

Spyro: A Hero's Tail FAQ/Walkthrough

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This walkthrough was originally written for Spyro: A Hero's Tail on the GC, but the walkthrough is still applicable to the Xbox version of the game.

Spyro: A Hero's Tail

Walkthrough by: Invader Hera

Table of Contents

1. Story
2. Controls
3. Breath Attacks and Other Abilities
4. Items
5. Walkthrough
6. Light Gem Locations
7. Dragon Egg Locations
8. Copyright Stuff

1. Story

I copied this from the instruction manual because I'm lazy. So, I don't take credit for it.

"Since Spyro's last adventure, the Dragon Realms have enjoyed a long period of peace and prosperity. However, a shadowy figure from the distant past has returned to disrupt the serenity of the land-the evil dragon, Red! Now he has come back for vengeance!

"There is but one dragon who has the courage and strength to battle Red and foil his diabolical plan-the mighty Spyro!"

2. Controls

Spyro

Control stick: move

C-stick: move the camera

Control pad: left for fire breath, up for electric breath, right for water breath, down for ice breath

A: jump, swim slower in water

A+A: double jump, then hold for glide

A+A+X: horn dive

B: wing shield

X: charge or swim fast and dive in water

Y: breath attack

Z: see stats, hold to see inventory

L: first-person view

R: use bombs (like fire or aqua bomb)

Start: pause game

Ball Gadget

Control stick: move

C-stick: move the camera

A: jump

X: break

Y or R: go faster

Z: see stats, hold to see inventory

Start: pause game

Blink

Control stick: move
C-stick: move the camera
A: jump
A+A: double jump
A+X: um...butt bounce...
B: crouch
X: claw attack, dig
Y: shoot lasers
Z: see stats, hold to see inventory
L: first-person view
R: throw bombs (hold to throw farther)
Start: pause game

Hunter

Control stick: move
C-stick: move the camera
A: jump
A+A: double jump
A+X: pounce stomp
A+Y: bow swipe
B: bow spin defense
X: punch
Y: shoot arrow
Z: see stats, hold to see inventory
L: first-person view
R: shoot explosive arrow
Start: pause game

Sgt. Byrd

Control stick: move
Hold A: fly
X while holding A: turbo boost
L: drop bombs
R: fire missiles
Start: pause game

Sparx

Control stick: move
A: shoot
B: fire missiles
Y: shoot smart bomb
Z: see stats, hold to see inventory
L: go slower
R: go faster
Start: pause game

3. Breath Attacks and Other Abilities

Breath Attacks

Fire Breath: You already know this from the very beginning. It is good for hurting most unarmored enemies, for lighting fireworks, and for breaking baskets.

Electric Breath: You learn this once you beat Gnasty Gnorc. There are little metal things you can activate with it. You can also hurt many enemies and break metal chests.

Water Breath: You learn this after beating Ineptune. It can turn wheels and hurt fire enemies.

Ice Breath: Beat Red in Frostbite Village for this. It can hurt fire enemies, freeze water, and freeze other enemies (so you can kill them with charge).

Other Abilities

Horn Dive: You learn this from Elder Tomas in Dragon Village. It is for breaking target chests, pressing targets, and for destroying dark gems.

Pole Spin: This is for...pole spinning...on spin poles. You learn it from Elder Magnus in Crocovile Swamp.

Wing Shield: This is a shield, and it can bounce back certain attacks (at least, I know it can bounce back boomerangs in Cloudy Domain). You learn it from Elder Titan in Cloudy Domain.

Wall Kick: In certain places, you can get to higher places using this. Just jump on the wall, then, keep pressing A to get to the top. You learn this from Elder Astor in the Ice Citadel.

4. Items

From Moneybags' Shops

Lock-pick: Use this to open locked chests and gates.

Low Price: 500 gems

High Price: 625 gems

Extra health unit: With this, you can get hit one extra time.

Low Price: 5,000 gems

High Price: 6,250 gems

Fire bomb

Low Price: 50 gems

High Price: 62 gems

Ball lightning

Low Price: 250 gems

High Price: 312

Aqua bomb

Low Price: 50 gems

High Price: 62 gems

Ice Missile: 100 gems

Low Price: 100 gems

High Price: 125 gems

Fire bomb magazine: This is to carry 5 more fire bombs.

Low Price: 500 gems

High Price: 625 gems

Ball lightning magazine: This is to carry 1 more ball lightning.

Low Price: 1,000 gems

High Price: 1,250 gems

Aqua bomb magazine: This is to carry 10 more aqua bombs.

Low Price: 250 gems

High Price: 312 gems

Ice missile magazine: This is to carry 2 more ice missiles.

Low Price: 750 gems

High Price: 937 gems

Key chain: This is to carry 3 lock-picks.

Low Price: 5,000 gems

High Price: 6,250

Butterfly jar: This is to restore Sparx to full health.

Low Price: 1,500 gems

High Price: 1,875 gems

Double value gems: This is to double value of all gems.

Low Price: 1,000 gems

High Price: 1,250 gems

Shockwave: This is to increase range of Horn Dive.

Low Price: 10,000 gems

High Price: 12,500 gems

Teleport pass: This is to get to a previously activated Remote Shop Pad.

Price: 100 gems

Dragon Eggs

From the beginning screen, you can get these things when you have 10 of a certain egg.

Set 1: white with green spots-Concept Art

Set 2: light green-Character Viewer

Set 3: pink-Ember Model-Play as Ember

Set 4: orange egg-Flame Model-Play as Flame

Set 5: dark blue with stars-Sgt. Byrd Mini-Games

Set 6: red and purple-Spyro Turret Mini-Games

Set 7: yellow-Sparx Shooter Mini-Games

Set 8: light blue-Blink Mini-Games

Other Items

Gems: Gems are found all over and can be used to buy things.

Containers: Most containers can be broken with a charge, fire, or a horn dive. Strong chests require fireworks, and locked chests require lock-picks.

Dark Gems: Destroy these to get to new places and the bosses.

Light Gems: Collect these to power gadgets and go through certain doors.

Fireworks: Light these to break strong chests.

5. Walkthrough

A. DRAGON KINGDOM

a. DRAGON VILLAGE

Dark Gems: 3

Dragon Eggs: 6

Light Gems: 6

Well, since, you've just started, I'll explain a couple of things.

There are gems all over the place which you can use to buy thing from Moneybags's stores. They are lying all over the ground, plus you can get some from breaking baskets and chests (by charging them), by killing enemies, and by breaking small dark gems. There are a few other types of containers that have gems, but I'll explain them later.

Visit Moneybags, Collect Gems, Buy a Lock-pick, and Open Gate

Anyway, collect gems and break the two little dark gems. Now, talk to Moneybags. He wants you to come back when you have 500 gems, so talk to him again when you do. Now you can get into the Village Depot and buy a lock-pick

for 500 gems. Now go to the locked gate and Sparx will unlock it.

Visit Elder Tomas

Through here is a short cut scene. There's a save fairy here. Past here, you can talk to Ember and destroy two small dark gems, but not the big one yet. You also can't open the strong chest yet. Anyway, step on the switch in front of the gate to open it and go through. (Right after the gate, charge through the cracked wall to the right to break it and find baskets containing gems.) Past here, destroy two, small dark gems. There's also a save fairy right before you talk to Elder Tomas.

Destroy Dark Gem

You'll learn Horn Dive and double jump, so now you can go and destroy the dark gem nearby. From here, double jump up to a higher ledge and talk to Hunter.

Retrieve Dragon Egg

You'll learn how to glide from Hunter, so, glide from ledge to ledge. (You can't break this strong chest, either. Also, don't forget the gems you can get on the ground below here.) Over here, kill the unarmored Gnorc (just use fire). Past here is a save fairy. Now glide along these ledges (and kill the Gnorc). Get the egg (a pink one with flowers). Now go past here. There's a new type of container with a target on it. Use Horn Dive to break those. Anyway, kill the Gnorc and get some fire bombs, then, go past here and kill another Gnorc. This one has armor, so charge it first, then, kill it with fire. Past here are fireworks. These are used to break those strong chests. Light it so it breaks the strong chest near Hunter. Now talk to Hunter again, then, go through the gate he opens.

See Nanny

Past here is a save fairy and an armored Gnorc. Near it is a locked chest, which has a light green egg inside. Past here is another armored Gnorc and fireworks you can light to break a strong chest. You can talk to the Professor here, and he'll tell you that you need eight light gems before you can use the Ball Gadget. He'll also open a door, so go through to talk to the Nanny. Now get the light gem here, and past it, you'll be back at the beginning of the area.

Destroy all the Dark Gems, Collect 8 Light Gems, and Clear Sgt. Byrd's Speedway

In the beginning area, there's a place you can get to by using a double jump (near the lab). Up here is also a locked chest with a light gem inside and a save fairy. Past here, kill an armored Gnorc, and farther on, destroy the two small dark gems. Now charge the target to raise some platforms for a limited time. Climbing up them, you can get to a dark gem. Break it to reveal an orange egg. Climbing farther on, you can get to a light gem and fireworks. Light the fireworks to break a strong chest on a nearby platform. Also, in this area, you can talk to Sgt. Byrd to play a mini-game. It is the Island Speedway and you have 8 of each thin to either shoot (with R) or fly through in 3 minutes. There are rings, time-portals (which add on 5 seconds of time each), vultures, and targets and Gnorcs, both of which leave behind gems. Win this to get a dark blue egg with stars. Do this again for a light gem. The second time through, you have 1 minute and 42 seconds, and things are in different places. Now, charge through the cracked wall in this area. Kill some Gnorc archers, and get a light blue egg. Go up some ledges, get the light gem, and down the hole, you'll end up back at the beginning, in the lab.

When you destroy the gem near Ember, the bridge will be fixed. Cross the bridge to fireworks and a locked chest. Light the fireworks to break the strong chest near Ember, and unlock the chest for a light gem. Past here, ride the platform across the gap. Past here is a save fairy and Crocovile Swamp.

Once you have 8 light gems, use the Ball Gadget. You can jump with

A and go faster with R. Running into enemies kills them, and you can also break boxes by running into them. Drop into a hole later on to get to Dragonfly Falls.

