the ape. Drop through the platform he was on to get to a ledge. Nothing useful here, but you might want to use the crystals to get some health back. Now head through to the next area. This is a really short part, so kill the few enemies and continue.

This part is so darn annoying. The thing in the middle will constantly spawn those evil little bugs, so ignore them and just use a few bursts of flame to kill it. Then wipe out the bugs and grab the [Dragon Relic].

In the next area, you can get onto the mushrooms if you time the double jump just right. There isn't a need to do so, so don't worry. Just head right. Jump up and into the cave area. Jump up into the room above as you enter, to get another [Dragon Relic]. This one teaches you Slide attack. Now go forward. This part can be hard. Do not fall into the water, it costs a big chunk of your life. Instead, hit the enemies into the water for easy kills. Head up. To get past the wall, just wall jump and then double jump.

Go back to the section in the beginning with the climbable wall once you have wall climb. Get to the end, and use Lightning breath on the thing to open the gate at the top. You can now get the [Dragon Relic], Dragon Fury. Now head to the cave area, with the water floor. Use your Ice Breath to create platforms and use them to reach a [Dragon Relic], health upgrade.

--->Boss: Naga<--- [NABO]

This boss is really annoying. You have two options here. You can do quick

attacks after he does his, or you can try to break his shield so you don't have to deal with it. He will take huge swings, that do a lot of damage so avoid those. However, if they connect with the ground they send rocks flying down. After he does that, move in and attack. He will put the shield out front and you can whack at it. Earth Breath is the most useful here, as it will stun him temporarily. Just stick to hit and run, until his shield is gone, and then you can just keep hitting him with breath attacks for the finish.

--->Fellmuth Arena<--- [FELA]

Dragon Relics:
-Additional Air Combo Attack
-Energy Upgrade
-Dragon Fury
-Hover
-Increased Defense vs Spikes
-Health Upgrade
-Health Upgrade

The first thing you notice after going forward a bit is that there is a wall you can climb. Sadly, you don't have the wall climb ability yet, so just remember this. Go forward, and kill stuff. Destroy the green door when you get there. Ignore the wall climb section yet again, all it will bring you is pain. Destroy the next door. Here, destroy the last door and kill the enemies. Grab the [Dragon Relic]. Now, head up the cages to reach the next area.

This area is short, and there are a few annoying enemies. Take care of them and move into the next area. Pass through the door. After you kill of the guys in the arena, you are rewarded with a [Dragon Relic].

====Go to Ice Temple now====

After you get back, you have to face the Maleforian Snail Rider. Just melee the snail to death, and then focus on the rider. You get a [Dragon Relic] now, the Dragon Fury.

====Go to Boss: Advisor====

After that, head right. Jump up to the left platform after the ape and use the bed to regenerate your health and energy completely, by bouncing. Jump up to the next platform and kill the ape before going right and destroying the door. Keep going right and go up the stairs at the end. Head to the very right, and pick up a [Dragon Relic]. This one is the Hover ability. Head back down and go to the right. Break the door.

You are in a new area now. Head to the right, but don't touch the spikes. Head to the right, and go up. Jump over the spikes and glide to reach a [Dragon Relic]. This one is the resistance to spikes and lava pools. Very useful. Now head down and to the right.

After you've gotten wall climb, return here. At the very beginning, there is a section you can climb to reach the [Dragon Relic], health upgrade. Now proceed until you reach the outside area. The area with the clouds going by. Find the mast in the middle, that's climbable. Climb it and head to the right. There is a [Dragon Relic] on one of the platforms, health upgrade.

--->Ice Temple<--- [ICTE]

Dragon Relics:

- Increased Defense vs Physical Attacks
- Piercing Claws
- Energy Upgrade

This is by far the most awesome temple, in my opinion. Start by heading to the left. Jump up to the platform, and follow those. You will see an elemental gate. Remember this. Now jump down and start killing. The floor will probably give you some trouble, so constantly jump. Go left, and jump down. Be careful not to fall down the hole. Head right. When you reach the end of the tunnel, you gain the ability to breath ice.

Now head back to the beginning and head right. Go down twice. To the left are some enemies and a crystal. To the right, are a bunch of gaps and a [Dragon Relic]. This one is really useful, at this stage of the game. Head up one level and then go to the right. this part is really hard. You need to make a platform with ice breath, and then another before falling of so you can get to the other side. Once on the other side, use your Ice breath to open the gate.

Now you are in a new area. Start by going across. Try not to fall of these platforms. You will have to go all the way to the left and back up. You can knock people of by shooting fireballs. When you get across, you will have to use more ice to freeze platforms. Watch out for the wisps here. Two platforms should be enough to get you across. Drop down when you get across. Head left. You get probably the most useful [Dragon Relic] for this area right here. Now you don't slide around. Now head back and go down the right side.