Defeat Gnasty Gnorc

Back at the beginning of Dragon Village, go to the evil plants. When you've destroyed every dark gem (a total of 10), the plants will disappear. Past them, talk to Flame, then get the orange egg past him. Farther past here, you'll have to fight Gnasty Gnorc. When he hits the ground, jump over the shockwaves, and when he leaves the club on the ground, you can run up behind him and charge into his booty. Anyway, after three hits, you also need to watch out for falling rocks. After six hits, he can shoot electricity. Just attack him three more times to win and learn electrical breath. It's stronger than fire breath, but takes longer to kill things. Now use your new power on the platform to move it. Keep using it to get to the other side.

Activate Teleporter

Now back outside, you can use the teleporter to get to the Lost Cities. (First, you may want to return to the place near the Forgotten Temple shop. Inside the building, the electrical breath is useful... See Crocovile Swamp for this.)

b. CROCOVILE SWAMP

Dark Gems: 3

Dragon Eggs: 8

Light Gems: 10

Find Blink the Mole and Destroy all the Dark Gems

Destroy the little dark gem here and avoid the evil vines. (Also, stay out of the water in this area.) Fire works best on the enemies here. Anyway, past the vines, get past some spikes. After that is a save fairy and the Perilous Pyramid shop (which has the same things, but at higher prices). Those bats can be used as fodder. In this area are a lot of crocodile enemies. Some can use boomerangs, so be careful. Not far from the shop is a dark gem (and a strong chest). Destroy it and some ledges will appear. Climb up to a save fairy. (Charge through the wall to the right to break it. Past here, unlock the chest for a light gem.) Go along the path. (Watch out for spiders and evil plants.) Past here are some rat things, which you can use for fodder. Go forward to the water. To the left are fireworks, and to the right is a strong chest. Use the fireworks to break the strong chest, then, cross the platforms near the strong chest to get to a light green egg. Now return to the shop from earlier.

Near here, you'll find a lower path to the left. Down here are some strong chests, and you can talk to the Professor, who tells you that you need 40 light gems to power the Supercharge Gadget. We can't do that yet, so let's go past here. (But, when you can use it, make sure you break the strong chests in this area and the strong door to get to a light gem.) A gate will open and out will come some little blue enemies. Kill them, then, go through the gate. (Before going through the gate, though, climb up the ledges to the right and unlock the chest for a pink egg.) Past here is a save fairy, more evil plants, and more rat fodder. Also, there is the Forgotten Temple shop and two switches. Press the switches with a horn dive to open the gate nearby. Go in. You need electric breath for the area to the right, but you can finish these next two places. (When you do get electrical breath, you have 10 seconds to use it on all 4 metal things to open the door. Charge or use fire breath on the egg thief past here for a white egg with green spots.) Step on the switches to open the gates. Through the one on the left, unlock the chest for a red and purple egg. Now, go forward and get past the swinging things to get to the light gem. Now all the things are swinging and more enemies appear, so get past them in order to get out of this place.

Now go to the left. When you get to a second area with big, stone block walls,

(the first one has spikes, then, the second part is through a small doorway) charge into the blue block on the left to reveal a light gem and baskets. Now go farther on to a save fairy. There are two sets of spin poles here, but you can't use them yet. So cross some platforms. (To the right, you'll see platforms going in and out of the water. Cross them to get to a light gem.) Past here is a switch. Press it to free Blink the mole.

Let Blink Explore

Play the Blink mini-game, Completely Swamped. You have 5 dark gems to destroy. Just play around with the controls to learn how to use Blink. He can dig holes where you see little areas of rocks to get gems, and also break boxes for gems. Break the boxes with targets the same way you would with Spyro. (AAX) Use L to see where you can dig if you don't know (dig in the bright areas you can see). There are mainly spider and vine enemies here. (You can get rid of the vines with bombs.) Anyway, past the beginning, you can dig through part of the wall to another area. There's a bomb dispenser here. When you die, you return to one of these. You can blow up the cracked wall nearby with a bomb, but there's nothing over there. (Break dark gems and metal crates with bombs, too.) Anyway, climb up the nearby wall. Just keep pressing A to get to the top. Blow up the dark gem here, then, drop down.

Down here is another bomb dispenser, and on the other side of the metal crates is another dark gem. Now climb up to a higher area, then, climb up some more. There are little blue enemies here. Anyway, you may as well get rid of those spiders, then, hold onto the bottom of the moving platform to get to another dark gem. Now, one level below here, dig through the wall. Here's a bomb dispenser and a dark gem. Cross the lower part of this area to find the last dark gem. Destroy it for a light blue egg.

Play this again for a light gem. It is the same area with 10 dark gems this time. The first one is past the cracked door near the first bomb dispenser. Climb up the thing near the bomb dispenser to another dark gem. Lower down are two dark gems, one on either side of the metal crates. Climb up to where those blue enemies were to find another dark gem. Now, through the wall to the last area, here's a dark gem. Two more are on lower ledges and two others are on higher ledges. For one, you need to throw the bomb kind of far, since you can't jump to it. You'll win when you destroy all 10 dark gems.

Visit Elder Magnus, Use Pole Spin, and Destroy all the Dark Gems

Now that you're Spyro again, go past here. Up those spin poles is a strong chest, just so you know. The Elder's Tree shop is here and nearby is a dark gem. Destroy it to open a door. Go in and talk to Elder Magnus to learn how to pole spin. Use the spin poles here. To the right, you'll find another strong chest. To the left, at the top of the area is a light gem and fireworks that will destroy that strong chest. But, right after the poles, when you go left, you can also charge through the wall here to find an orange egg and fireworks that destroy the strong chest that I said was up the spin poles near the shop. Now, go back to Blink. (Use the spin poles farther from him. Cross these platforms, and you'll find a light blue egg. Get to it by charging through the gate.) Now use the spin poles right near Blink. In this area, watch out for the spiders that pop out of the walls. At the end, break the dark gem, and the wall will open up.

Visit Fredneck the Frog and Clear Fred's Critter Problem

Through here is a save fairy. Also, talk to Fredneck the frog. You can play a game here, Critter Calamity. Just shoot the enemies (some can fly) to protect the food. You'll win a red and purple egg when the left bar is filled. (You lose if the right bar fills up.) Play again to win a light gem. Now cross the lily pads the frog made appear (and don't forget the light gem on the ledge next to them). To the left is a cannon. You can get to it by climbing up the ledges near the Perilous Pyramid shop and gliding. Use the cannon to break the strong chests on the ledges you just climbed and to break the top of the ledges to

reveal a light gem.

c. DRAGONFLY FALLS

Dark Gems: 4

Dragon Eggs: 6

Light Gems: 9

Destroy all the Dark Gems and Collect 70 Light Gems

At the beginning is a save fairy. There are also many crocodile and Gnorc enemies in this area. Anyway, past some spikes and up some ledges is a save fairy. (Turn around and glide into the alcove. Unlock the chest for a light gem. Also, charge through the cracked wall near the fairy to find gems.) Past here is some sheep fodder. On the ledge, charge through the cracked wall. Watch out for bats in here. Anyway, destroy the dark gem and the little dark gems. Get the pink egg that was revealed, then, go back out of here and continue on. Here's the Steep Canyon shop, with prices the same as Crocovile Swamp.

Past here kill the goats and the weird guy. Over to the right, horn dive the target switch to raise a platform. Now use the cannon to break the big door. Through there, get the light gem, then, break through the cracked wall to find gems. Back at the area with the cannon, go past here. There are evil plants and Gnorcs here. And past here is a fork in the path. Go left to the save fairy. Be careful, these platforms tilt. Destroy the dark gem to reveal a cannon. Use it to break the rocks beneath another cannon. Use this cannon to break another rock. When going past where the rock was, watch out for those birds. There are two ways here. Get the light green egg to the left, then, go right. Right before the save fairy are boxes. If you climb up them, you'll find a door that you need 70 light gems to open. Obviously, you won't be getting through there for a while, so go past the save fairy.

Clear Sparx Shooter

There's a ledge with a sign where you can play a Sparx mini-game, Cavern Chaos. Just fly through and shoot enemies until you get to the end. Use R to fly faster, which really helps in the areas with the falling rocks. Get to the end for a yellow dragon egg. Do it again for a light gem. Now go destroy the dark gem, and the water behind it will rise. Charge through the cracked wall in the water to get to a light gem. Now, back in the previous area, go through the pathway near the Sparx game. Watch out for bats. A save fairy is at the end. From here, glide to a ledge to the right. Supposedly, you need wall kick to get up here, which you haven't learned yet, but that obviously isn't true. Charge through that cracked wall to get to a yellow egg. Now, out of here, watch out for the birds and fish and unlock the locked chest for a light gem. Another light gem is on another small island. The Tropical Cove shop is also in this area. Now, go over to the right.

Retrieve Dragon Egg

At the Gnorc, glide over to a save fairy. You get to play as Hunter here. So in this area, watch out for Gnorcs, archers, and birds. To break far away things, you can use arrows, but you need explosive arrows to break metal containers from afar (up close, just hit it). Also, there's rat fodder here. (If you want to go through the cracked wall, you need to use an explosive arrow. Through the waterfall is one explosive arrow and another explosive arrow you can get to by using the climbable wall.) When you're done exploring, jump to the orange egg. Past here get the light gem, then, go back to Spyro.

Destroy all the Dark Gems

Now go along the path to the left, past that Gnorc nearby. Over here, you can't use the wall kick area yet. (When you can, though, use it, then, glide over to a light gem.) Anyway, climb up to a higher ledge and ride the moving platform over to a dark gem. Destroy it and the wall will disappear. Ride the spiral

thing up. Here is the right part of the forked path from earlier.

Collect 70 Light Gems

Remember where I mentioned the secret door? Go through it with 70 light gems. Past it, go along the path behind the waterfall to the Secret Area shop. Farther on are evil monkeys that throw rocks, and in the tunnels is a thief you can charge into for a white egg with green spots. Though a cracked wall in this area, you can find a light gem.

d. GNASTY'S CAVE

Defeat Gnasty Gnorc

Back at the beginning of Dragon Village, go to the evil plants. When you've destroyed every dark gem (a total of 10), the plants will disappear. Past them, talk to Flame, then get the orange egg past him. Farther past here, you'll have to fight Gnasty Gnorc. When he hits the ground, jump over the shockwaves, and when he leaves the club on the ground, you can run up behind him and charge into his booty. Anyway, after three hits, you also need to watch out for falling rocks. After six hits, he can shoot electricity. Just attack him three more times to win and learn electrical breath. It's stronger than fire breath, but takes longer to kill things.