After you have Electric breath, come back here and use it to get past the gate. Remember, the gate is towards the left. You get another [Dragon Relic], an energy upgrade.

--->Boss: Ice Avatar<--- [ICAV]

You may be thinking: Those arms look like cannons. Well, you're right. He will shoot a lot of stuff at you. Do not get cornered in this fight. Stay near him, and use all your fire breath on him. If he still isn't dead, then just melee him. You cannot avoid taking damage, so there's no point in trying. Just stay up close and personal until he dies. If you upgraded your fire breath, this shouldn't be a problem. If not, you can still take out a good half of his health with fire. Grab the EXP when you're done, and keep going.

====Return to Temple of the Dragon Soul====

Note: Return to Earth Temple to get behind the Ice gates. Also, visit the Hall of Fang and claw to see if you can get the last relic there. Then return to Fellmuth Arena.

--->Boss: Advisor<--- [ADOR]

Note: This is after the Ice Temple area.

Don't use fire here, he moves too erratically. Just stick to shooting him with Ice breath, so you can slow him down for a second. Then move in and melee. He will hit you quite a lot if you aren't careful. After you melee him and he gets away, be prepared to dodge his incoming ninja stars. Don't get too close unless you've hit him from range with a breath, because he will leave a dummy that explodes. He will also jump behind you to melee, so when you see him do

that you want to start rolling in the other direction for a quick escape. If you have trouble avoiding hits, fear not. Every time he hits you, he will start to laugh. This is the perfect opportunity to hit.

--->Boss: Skabb<--- [SKBB]

A very easy boss fight. He will either shoot at you, or send a bomb down. When you see the arrow above your head, he is about to send down a bomb. Melee this bomb and it will hit Skabb, giving you the chance to melee. He blocks attacks otherwise. He has a lightning charged slash, but that happens if he blocks too many of your hits. A very easy way to end this quickly is to hit a bomb into him, and then just breath a stream of fire.

--->Lightning Temple<--- [LITE]

Dragon Relics:
-Increased Melee Damage
-Energy Upgrade
-Energy Upgrade

Start by dropping down through the floor to the right and then heading right. The armored apes here will be slightly more annoying, but earth breath solves that. It simply launches them into the air. Now head right. Perhaps the quickest element to recieve.

Now head back up and go left. Drop down at the very end. You will pretty much land on top of the [Dragon Relic], which is a melee damage increase. Now get back up to where you were, and then go up to the very top level. Then head right. Get past all the enemies, and you should see a lightning gate. Go through it. Get to the end and drop throught the floor. Now head right, and you should see the [Dragon Relic] to the right, on a platform. Now head back, and take the path up to the next area.

In this new area, just head right. Go towards the bottom right, and you should find the [Dragon Relic], an energy upgrade. The boss fight area is around the middle of the paths you can take, so keep to the center path as you go right.

--->Boss: Lightning Avatar<--- [LIAV]

This boss is a great, big,... crystal. It starts out yellow, which means that if you touch it, you get shocked! So just avoid it. After a while, it will turn purple. Now you can attack it. However, those eletric sprites will start to appear. Make sure to kill as many as you can, or else you will lose a TON of health. The best approach is to hit him with earth breat as soon as he turns purple, and maybe a combo or two. Then, just focus on killing the sprites that appear. When he gets below or around 1/4th of his health, don't worry about the sprites and just spam the earth breath on him.

====Head back to Ice Temple to get past the elemental gate====

--->Celestial Temple<--- [CETE]

Dragon Relics:
-Health Upgrade

-Increased Defense vs Non-Physical Attacks

Head down the stairs after killing the ape, and then kill the snail. There's only some enemies up top, so just go right. Beware of the spikes. It is rather entertaining to hit the enemies into it, though. In this next big room, head to the top left. Use your Earth breath to open up the gate. Now you get a [Dragon Relic], Health Increase. Now drop down to the lowest ledge near the water. Use Ice breath to create platforms. Then use Lightning breath to open the gate and get [Dragon Relic], Increased defense. Now, to get back safely, you need to hover and then aim down and create a platform to land on. Then just make more and get back. Now head up and go right. For the armadillo, just make him roll off the edge by hovering over it. Go to the right and end up in a new area.

Some enemies here, just a straightaway section. If you are in need of health at this point, just go ahead and use Dragon Fury to easily get past them. In this new area, drop down. The head back up the right. Jump down the hole and go right. Kill the enemies and go up the stairs. Now jump to the top right after killing the two magic apes. Use Ice breath to make platforms. Now you get the [Dragon Relic] wall climb. Now head back and go right.