Use Electric Breath

Now use your new power on the platform to move it. Keep using it to get to the other side.

Activate Teleporter

Now back outside, you can use the teleporter to get to the Lost Cities. (First, you may want to return to the place near the Forgotten Temple shop. Inside the building, the electrical breath is useful.... See Crocovile Swamp for this.)

B. LOST CITIES

a. COASTAL REMAINS

Dark Gems: 4

Dragon Eggs: 7

Light Gems: 9

Activate 1st Water Wheel

There's hermit crab fodder here and the Coastal Depot shop. Enemies here are Gnorcs, evil crabs, and weird masked enemies. (On the big crabs, electric breath seems to work the best.) Near the shop, unlock the chest for gems. Now go along the path nearest the teleporter. Past here, talk to Otto the otter. Go past here and to the right. Kill those dumb, little blue enemies. Now at the water wheel, get onto the left spin pole, then, jump to the right one. When it spins over to the left, jump over to the one on the right again. When the bar fills up, you'll be done, so you can return to the pool and go along the path straight ahead.

Let Blink Explore, Destroy all Dark Gems, and Collect 20 Light Gems

Take the left path at the back of the pool. Past here is a save fairy and the Waterfall Walkway shop. You can kill the rats for fodder and destroy the nearby dark gem to create a path. But, before you cross it, talk to Blink for a mini-game, All Washed Up. There are five dark gems to destroy and spider enemies. Anyway, drop down to find a bomb dispenser and a dark gem. Then, get back up and ride the moving platform up. Up here is another dark gem.

(Remember, you can hold onto the sideways platforms.) Back down, dig through the wall. There's a bomb dispenser here. Cross the ledges and use bombs to destroy those round, metal things. Past here are two dark gems. Back at the beginning of this section, ride the platform up and cross these ceiling areas to another dark gem. You'll get a light blue egg for destroying all five dark gems. Now play again for a light gem. Five of the ten gems are in the same

places. At the end of the second section, dig through the wall. There's a bomb dispenser, and when you drop down, you'll find another dark gem. Use a bomb on it and hopefully, the pillar nearby will fall from the blast. Across it, there's a dark gem, then another dark gem farther on. Blow up the cracked wall to get to another dark gem. Now, ride up the platform nearby, then, jump up the walls. Cross the ceiling over to the last dark gem.

Activate 2nd Water Wheel

From where Blink is, go to the forked path where the dark gem was and go left. Watch out for archers. Past here, use electric breath on some platforms. Cross them to a light blue egg, then, return to the fork. Go right to the water wheel. Here, jump onto the left platform, then, the right. When it comes over to the left, jump to the right one. Repeat until the bar fills up.

Access the Sunken Ruins, Destroy all Dark Gems, and Collect 20 Light Gems

Near Blink, go along the path you haven't taken yet. Past some swinging shells is a save fairy. Under the water, charge through evil pots and clams for gems. Above the water, cross the platforms. You'll hear a light gem somewhere. Under that tall platform, you'll find it. Now, go to the dark gem and destroy it and something will rise out of the water. Here you can get to the Sunken Ruins. You have to horn dive the big dome to get to an elevator that will take you there.

Collect Reward and Collect 20 Light Gems

When the pool is filled, you can get a light gem. Talk to Otto for another light gem.

Collect 20 Light Gems

Now back at the beginning, go along the path second closest to the teleporter. Past here, there are evil fish in the water, so cross the platforms above it. At the end of the path is a dark blue starry egg. Back at the beginning, go through the path to the left of Moneybags (where you go through a shell at the beginning.) Past here is a save fairy and little huts. Horn dive them to get rid of the masked people. Go along the path at the far back and to the left. You need twenty light gems to get through the door. Through here is a save fairy and archers. Also, you can charge the egg thief for a white, green-spotted egg. Past here is a light gem.

Access the Cloudy Domain and Collect 20 Light Gems

Back in the areas with the hut, take the right, far back path. Get past the quicksand to get to a save fairy. Here, horn dive the hut, then farther on, horn dive the switch. In 18 seconds, run back the way you came and go up the platforms that rose. Glide to the long spin pole from here. Cross the spin poles (avoid the spinning things) to get the light gem at the end. Drop down and continue along the path. Past some more quicksand is the Domain Doorstep shop and a save fairy. Use electrical breath on the platform to ride it across the gap. Do the same to these two platforms. Cross them to get to a light gem.

Now, ride this platform back over the gap. Past the fairy, use the big platform to get to the Cloudy Domain.

Destroy all Dark Gems

Back at the huts, go along the path closest to the save fairy and get past the swinging things to get to another save fairy. (More pots and clams are in the water.) There's a dark gem here and strong chests. Destroy the gem to raise some platforms. Now cross the moving spin poles. (To get to the last one, jump to it when it's gone up.) Past here you can get to a purple and red egg near more strong chests. Now go to the cannon. (You can glide from where the dark gem was to a swirly thing near the strong door, then, glide to the cannon.) Destroy the strong chests and strong door, then, go through the door. Past the swinging things, destroy the dark gem and some ledges will rise. Cross

the platforms above the water to get to a light green egg. There are pots under the water and a locked chest containing gems on the beach. (Also, when you have water breath, use it on the water wheel to get up to the light gem.)

Save the Turtles and Collect 20 Light Gems

Near the water (from the last section), charge through the cracked wall and talk to the turtle mother for a game, Turtle Turmoil. Save twenty turtles from birds and crabs, which try to carry them away, for a red and purple egg. Play again and save 27 turtles for a light gem. Now, back on the beach, go along the path behind the save fairy. You're back at the beginning of the area.

Defeat Ineptune and Activate Teleporter

With another ten dark gems destroyed, get to this place from the beginning of Coastal Remains. Past a save fairy is the boss battle. Ineptune can throw stuff at you and shoot green stuff from her mouth. After she does the latter attack, you can charge the gem on her stomach. After every hit, you'll have to dodge the lasers shot from little things that pop up here for a short time. After three hits, there's two of them, plus two butterflies for Sparx. After six hits are two more butterflies. And after eight hits, one of those laser things shoots four lasers. After nine hits, you'll win and get water breath. When leaving, use water breath on the water wheel to open the door. Back at the teleporter, you can teleport to Icy Wilderness.

b. CLOUDY DOMAIN

Dark Gems: 3

Dragon Eggs: 7

Light Gems: 8

Destroy all the Dark Gems, Visit Elder Titan, and Use Wing Shield

There are Gnorcs here, some of which can fly (using wins or balloons). The blue ones with wings don't attack, but the green ones do. The ones with balloons throw boomerangs, and you can't kill them yet. There are also strong chests, a save fairy, and the Elevator Top shop. Unlock the nearby chest for a light gem.

Now go along the path and horn dive the target to open the door. (Charge into the other target. Right before here will be two more targets now, so horn dive them both to lower two platforms. We'll get to them later.)

Past here destroy a dark gem to make one of those swirly things appear. There's also a strong chest and a save fairy here, plus two small dark gems to destroy. On a platform nearby are the fireworks used to destroy the strong chest, which has fire bombs. Now ride the swirly thing up. There are strong chests and chicken fodder. Past here is a light gem. Glide over to the Elder Homestead shop past here. You can horn dive these blue targets for gems. Anyway, along the edge of the building, you'll find the Supercharge Gadget, which you may not be able to use yet, since you need 40 light gems. (There's a strong door on the platform nearby. When you can use the Supercharge Gadget, you can break it to find a light green egg in a locked chest. Also, you can break the strong chests from earlier.) Near here, charge into the target to open the door. Talk to Elder Titan to learn wing shield. (This can kill those annoying balloon Gnorcs, since it bounces back their boomerangs.)

Destroy all the Dark Gems

Now go along the path near Elder Titan to get to a light green egg and a save fairy. Along the platforms, you'll find a light gem. Now return to the very beginning and cross the left platform (left if you're facing away from the beginning). Remember, these are the platforms you lowered by using horn dives on nearby targets. Anyway, past here unlock the chest for an orange egg. Past here, horn dive a target to lower a platform. Past here, you can light some fireworks which destroy a strong chest somewhere. Now glide over to a light gem, then return to the beginning, and cross the platform to the right. There's a fork in the path. Go right to a save fairy, then, past that is a light gem.

(Here is where I realized that those blue platforms disappear if you stand on them for very long.)

Now, back at the fork, go left. Past here is a dark blue starry egg. From here, ride a platform up to a save fairy and chicken fodder. Now cross this large area using these two platforms and watch out for the birds and other enemies. Anyway, the platform you're not on spins, so when it's closer to where you want to go, get on it, then, wait for the last platform to spin to the right place. Do this to get to the area straight ahead and to the right. Here is a save fairy and an egg thief. Chase him down for a white, green spotted egg. Now cross those platforms again to another bigger ledge. (Follow the gems to get to it.) There's a save fairy here and two little dark gems. Past here, ride the platform up and destroy the little dark gem and the big one. Cross the new path to the Tallest Tower shop.

Clear Sgt. Byrd's Speedway

From the Tallest Tower shop, ride up the swirly thing and glide over to Sgt. Byrd. Talk to him to play a mini-game at the Cloudy Speedway. You have to fly through 8 rings and 8 time-gates (which add 5 seconds of time) and shoot 8 vultures, 8 "balloon-a-rangs", and 8 turrets. (The turrets will shoot you back, so watch out. The L attack works best on them, while R is best on the vultures and Gnorcs.) Win in 3 minutes and 20 seconds to get a dark blue starry egg. Play again and win in 3 minutes for a light gem.

Destroy all the Dark Gems

Now as Spyro again, go along the path. Horn dive the target and a platform will lower. (On it, you can ride up the swirly thing, but you can't get the light gem without knowing wall kick. When you can wall kick, though, you can get up to the light gem.) From the target, glide to the dark gem and destroy it and two little gems. (From here, you can glide north to a swirly thing. The map will help you know where north is. From the swirly thing, get to a locked chest. Unlock it for gems.) Some platforms will lower so cross them. Here's the ball gadget. Use it, and you'll have 1 minute to get to a dark blue starry egg. Don't hit things in your path or else you'll slow down. Use R to go fast, but when bouncing across the tall ledges with red tops, go a bit slower to have better control. After getting the egg, play again. You have 1:20 to get a light gem. You go along a new path during part of it, but it's not very hard, just a very slow at the first gap. When you're done with these, you'll end up at the beginning of the area, on a big ledge you can't get to any other way. The fireworks will destroy the strong chest at the beginning of this area.

c. SUNKEN RUINS

Dark Gems: 3

Dragon Eggs: 6

Light Gems: 8

Destroy all the Dark Gems and Collect 24 Light Gems

In this area, there are crab enemies, some weird purple, little enemies, clam enemies in the water, and annoying green enemies both on land and in the water. Hit the green ones with electric breath because you might get hurt if you get too close, especially with the ones with the tridents. Anyway, there is a save fairy here and a little dark gem here. Unlock the chest for some ball lightning. Now go right. There's a little dark gem to destroy and the Atlantian Entryway shop.

Now go through the door and swim through the water. (Don't forget to charge through the pots for gems.) Back on land, unlock the chest for a pink egg. Through the door is a strong chests and some little dark gems along with a normal dark gem. Destroy them and a swirly thing will appear. It disappears when the fan stops, but then comes back. Ride up and glide to another swirly and repeat until you get to some higher ledges. Get the pink egg and unlock the

chest for a light gem. Also, light the fireworks to destroy the strong chests. Now drop back down and go through the doorway on top of the step-like ledges. Destroy the little dark gem, then, go past to a save fairy. Now unlock the chest for a light gem, then, talk to the mermaid. Now, swim through the water. (Follow the lights on the ceiling.) Back on land, go through the door and destroy three small dark gems. Now talk to the Professor. Hopefully you have 24 light gems to activate the Invincibility Gadget. Use it to swim through the green water before the bar runs out. You can get a light gem. Now leave the room along another path, and you'll get to the Depths shop. Now go through the door. There's an Invincibility Gadget and a wall kick thing here, but you don't need them now, since you can't even wall kick yet. (But, when you can, use the Invincibility Gadget, then wall kick up the glowing pipes. At the top, light the fireworks to destroy some strong chests lower down and get the orange egg.) You can destroy the little dark gems, though.

Clear Sparx Shooter

Now over to the left and play a Sprax mini-game, Outlandish Inlet. You need to have good timing to get through these gates. With the round ones, shoot the thing to the left of it to open it for a limited time. At the end, you'll get a yellow egg. Play again for a light gem.

Destroy all the Dark Gems and Collect 24 Light Gems

Now drop down. Destroy a little dark gem. There are also strong chests and a platform that will return you to the above area. Anyway, farther on are some little dark gems and a save fairy. Now climb up some ledges and unlock the chest for a light green egg. Now get past the statues that are shooting stuff. Get the light gem, then, use electric breath on the platform to move you over to another path. Now go down here and destroy the little dark gems as you go. Through the doorway are four more little dark gems, strong chests, and an Invincibility Gadget. Use it to swim through the water. Get the light gem as you swim to another room with an Invincibility Gadget and little dark gems. Climb up some ledges and use the spin poles. Horn dive the target, then, return to the previous room where more spin poles appeared. Climb up some ledges and cross those poles to another target. Horn dive it and, you know the drill. Back to the other room to cross more spin poles. Destroy the dark gem and the little ones and lower down a doorway will form. Well, first we need to go through this pathway back into the previous room. Light the fireworks to destroy the strong chests and unlock the chest for a light green egg. Destroy the little dark gems, then, go through the new doorway. Destroy the little dark gem, then, go past it to the Toxic Rise shop. Through the doorway is a save fairy.

Now ride up the electric platform. Up here are strong chests, fireworks, and a locked chest containing a light gem. At even higher ledges (which you get to from that same platform) are a couple little dark gems and four targets to horn dive. At the targets are thins you can shoot to move a spin pole over so you can get to the next target. Horn dive all four to raise the statue. Break the dark gem on it, then, go through the newly formed doorway. Past here are three little dark gems and a platform. Ride it up and unlock the chest up here for a light gem. Up some ledges, horn dive the target to open the door to get back to the beginning of the area. (Hopefully, you have at least 40 light gems by now to use the Supercharge Gadget. If so, don't forget to get a few things you may have missed in Crocovile Swamp and Cloudy Domain.)

d. WATERY TOMB

Defeat Ineptune

With another ten dark gems destroyed, get to this place from the beginning of Coastal Remains. Past a save fairy is the boss battle. Ineptune can throw stuff at you and shoot green stuff from her mouth. After she does the latter attack, you can charge the gem on her stomach. After every hit, you'll

have to dodge the lasers shot from little things that pop up here for a short time. After three hits, there's two of them, plus two butterflies for Sparx. After six hits are two more butterflies. And after eight hits, one of those laser things shoots four lasers. After nine hits, you'll win and get water breath.

Use Water Breath and Activate Teleporter

When leaving, use water breath on the water wheel to open the door. Back at the teleporter, you can teleport to Icy Wilderness.

C. ICY WILDERNESS

a. FROSTBITE VILLAGE

Dark Gems: 5

Dragon Eggs: 7

Light Gems: 9

Turn on the Electric Nodes

There are Gnorcs and eskimole enemies in this area. And right here is the Frosty Depot, bunny fodder, and two strong doors you can't get through yet. (Also, if you horn dive these little areas of rocks, you'll get gems.) Now talk to Phil the penguin. You have 45 seconds to use electric breath on all 6 things. One is nearby, another is on the frozen fountain, and the other four are around the edge of here, more hidden. When you're done, the gate will open, so go through.

Peggy's Playground and Collect 95 Light Gems

Past here is a save fairy. Use water on the nearby wheel to raise a platform. Glide over to it to get to a target. Horn dive that to move a platform and open a gate. Ride the platform over to a light gem that was behind the gate, then, go back. (On the slippery ice down here, you can't glide or charge.) Anyway, walk to Peggy the penguin to play a game, Iced TNT. Just shoot the yetis and eskimoles. If you get hurt too much, you'll lose. Kill enough for a red and purple egg. Then, win again for a light gem.

Destroy all the Dark Gems

Now along the next path, destroy the dark gem. A gap will open up, so go down through there. Past here is an orange egg and a locked chest containing ball lightning. Now return to the beginning and horn dive the target to open the nearby gate. Go through here and get past the big snowball to get over to a save fairy. On a higher ledge in this place, horn dive the target to open a gate. Before going through it, through, go and destroy the dark gem and the little ones.

Let Blink Explore and Collect 95 Light Gems

Along the new path, you can find Blink. Play the mini-game, Snowed Under. In this place, there are evil vines, skeletons, fat bugs, yetis, and eskimoles. Anyway, at the beginning is a bomb dispenser. You can use bombs to blow up the ice for gems. Now go past some snowballs. Over to the right is one of those wall jump areas, but we'll go there later. So go forward to a fork, then, go left. (Also, in this area are metal traps. Blow them up to get rid of them.) There's a bomb dispenser here, and a cracked wall. Blow the wall up to get to some bunny fodder and a dark gem. Climb up the ledges and jump down (don't land in the water) and go to that wall jump area I mentioned. Up there, blow up the ice to the left to get past it. Over here, cross the platforms. (Watch out for the swinging things. Also, get off the rock platform quickly, since it breaks.) There's a bomb dispenser here. Also, you need to cross the ceiling. Watch out for the bugs crawling around on it; you can't hurt them. Also, try to get rid of the enemies to the side, especially the fat bug, so you don't get knocked down. Past here is bunny fodder and a dark gem. Now dig through the wall. There's a bomb dispenser here. Also, you can blow up the cracked wall. There's

a dark gem, but don't go up the ledges; there's nothing there. So farther on, you'll find a dark gem when you kill a yeti over here. Now go up the path nearby while dodging the barrels the yetis are throwing. At the top, destroy the last dark gem (digging through the wall takes you back to the beginning) to get a light blue egg.

Now play again for a light gem. At the second bomb dispenser is a dark gem, and through the cracked wall near it is another dark gem. Now, after wall kicking up some area like before, you'll find another dark gem. After crossing the ceiling later is another dark gem. Now, dig through the wall and blow up the cracked wall to get to another dark gem. Up the ledges, get to another dark gem. On the ground is a dark gem and another one is at that yeti. Up the path nearby are two dark gems.

Destroy all the Dark Gems and Collect 95 Light Gems

Now as Spyro again, climb up to some higher ledges. There are two paths up here. Take the one over to the left first (It has a snowball falling across two ledges leading to it). Chase the egg thief for a white egg with green spots. Then, on a higher ledge, go along the path to a light gem. Now, back out of this area, take the path to the right. Past some swinging things is a save fairy and the Icy Camp shop. You can't wall kick yet, so you can't get up to those higher places, so just go forward for a cut scene. Then, you'll get to play as Hunter in Gloomy Glacier.

From a certain part of the Ice Citadel, past where Sgt. Byrd is and past the icy ramp, you'll find a Supercharge Gadget, which is in this level. Use it to break many strong chests along the path. You can also break three strong doors. After the first is a light gem, and through the one to the right is another Supercharge Gadget. Through the third strong door (straight from the first strong door) to get back to the beginning of this area. Break the strong door across from here. Past here is a save fairy and the Eskimole Village shop. Break the dark gem and the little ones and a cannon will appear and its ledge will rise up. Wall kick up to a higher place. You need 95 light gems to go through that door.

Go to the cannon and break some strong chests, a strong door, and a big, round, metal thing. You can't get to where the strong door was, so go along the path behind the big, metal thing. Cross the icicles past here before they sink back into the water and destroy the dark gem. Go along his new path, then, horn dive the igloo to get rid of the Eskimoles. Cross the spin poles to get to a light gem. (Also, below the bridge is a locked chest with gems in it.) Now return to the water with the icicles. Cross over to another ledge here to get to a locked chest containing a red and purple egg.