--->Boss: Advisor<--- [AD02]

Dragon Relics:
-Energy Upgrade

The Advisor wants a rematch. This one is more difficult than the last. He will now use his sword, which means his attack range is slightly larger. He uses longer combos, but the same basic techniques are still there. Use your breath attacks to hit him, and then start combos. Lightning is good, as you can send him into the air with it.

Remember, he will laugh after hitting you sometimes, so you have a chance there to attack. If you start to lose too much health, use Dragon Fury. If you run out of energy, resort to charging around the floor from side to side, which will allow you to get some cheap hits in. After you beat him, you get a [Dragon Relic], energy upgrade.

====Return to Ancient Grove to use Wall Climb====
====Return to Deep Grove to use Wall Climb and Breaths====
====Return to Fellmuth Arena to use Wall Climb====

--->Temple Sanctum<--- [TESA]

Dragon Relics:
-Health Upgrade
-Energy Upgrade

Start by killing the enemies, and then head to the right, and up the stairs. This should lead you to the [Dragon Relic], health upgrade. Now head back and go down the stairs. If the armadillo is still after you, lure it into the water. Just head to the right, careful not to fall in the water.

In the second area now, kill the apes and move down. Drop down the very first hole and head left. Use Earth Breath twice and get to the last [Dragon Relic], energy upgrade. Now head back up, and go right. Just beat enemies into the water, and they should die instantly. Then you meet the Mysterious Figure that has been haunting you.

---> Well of Night<--- [WEON]

This isn't really a level. Just walk forward two feet... and bam. Advisor appears again for a fight.

--->Boss: Advisor<--- [AD03]

Once again, you must fight this guy. He's pretty much the same as before, but now his combos are way longer. You can use the same strategy as the previous times, which was to use lightning and earth breaths to vault him in the air for easy air combos, or you can camp out on the left ledge and wait for him to come to you, allowing you to easily combo him. If you're playing on hard mode, then being up there won't be an option. He will teleport there in all difficulties, but moreso here.

After the fight, you get sent back to the World Map, so you can finish up any task you have left, before facing Gaul.

--->Boss: Gaul<--- [BOGA]

The final fight! Before you go in, however, make sure to break the crystal by the gate repeatedly by entering and exiting to the map so that you have full dragon fury, in case you have need of some health regen in the fight.

What to do for the first round here, is just to melee and then use the jump to go back before he counters. After he counters, spray him with some fire. He hits hard, so just try and evade him. It might take a while to get the hang of what to do, so Dragon Fury will come in handy. He will regenerate his health a few times, so just keep at it and you will beat him. After you do... a cutscene plays.

It is impossible to lose this round. You're health regenerates like mad, and all of your attacks do good damage. You also have a new breath attack. After you beat him, there is a tiny battle.

You now have to kill a bunch of apes. I've heard it's possible to die here, but I really can't see how. Just swipe at them and they should die in single hits. Kill enough, and a cutscene starts.

Congratulations, you beat the game!

I. Secrets [SECR]

There are a few secrets in this game, and sadly, at this time I do not know all of them. However, there are some interesting things here:

- 1) Hard Mode & Dark Spyro Mode: Beat the game on easy or normal to unlock hard mode, and then beat hard mode to unlock Dark Spyro mode, where you play as the Spyro during the last portion of the Gaul fight.
- 2) 'Revisiting Secret': Apparently, it has been stated on a forum by one of

the developers that there is a 1 in 5 chance of something special to be found by revisiting a certain level. This has yet to be found. If you know it, contact me. I will credit you.

- 3) The Mysterious Door: After getting all three Dragon Relics, there is still another door to be opened in the Hall of Fang and Claw... some rumors state that you can open it by reaching the 50 combo high score. This has yet to be confirmed...

J. Frequently Asked Questions [FAQS]

Here are some questions that have been made up, by me. Send in questions, and I will include.

Q: How do I unlock Hard mode?

A: Beat it on Easy or Normal.

Q: Who is this mysterious figure?

A: That is the Chronicler.

Q: How do I open these wierd gates all over the place?

A: Use the correct breath type on them, and they will open.

Q: What is this wierd thing with a skull shape on it in Deep Grove?

A: It is a switch that opens a gate further up. Use Lightning breath on it.

Q: I missed a Dragon Relic in the Temple! How do I get it back?

A: You will be able to return to it later, as it will become a map option.

Q: What are the gems for?

A: The gems have different functions based on color.

Red: Health

Green: Energy

Blue: Experience

Purple: Rage

K. Conclusion/Thanks [COTH]

So you've reached the end of my FAQ/Walkthrough. I hope you liked it. This is a wonderful game, don't you think? Well, these are the people who helped me and they deserve some recognition.

Me: I wrote it.

My Parents: For getting me this game.

Amaze Entertainment: For making a super GBA game.

Insomniac: For creating the character all those years ago.

Gamefaqs: For hosting this.

You: For reading this.

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