Now, go to the Icy Camp shop from much earlier. You can use these wall kick areas now, so go up the one to the left. (On a ledge to the left, charge through the cracked wall to get to a light blue egg.) At the top of this wall kick thing is a metal thing. You need to now go up the right wall kick thing (watch out for falling icicles) and horn dive the target at the top. The cannon will rise, so use it to break the metal thing. Go along the new path now. There's a save fairy here and little dark gems farther on. Anyway break the dark gem to lower some platforms. Get on one and ride over to a light gem. If you return to where the mammoth got Spyro, you can get another light gem. With all the dark gems gone, go to the dark doorway in the beginning of this area. You can now go through to Red's Chamber.

Collect 95 Light Gems

Remember the door I mentioned near the Eskimole Village shop? With 95 light gems, you can go through it. Past it is a fork and to the right, you can find a locked chest containing a light green egg. Back at the fork, go left. Past here is a save fairy and a wheel. Use water on it to open one of two gates for a short time. If you glide from here to the other side, here are the gates and the Invincibility Gadget. (You can use it to swim through the cold water, which you get to by horn diving the cracked ice. There are only

pots under there, though.) Anyway, cross some platforms from here and past the second wheel that will open the second gate (Don't bother with it. There are only gems on the other side of the gates.) and another path, you'll find a light gem. That path I just mentioned takes you back out to the place with the Eskimole Village shop.

Defeat Red

After a cut scene, you can fight Red. (You can't jump well or charge here because of the slippery ground. There's also a butterfly here for Sparx.) He can shoot ice at you that will freeze you, but you can always dodge it if you walk at a medium pace along the edge of the area. When boxes appear, push them into Red so they hurt him when they explode. You can get a couple of hits in, but be careful when the boxes blow up. After three hits, watch out for falling stuff, Red's fire breath, and enemies to kill. Then, dodge more ice stuff again. You can hurt him three more times with the boxes. (But, he can jump and make stuff fall on you or use fire breath, so be careful.)

After a total of six hits, he can melt the ice a bit with a fire ball, then, use ice stuff to make the area bigger again. Stay close to him when you try to dodge the ice, or else he'll freeze you. Don't be near him any other time or else he'll knock you off here and you'll die. After, lasers will shoot at you. You can stay in between them or jump over, and if you get hurt, there are several butterflies in this area. After attacks you've already seen before, you can hurt him again. You'll win after nine hits and get ice breath.

Main Teleporter

Back at the teleporter, teleport to Volcanic Isle.

b. GLOOMY GLACIER

Dark Gems: 0

Dragon Eggs: 6

Light Gems: 8

Clear Bentley's Cave

Past the save fairy, talk to Bentley. Now go left. (You can break the ice with explosive arrows, but it's probably better to save those for strong chests.) Climb up the wall to the left to a save fairy. Now go inside. You have to kill five yetis. In the locked chests, you can find gems and a pink egg. Also, you can get lock-picks by killing enemies and by breaking strong chests with explosive arrows. Go back to Bentley and talk to him for a light gem. He'll also open the gate to the right, so go past it.

Complete Sparx Challenge

Past here, dodge the hammers and ground pound all four targets to open the gate. Past it, get past weird purple stuff and a strong chest to get to a save fairy. There's also a light gem past it, and the gates will close. Now kill 12 skeletons. The gate will open (though, it didn't seem to open until I tried to attack the weird guy that you can't hurt). Anyway, go through the gate and unlock the chest for a red and purple egg. There's rat fodder and a save fairy past here. Now get past the snowball and the falling rocks and swinging axes. (Along the way, you'll find a cracked wall. Blow it up with an explosive arrow to get to a pink egg and more explosive arrows.) At the last platform, shoot the target straight ahead to make another platform so you can get past here to some eskimoles.

Get past some spinning things (two don't stop, so just jump over them) and cross some platforms. Past here, punch through the bones to the left to get a light gem, then, continue on. Past here is a save fairy. Cross the platforms down to the left to get to a light green egg. Now go along the area past the save fairy. Shoot the yetis so they stop throwing things and watch out for bats and skeletons. Also, on the second set of bones, the darker ones around the middle fall. Farther on is another save fairy. Get past some boulders to some

platforms. Over to the right is a ledge with a light gem. Past the platforms, cross the spinning bones (and watch out for the falling rocks). There's an orange egg at the save fairy here. Past here, you can play a Sparx game, Frosty Flight. It's very easy and when you win, you'll get a yellow egg. Play again for a light gem.

Find Ice Citadel

As Hunter again, go past here to a save fairy. (Ride the moving platform nearby, then, cross some platforms to get to a light gem.) Now, cross the climbable wall. Watch out for the bugs. At the beginning, go right because the left path is a dead end. Later, you can go up or right. Go right again; upwards is a closed gate. On the other side is a save fairy. Look to the right and shoot the target to open the gate. Now climb to that gate to get to a light gem and explosive arrows. Past the save fairy, the lower parts of the ground fall. Past that, get past some metal traps to get to a light gem. After here is a cut scene, and you'll be Spyro again.

c. ICE CITADEL

Dark Gems: 5

Dragon Eggs: 7

Light Gems: 8

Power the Supercharge Gadget

You should have 40 light gems for this by now.

Destroy all the Dark Gems, Relight the Boilers, and Free Elder Astor

Past the beginning is a save fairy and metal traps. You can kill them with electric breath or a horn dive. There are also Gnorcs in this area. Past here you can unlock a chest, but it just has some fire bombs in it. Go through the door past here to the Cool Courtyard shop. There's rat fodder here and little dark gems. Now go right. Light the box of fireworks to get gems. Also, light the boiler for a light gem. There are also strong chests, which you can't break yet. Now go back to the shop and right the platform up. Kill the archer and light the fireworks to break those strong chests I just mentioned. Also, destroy those little dark gems and ride up another platform to get to a light gem. Then, use water on the wheel and get through the no unlocked door before it locks again to get to a save fairy.

Past here are some yetis and a little dark gem. (If you horn dive metal squares on the ground, you'll get gems.) Horn dive the target past here to open the door. Past here, light another boiler and horn dive the target to open this door. Through the door and straight forward are some trap enemies where the path turns right. To the left of the corner here is a well-hidden crack. Charge through to find a locked chest containing an orange egg. Now go past here and destroy the dark gem. The ground will break and you'll land in front of Elder Astor. Talk to him, and he'll tell you how to wall kick. Good, so now you can wall kick out of here. Past the save fairy are little dark gems and a chest you can unlock for a light gem. Past here and past a save fairy is the Supercharge Central shop. Of course, there is also a Supercharge Gadget. Use it to break the strong chests and a strong door. Past the door, you'll find a dark gem and another Supercharge Gadget. Destroy the dark gem to reveal a tunnel, then, go through it after using the Supercharge Gadget. At the end, you'll get a pink egg. Back on the ground, go along the path on the other side of the ice.

Unlock the chest past here for fire bombs. Past a little dark gem is another locked chest containing ball lightning. Past here is a strong door, little dark gems, and an ice enemy, which you can kill with fire (duh). You can use the Supercharge Gadget from earlier to run over here and break the strong door to get to a pink egg and little dark gems. Also, you can charge up the icy ramp and destroy the dark gem to lower the drawbridge. Cross it to get to the Drawbridge Drop-off shop. Charge into the thief for a white egg with green

spots, then, at the save fairy, horn dive the target to open the door. Go through here, but at this Supercharge Gadget, you'll be back in Frostbite Village, which I'll explain in the Frostbite Village section.

Complete Sgt. Byrd's Speedway

Back at that place where you ran up the icy ramp, you can also talk to Sgt. Byrd here to play Iceberg Aerobatics (ooh, look at the big word). You have 2 minutes to shoot eight yetis, eight albatrosses, and four thieves, and fly through eight rings and time-gates. The yetis throw stuff at you, and the thieves run. Anyway, once you win, you'll get a dark blue starry egg. Play again and win in 1 minute and 30 seconds for a light gem.

Destroy all the Dark Gems, Relight the Boilers, and Collect Reward

Now as Spyro again, go through the nearby doorway and horn dive the target to get through the door. Past here, kill a lot of Gnorcs and light the boiler for a light gem. Now get on the block to get to another path. Past here is a save fairy and a boiler to light. Through here is bunny fodder and the Royal Chamber shop. Also, you can talk to the Ice Princess. Unlock the chest for gems, then, go along the path. Destroy the dark gem and the little ones to reveal a cannon.

Use it to break the strong doors and chests. Before we go there, we'll go along the path near where you came in. There's a little dark gem and a save fairy, and past here, you can cross some moving spin poles to get to a yellow egg. Use the electrical platform to get to a dark gem. Destroy it and then cross the new path. Past here use electric breath on the metal thing, then, go through the door to get back to the Ice Princess.

Go back to the cannon after her, then, go through the doorway across from here to the left. Ride the platform up to a dark blue starry egg. Now, you can glide over to the light gem in the alcove, which is not far from the next path you should take. Past here is a little dark gem to break and a boiler to light, which will give you a light gem. Now ride up the platform that lowers. Up here are little dark gems, a save fairy, and a target you can horn dive to get through a door. Now you're back at the Cool Courtyard place. Talk to the Ice Princess again for a light gem.

d. RED'S CHAMBER

Defeat Red

After a cut scene, you can fight Red. (You can't jump well or charge here because of the slippery ground. There's also a butterfly here for Sparx.) He can shoot ice at you that will freeze you, but you can always dodge it if you walk at a medium pace along the edge of the area. When boxes appear, push them into Red so they hurt him when they explode. You can get a couple of hits in, but be careful when the boxes blow up. After three hits, watch out for falling stuff, Red's fire breath, and enemies to kill. Then, dodge more ice stuff again. You can hurt him three more times with the boxes. (But, he can jump and make stuff fall on you or use fire breath, so be careful.) After a total of six hits, he can melt the ice a bit with a fire ball, then, use ice stuff to make the area bigger again. Stay close to him when you try to dodge the ice, or else he'll freeze you. Don't be near him any other time or else he'll knock you off here and you'll die. After, lasers will shoot at you. You can stay in between them or jump over, and if you get hurt, there are several butterflies in this area. After attacks you've already seen before, you can hurt him again. You'll win after nine hits and get ice breath.

Use Ice Breath

Now you'll be back at a save fairy. Past here, cross the spin poles. (Freeze the water to use it as a spin pole.) At the end, horn dive the target to open the door.

Main Teleporter

Through here, go right back to Frostbite Village, where you can teleport to Volcanic Isle.

D. VOLCANIC ISLE

a. STORMY BEACH

Dark Gems: 1

Dragon Eggs: 2

Light Gems: 2

Stop the Gnorc Invasion

In this area, there are Gnorcs and metal trap enemies. There is also hermit crab fodder. Anyway, there are pots underwater here and the Stormy Depot shop. Below that, chase the egg thief for a white egg with green spots. There are also some strong chests and little dark gems to destroy in this area. There are fireworks around here somewhere that will break the strong chests. On one side of this area, you can climb up some ledges. Unlock the chest for some gems, then, talk to Wally the walrus to play Storming the Beach. Shoot 60 enemies and make sure not too many get past to win a red and purple egg. Play again and shoot 75 enemies for a light gem.

Destroy all the Dark Gems and Locate Molten Mount

Now go back to the water and the path nearby. Destroy the little dark gems along the way. At this place, on a lower area of ground are strong chests and a locked chest containing gems. There are fireworks in this area to destroy the strong chests and up the ledges near the fireworks is a light gem. (Also, near the fireworks is another locked chest of gems.) Back at the beginning, up some ledges and across some sails is another path. There are more little dark gems along this path and a locked chest containing more gems. Farther on is a save fairy and fireworks to destroy a nearby strong chest. Now cross the ledges and wall kick up the thing at the end. Cross the moving platforms to a locked chest containing gems. Back down, go along the path here and break the dark gem and the little ones. Take this path to Molten Mount.

b. MOLTEN MOUNT

Dark Gems: 3

Dragon Eggs: 5

Light Gems: 6

Climb the Volcano and Destroy the Rock Monsters

At the beginning, there are fireworks that destroy only one of the nearby strong chests. You can break the others using the Supercharge Gadget past here. Past the save fairy are fire birds and other little fire enemies. Use ice or water breath to kill them. (Water breath has a longer range, so it is better.) (If you horn dive those little rocks with targets on them, you'll get gems.) Past here, talk to Teena the hyena. Past here is a save fairy, rat fodder, and the Destroyed Village shop. Farther on are also the four rock monsters Teena wanted you to kill. Kill them by charging into them until they fall off the platform. Then, talk to Teena for a yellow egg.

Destroy all the Dark Gems and Complete Sgt. Byrd's Speedway

Anyway, past the rock monsters, destroy the dark gem. Cross the newly formed path and kill nine fire creatures (and get the orange egg on the nearby ledge). Past here, unlock the chest for a light gem, then, talk to Sgt. Byrd to play Lava Palaver. You have to shoot eight fire birds, eight Gnorcs, and eight targets, and fly through eight rings and eight time-gates within 3 minutes for a dark blue starry egg. (The Gnorcs may be harder to find; they're on the outer edge of the area.) Beat this again in 1 minute and 42 seconds for a light gem.

Destroy all the Dark Gems and Complete Sgt. Byrd's Speedway

Now, a bit earlier was another path, so go along it. Past here is a

light gem and some spin poles to cross. Past here is a save fairy and the Collapsed Bridge shop. At the cannon, break the big rock and the strong chests across from here. Now, to the right is a fork in the path. Go left and cross the spin poles. Past here, kill nine fire creatures then get a light gem at the end. Back at the fork, go right to a save fairy. At the nearby fork, go left. Destroy a dark gem, then, go past here to a save fairy. From up here (don't drop down to the lower ledge), glide over to a target. There are three of these that you have to horn dive to raise three platforms. At the platforms, cross them before they lower again to get to a light gem. (There's also an Invincibility Gadget near the platforms.) From here, you can glide to a higher ledge near the third target to get some gems.

Now, go back to the fork, and go right. Past here is the Lumber Storage shop. At a fork past here, go left and chase the thief to get a white egg with green spots. Now return to the fork and go right. Past here, charge through the cracked wall and unlock the chest for a light gem, then, continue along the path. Past here is a save fairy and another cracked wall. Through it is a locked chest containing a pink egg, and there is another cracked wall that leads to some gems. Anyway, past the save fairy, watch out for the rolling rocks as you climb up the ledges. At the fork past here, both paths lead to a dark gem. Destroy it, then, wall kick up. Past here is a save fairy and an elevator that will take you to Magma Falls (Top).

c. MAGMA FALLS

Dark Gems: 1

Dragon Eggs: 5

Light Gems: 6

Destroy all the Dark Gems

There's a save fairy and a rock monster past it. (There are also Gnorcs, fire birds, and those other annoying fire enemies in this area.) Anyway, past here, at a fork, go left. Use the ball gadget here. In this, you go along a track and if you get hit by anything, you'll die. At the very beginning, go right to a yellow egg. At the third save fairy (don't forget the one at the very beginning), jump into the target right after it, then, take the right path to get to a light gem. (Watch out for the fast-moving cart right before it.) After the fourth fairy, hit another target and go right for another light gem. (Or go left to a dark blue starry egg.) At the end, you'll end up at Magma Falls Bottom. We'll do that later, so return by ball gadget back to the top level. Anyway, back at that fork from earlier, go right. (From here, you can turn around and jump up to a locked chest. It only has a fire bomb in it, though.) Here is the Crackling Cave shop. To the left, charge through the wood and unlock the chest for a red and purple egg. Now go past the shop. There's bat fodder here, and to get to the higher ledges, you need to wall kick. On the upper ledges is a light gem, fireworks, and a strong chest.

Now, use the ball gadget to return to the bottom of Magma Falls. There's a save fairy here and the Chains of Lava shop. Past here, destroy the little dark gems, then, wall kick up and destroy the big dark gem. Past here is a save fairy and little dark gems and farther on, unlock the chest for a light gem. Past here, kill eight of those fire enemies. Cross the ledges the last two are on to get to a light gem, then, continue along the path.

Complete Sparx Challenge

There's a save fairy, the Sparx Can Fly shop, and a Sparx mini-game, Sparx Will Fly. In the mini-game, watch out for fireballs and stuff. At the end, there is a fire bird and a lot of fire enemies around it. Just dodge the fireballs around it, and you'll soon end up at the end, where you can get a yellow egg. Play again for a light gem. Watch out for the falling rocks this time. Now, as Spyro, break through the wood and go along here to find a thief. Charge into him to get a white egg with green spots. Return to the save fairy and go along this path. Cross the moving platforms to get to the Dark Mine.

d. DARK MINE

Dark Gems: 2

Dragon Eggs: 5

Light Gems: 6

Collect 45 Light Gems

This area has several types of robot enemies, which you can kill with electric breath or ice breath (you charge it after you freeze it). There are also some of those metal trap things and those little reptile enemies. Anyway, at the beginning there is a save fairy, the Mine Mouth shop, a locked chest containing gems, and a door that you need 45 light gems to get through. You should have enough, so if you do, go through it. There's an Invincibility Gadget, which you can use to swim through the water. There is a light gem and a yellow egg in here. Now back at the beginning of the area, continue past here.

Destroy all the Dark Gems

There's some rat fodder past here. Past here, unlock the chest for a light gem.

The Hidden Depths shop is also around here. Past here, charge through the rocks. Once you drop down, you can't go back this way without a teleport pass from Moneybags. So drop down to the little dark gem and light the fireworks to break the strong chests across from here. Now go to that area. Nearby, the wall is moving, so wall kick up when you can. From up here, glide to the chest and unlock it for a light blue egg. (Also, from up here, you can glide to a platform back the way you came. Jump over the railing to get to a light gem.) Past here is a save fairy and rat fodder, and farther on, the cracked ground breaks, so glide over it as much as you can, then charge through the rocks past here. Past the save fairy here, be careful of the robots shooting lasers. Kill them all to get rid of the cage around the dark gem so you can destroy it. A pipe will break and reveal a path, so go through it.

Let Blink Explore

There's a save fairy here and Blink. Play the Blink game, Mined Out. This area has a lot of spider enemies, and right at the beginning, no bombs. Oh, dear, I guess we should go find one first. So grab onto the sideways platform and ride it over to the second normal platform. Cross the ceiling here, then, drop down to a dark gem and a bomb dispenser. Now blow up the cracked wall, then, cross these platforms. Watch out for the fireballs. On the other side, blow up another dark gem, then, grab onto the bottom of a platform that will take you to the beginning. On the other side of the room is another dark gem (past where you dropped down to the bomb dispenser). Dig through the wall here to find another gem dispenser. Blow up the cracked wall, then, past it, blow up another dark gem. Now, right before here, hold onto the bottom of the platform to get to a higher place. Blow up this cracked wall, then, past it, wall kick up. Go forward and drop down to the last dark gem. You'll win a light blue egg. Now play again for a light gem. First of all, get the first four gems like from last time. Then, hold onto the bottom of the platform and ride it up. At the platform up here, turn around and blow up the dark gem on the nearby ledge. Now, get the last dark gem like you did in the last game, then, dig through the wall. There's a bomb dispenser here and some platforms to cross. At the end, wall kick up to a dark gem. (There are also two of those fat, bug enemies.) Now ride the platform up to another dark gem. Cross to the other side of the room by crossing platforms and the ceiling to get to another dark gem. On a ledge right below here is the last dark gem. When you win, you'll be Spyro again.

Destroy all the Dark Gems and Access the Laboratory

Past here, ride the elevator down. Past here, you'll find a gap to the left. Down it, you can find a red and purple egg. Farther past here is a save fairy, then, some strong chests. Now you have to cross these platforms while freezing

the water to make them into spin poles. (Keep jumping when you're on a platform because if you just stand on it for too long, it will fall.) On a lower ledge somewhere in this area is a light gem and the fireworks that destroy the strong chests. You need to get to the ledge above here. Continue from here to get to a save fairy. The platforms here tilt and past them, go right and cross more platforms to get to a dark blue starry egg and the Miner's Drop shop. Now on a lower ledge, horn dive the target. You have 45 seconds to get through the door that opened. (Be careful here. In that narrower part right here, I fell through the wall on the right and had to start over.) Past here, destroy the little dark gems and horn dive the target to move the something so you can wall kick up to a save fairy. You can pole spin here, but be careful at the last two groups because the pole they are on rotates. (From them, go back the way you came to get to a light gem.) Past here, destroy the dark gem. Glide over to the platforms to the left and past here, horn dive the target to open the door. Horn dive the target to the left so you can wall kick up to a higher place. Past here, horn dive another target to open a door and past here is Red's Laboratory.

e. RED'S LABORATORY

Dark Gems: 3

Dragon Eggs: 3

Light Gems: 5

Destroy all the Dark Gems

There are still robot enemies here. Anyway, in the first room, you can horn dive the target to raise one of the spin poles. Then, step on the green switch so you can quickly get onto the closest spin pole. You can get up to a ledge, then, from the next spin pole, get to a higher ledge. Up here, unlock the chest for gems, then, drop down and continue through the door. Past here is a switch, but I don't know what happens when you step on it. Anyway, go through the door and past here is a save fairy and rat fodder. If charge into all four targets within 10 seconds, you can then wall kick up to a higher place. Glide to the other side of the room and unlock the chest for gems, then, drop down and go through the door. Past here is a save fairy and the Celestial Sow shop. (In this room, chase the thief for a white egg with green spots.) Step on the switch on the left so that you can go through the first door on the left. Past here, ride the platform up and cross the glowing spin pole to get up to a higher ledge, where there is a light gem and another path. Go along it to a save fairy. Horn dive the target, and you'll have 1 minute to cross the platforms and avoid the lasers to get to the uncovered dark gem. Break it. The Laser Leaps shop is also here. Now go through the nearby door. Past a save fairy, in a room you'll find a boiler. Light it, then, ride the moving platform nearby up. Glide around the corner to get to a light gem. Cross some spin poles and platforms to get to another ledge. Go on the blue arrow to drop down to a yellow egg. Now, step on the switch and run past here before the lasers come back, then, take the next door and return to the Celestial Show room. Now press on the switches until the first door on the right is unlocked, then, go through. Past here, use the electric platform to get to a higher ledge. Horn dive the target to open the door, so go through it. Past here is a save fairy and an Invincibility Gadget. Use it to run along the conveyer belt. At the end, wall kick up behind the robot, and up here you can get a light gem. (If you want, you can cross the spin poles to get to some gem containers.) Now drop down and continue through this next door. Past the lasers and the rat fodder here is a save fairy and the Pre-Production shop. Past here destroy the dark gem, then, return to the Celestial Show room. Now go through the next door to the right. Past a save fairy, use the moving things to get to a higher ledge. Up here, horn dive the target to open the door and get the light blue egg. Now go through the door. At the room right after Mergatroid, there's a moving platform. Jump onto it (it may take several tries to get on it) and ride up. Cross the platform past the lasers to get the light

gem, then, drop down and continue. Past here is the Mechanical Mishaps shop. Past it and the save fairy, drop down and horn dive the target. The dark gem will be revealed, but you only have 1 minute to get to it. So, use the spin pole down here to get to a ledge to the left. When you can, glide below the crusher things and charge past. Get past some more of those things, then, cross some platforms to get up to the dark gem and destroy it. You can cross the nearby spin poles and some platforms to get to a light get, then, return to Celestial Show. Now go through the last door. Past here is a cut scene, then, a battle.

Defeat Red (Again)

This battle is actually fairly easy. (There are two butterflies for Sparx, just so you know.) Anyway, Red uses three attacks in a row. At first, he always uses these bombs that follow you around, so just charge to get away. Then, he hits the ground, so jump over the shockwave, then, charge and you'll miss all the falling things. The third attack is different. First, Red shoots lasers, so run around and jump over them when you need to so you miss them. After that, he'll be normal again. Now you can hurt him by lighting as many rockets as you can. This process will repeat until you do enough damage, then, his third attack will be a wall of fire. Charge to the side, and it will miss you. Then, when he's normal, use electric breath on all four metal things while avoiding the bombs to hurt him some more. His last third attack are rockets. You can tell which direction he's going to shoot them by how he stands, so charge in the opposite direction to dodge them. Now, normal Red will be surrounded by a ring of robots and a target. Don't kill the robots because when you horn dive the target, they'll shoot him. Continue this until you win. Yay, you beat the game.

6. Light Gem Locations

A. Dragon Kingdom

a. Dragon Village

#1: There's a light gem in the nursery.

#2: Near the lab, you can double jump up to a ledge. Up here, unlock the chest for a light gem.

#3: In the same area as Sgt. Byrd, charge into the target and climb up the platforms to get up to a light gem.

#4: Beat Sgt. Byrd's second mini-game.

#5: In the same area as Sgt. Byrd, charge through the cracked wall and go along this path until you get to a light gem.

#6: There's a bridge past the dark gem where Ember was (the little pink dragon), and past that is a locked chest containing a light gem.

b. Crocovile Swamp

#7: Around the beginning, after the first dark gem, some platforms will rise. Climb up to the save fairy, then, charge through the wall to the right to get to a locked chest containing a light gem.

#8: In the building near the Forgotten Temple shop, straight ahead is a light gem.

#9: Past the Forgotten Temple shop is a hallway with big, stone block walls. Through a doorway, to the left is a blue block. Charge into it to reveal a light gem.

#10: In the same area as Blink, there are platforms moving in and out of the water. Cross them to get to the light gem.

#11: Beat the second Blink mini-game for a light gem.

#12: At Elder Magnus, use the spin poles to get up to the left. Keep going up until you get to a light gem.

#13: Beat Fredneck's second mini-game.

#14: At the lily pads past Fredneck, get the light gem on the ledge near them (above the water).

#15: Back at the beginning, there is now a cannon. Use it to break the top of

the pyramid to reveal a light gem.

#16: When you have 40 light gems, use the Supercharge Gadget to charge through the strong door near the Perilous Pyramid shop to find a light gem.

c. Dragonfly Falls

#17: Right at the beginning, climb up some ledges to a save fairy. Turn around and glide into the alcove across from you and unlock the chest for a light gem.

#18: Past the Steep Canyon shop is a cannon. Use it to break a strong door. Go through to find the light gem.

#19: Beat the second Sparx mini-game for a light gem.

#20: In the same area as the Sparx mini-game, break the dark gem, then, charge through the cracked wall below the water that rose to get to a light gem.

#21: Unlock the chest in the same area as the Tropical Cove shop for a light gem.

#22: Get the light gem on the small island in the same place as the Tropical Cove shop.

#23: In the area you play as Hunter, a light gem is right at the end.

#24: In the same area as the last dark gem, you can wall kick up a certain area and get to a light gem.

#25: Through the door that requires 70 light gems, at the very end of this area, charge through the cracked wall to get to a light gem.

B. Lost Cities

a. Coastal Remains

#26: Beat Blink's second mini-game for a light gem.

#27: In the same area where you can get to Sunken Ruins, there's a light gem in one of the structures here (you can here it if you get close).

#28: After filling Otto's pool, talk to him for a light gem.

#29: After filling Otto's pool, you can get to a light gem on a ledge above it.

#30: Past the door that requires 20 light gems, you can find a light gem.

#31: Along the path to the left of Moneybags at the very beginning, there are huts and a fire. Take the fire back, right path. Past here, horn dive the target, and you will have 18 seconds to run back the way you came and go up the platforms that rose. Glide to the long spin pole from here. Cross the spin poles (avoid the spinning things) to get the light gem at the end.

#32: Near where you get to Cloudy Domain, use the electric platform, then, use the two other platforms it brings you to to get up to a light gem.

#33: Beat the second turtle mini-game for a light gem.

#34: Outside the place where you play the turtle mini-game, use water breath on the wheel to get up to a light gem.

b. Cloudy Domain

#35: Unlock the chest at the beginning for a light gem.

#36: There's a light gem right before the Elder Homestead shop.

#37: Along the path near Elder Titan, go along the platforms past here to a light gem.

#38: At the beginning, there's a platform to the left. Go along the path past it to find a light gem.

#39: At the beginning, there's a platform to the right. Go along the path past it, and at the fork, go right. Past here, you'll find a light gem.

#40: Beat Sgt. Byrd's second mini-game for a light gem.

#41: Past Sgt. Byrd, there is a light gem below you. Horn dive the nearby target, then, get onto the platform below here. Ride up the swirly thing, then, wall kick up here to get to a light gem.

#42: Beat the second ball gadget mini-game for a light gem.

c. Sunken Ruins

#43: After the Atlantian Entryway shop and after swimming through some water, destroying a dark gem will cause one of those swirly things to appear. Use it and the ones after it to get up to a higher ledge. Unlock the chest up here for

a light gem.

#44: At the mermaid, unlock the chest for a light gem.

#45: At the first Invincibility Gadget, use it to swim through the green water and get to a light gem.

#46: Beat the second Sparx mini-game for a light gem.

#47: A little bit past light gem #46, you'll have to get past some statues that are shooting stuff to get to a light gem.

#48: At the second Invincibility Gadget, use it to swim through the green water where the light gem is.

#49: Right after the Toxic Rise shop, on a higher ledge in this room is a locked chest containing a light gem.

#50: In the same room as light gem #49, you'll destroy a dark gem to form a doorway. Go through and you'll find a platform that will take you up to a light gem.

C. Icy Wilderness

a. Frostbite Village

#51: Right past Phil the penguin, use water on the wheel to raise a platform. Glide over to it to get to a target. Horn dive that to move a platform and open a gate. Ride the platform over to a light gem that was behind the gate.

#52: Beat Peggy the penguin's second mini-game for a light gem.

#53: Beat Blink's second mini-game for a light gem.

#54: In a big area (Blink is off a short path from it), climbing up some ledges will bring you to two paths. Take the one to the left and you'll find a light gem later on.

#55: A certain part of the Ice Citadel (past where Sgt. Byrd is and past the icy ramp), you'll find a Supercharge Gadget. Use it to break a strong door past here. After it is a light gem.

#56: Use the cannon near the Eskimole Village shop to break a big, metal thing to the right. Along the path behind it, cross some icicles, and past them you'll find a light gem.

#57: In the same area as the Icy Camp shop, use the cannon to break the metal thing to the left. Past it is a dark gem. Break it to lower some platforms. Get on one and ride it over to a light gem.

#58: In the same area as where the mammoth got Spyro, you'll find a light gem.

#59: Through the door that requires 95 light gems, you'll find an Invincibility Gadget. Cross the nearby platforms to get to a light gem.

b. Gloomy Glacier

#60: Clear Bentley's cave of Yetis, then, talk to him for a light gem.

#61: Not much farther in the area, you'll find a light gem in the same place where you have to kill 12 skeletons.

#62: Shortly after the swinging axes, you'll find some bones to the left that you can punch through. Do so to get to a light gem.

#63: A bit later, past some rolling boulders, there's a light gem on the ledge to the right. (It is right before some spinning bones you have to cross.)

#64: Beat the second Sparx mini-game for a light gem.

#65: At the save fairy right before the climbable wall, ride the nearby platform to get over to a light gem.

#66: On the other side of the climbable wall, shoot the target (it's on one of the big ledges over the big chasm), and the gate over the climbable wall will open. Go through to get to the light gem.

#67: There's a light gem right at the end of the area.

c. Ice Citadel

#68: In the same area as the Cool Courtyard shop is a boiler. Light it for a light gem.

#69: Near the Cool Courtyard shop, ride the platform up, then, ride up another to get to a light gem.

#70: Past the save fairy after Elder Astor, unlock the chest for a light gem.

- #71: Beat Sgt. Byrd's second mini-game for a light gem.
- #72: Light the boiler after Sgt. Byrd for a light gem.
- #73: Use the cannon after the Ice Princess to break some strong doors. Go through the one on the left and ride up the platform. From here, glide into the alcove across from here to get to a light gem.
- #74: Light the last boiler for a light gem.
- #75: After lighting all the boilers, talk to the Ice Princess for a light gem.

D. Volcanic Isle

a. Stormy Beach

- #76: Beat Wally the walrus's second mini-game for a light gem.
- #77: Near the water, go along the path there. Near the fireworks here, climb up some ledges to a light gem.

b. Molten Mount

- #78: Near Sgt. Byrd, unlock the chest for a light gem.
- #79: Beat Sgt. Byrd's second mini-game for a light gem.
- #80: Shortly after the start of the path near the rock monsters, you'll find a light gem.
- #81: After the Collapsed Bridge shop is a fork in the path. Go left to find a light gem.
- #82: At the second fork after the Collapsed Bridge shop, go left. Once you horn dive three targets in the area past here, you can cross some platforms before they lower back down to get to a light gem.
- #83: Past the Lumber Storage shop is a fork in the path. Go right and charge through the cracked wall to reveal a locked chest containing a light gem.

c. Magma Falls

- #84: In the ball gadget area, hit the target after the third fairy then go right to a light gem.
- #85: In the ball gadget area, hit the target after the fourth fairy then go right to a light gem.
- #86: Past the Crackling Cave shop, wall jump up to get to a light gem.
- #87: Past the Chains of Lava shop is a save fairy, and past her is a locked chest containing a light gem.
- #88: Past light gem #87 are eight fire creatures to kill. Cross the platforms the last two are on to get to a light gem.
- #89: Beat the second Sparx mini-game for a light gem.

d. Dark Mine

- #90: Through the door that requires 45 light gems, use the Invincibility Gadget to swim through the green water and get a light gem.
- #91: A little bit before the Hidden Depths shop, unlock the chest for a light gem.
- #92: Right after the Hidden Depths shop, in this room, glide across and wall kick up the moving parts of the wall. Glide back in the direction you came in by to get to a platform. Jump over the nearby railing to get to a light gem.
- #93: Beat the second Blink mini-game for a light gem.
- #94: Later on is a room where you have to cross a lot of frozen water spin poles and platforms. On the other side, below there is a lower ledge that has a light gem. (It's right before the Miner's Drop shop.)
- #95: In the same room as the last dark gem, cross the spin poles, then, use them to get onto a higher platform and go back the way you came to find a light gem.

e. Red's Laboratory

- #96: From the Celestial Show room, go through the first door on the left. Past here, ride the platform up and cross the glowing spin pole to get up to a higher ledge, where there is a light gem.
- #97: Go through the door near the Laser Leaps shop. At the room with the boiler, light it and ride the platform up. Glide around the corner to get to a

light gem.

#98: From the Celestial Show room, go through the first door on the right. With the Invincibility Gadget, cross the conveyer belt, then, wall kick up to a higher ledge. A light gem is up here.

#99: From the Celestial Show room, go through the second door on the right. At the room right after Mergatroid, there's a moving platform. Jump onto it (it may take several tries to get on it) and ride up. Cross the platform past the lasers to get the light gem.

#100: From the Celestial Show room, go through the second door on the right. Once you get to the dark gem, you can cross some nearby spin poles and platforms to get to the light gem.

7. Dragon Egg Locations

A. Dragon Kingdom

a. Dragon Village

#1: A bit past Hunter is a pink egg.

#2: A little bit before the ball gadget, unlock a chest for a light green egg.

#3: In the same area as Sgt. Byrd, break the dark gem to reveal an orange egg.

#4: Beat Sgt. Byrd's first mini-game for a dark blue starry egg.

#5: In the same area as Sgt. Byrd, charge through the cracked wall. Past here is a light blue egg.

#6: On your way to Gnasty, get the orange egg after Flame.

b. Crocovile Swamp

#7: Climb up the platforms near the first dark gem. Past the save fairy, get the light green egg on the platforms above the water.

#8: Past the Supercharge Gadget is a gate. Next to it are ledges. Climb up and unlock the chest for a pink egg.

#9: In the Forgotten Temple, step on the switches to open the gates. Through the one on the left, unlock the chest for a red and purple egg.

#10: Beat Blink's first mini-game for a light blue egg.

#11: At Elder Magnus, spin pole up to the left and charge through the wall on the right to find an orange egg.

#12: Use the spin poles farthest from Blink and cross the platforms to get to a light blue egg. Get to it by charging through the gate.

#13: Beat Fredneck's first mini-game for a red and purple egg.

#14: In the Forgotten Temple, you have 10 seconds to use electric breath on all 4 metal things to open the door. Charge or use fire breath on the egg thief past here for a white egg with green spots.

c. Dragonfly Falls

#15: Not far after the beginning, you'll charge through a cracked wall and find a dark gem. Destroy it to reveal a pink egg. (It's before the Steep Canyon shop.)

#16: Later, you'll go left at a fork, and destroy a dark gem to reveal cannons. Past a few more cannons and some birds, go left to get a light green egg.

#17: Win the first Sparx mini-game for a yellow egg.

#18: Past the Sparx game is a save fairy. Glide over to the ledge to the right.

(You can also get up here using the wall kick.) Charge through the cracked wall to get to a yellow egg.

#19: As Hunter, you can jump to an orange egg near the end of the area.

#20: Through the door that requires 70 light gems, in the same place as the evil monkeys, charge into the thief to get a white egg with green spots.

B. Lost Cities

a. Coastal Remains

#21: Beat the first Blink mini-game for a light blue egg.

#22: Near Blink, destroy the dark gem to make a fork in the path. Go left.

Along this way, you'll get to a light blue egg.

#23: At the beginning, go along the path second closest to the teleporter. Past

here, there are evil fish in the water, so cross the platforms above it. At the end of the path is a dark blue starry egg.

#24: Through the door that requires 20 light gems, you can charge the thief for a white egg with green spots.

#25: At the beginning, go along the path closest to Moneybags, then, go along the path closest to the save fairy. Past here is a cannon and a dark gem. Cross the spin poles to get to a red and purple egg.

#26: In the area outside where the turtle game is, cross the platforms above the water to get to a light green egg.

#27: Beat the first turtle mini-game for a red and purple egg.

b. Cloudy Domain

#28: Go along the path near Elder Titan to get to a light green egg.

#29: At the beginning, go along the left path. Past here unlock a chest for an orange egg.

#30: At the beginning, go along the right path. At the fork, go left and you'll find a dark blue starry egg.

#31: In one area, there are two platforms and one spins while the one you're standing on stays still. There's a platform you can get to from here where you can charge into a thief to get a white egg with green spots.

#32: Beat the first Sgt. Byrd mini-game for a dark blue starry egg.

#33: Beat the first ball gadget mini-game for dark blue starry egg.

#34: Near Elder Titan, use the Supercharge Gadget to break the nearby strong door. Unlock the chest for a light green egg.

c. Sunken Ruins

#35: After the Atlantian Entryway shop, swim through some water, then, on land, unlock the chest for a pink egg.

#36: After the Atlantian Entryway shop and after swimming through some water, destroying a dark gem will cause one of those swirly things to appear. Use it and the ones after it to get up to a higher ledge. Get the pink egg up here.

#37: Beat the first Sparx mini-game for a yellow egg.

#38: After the save fairy after light gem #37, unlock the chest for a light green egg.

#39: There are two rooms later on connected by green water and they both have an Invincibility Gadget. In the second room, from a higher ledge, you can get to the previous room and unlock a chest for a light green egg.

#40: After the Depths shop, use the Invincibility Gadget to wall kick up the glowing pipes. An orange egg is up here.

C. Icy Wilderness

a. Frostbite Village

#41: Beat Peggy the penguin's first mini-game for a red and purple egg.

#42: Past Peggy, destroy the dark gem, and past it is an orange egg.

#43: Beat the first Blink mini-game for a light blue egg.

#44: In a big area (Blink is off a short path from it), climbing up some ledges will bring you to two paths. Take the one to the left and charge the thief to get a white egg with green spots.

#45: Use the cannon near the Eskimole Village shop to break a big, metal thing to the right. Along the path behind it, cross some icicles to get to a ledge. Unlock the chest for a red and purple egg.

#46: Wall kick up to the left of the Icy Camp shop. Go left and charge through the cracked wall to get to a light blue egg.

#47: Past the door that requires 95 light gems, go right at the fork. Unlock the chest for a light green egg.

b. Gloomy Glacier

#48: There's a pink egg in a locked chest in Bentley's Cave.

#49: Past where you have to kill 12 skeletons, unlock the chest for a red and purple egg.

#50: At the swinging axes, break the cracked wall with an explosive arrow to get to a pink egg.

#51: At the first area where you have to cross some bones (and Yetis are throwing barrels along them), at the beginning of the room, cross the platforms lower down. They lead to a light green egg.

#52: A little bit before the Sparx game is an orange egg near a save fairy.

#53: Beat the first Sparx mini-game for a yellow egg.

c. Ice Citadel

#54: From the second boiler, go through the door and straight forward are some trap enemies where the path turns right. To the left of the corner here is a well-hidden crack. Charge through to find a locked chest containing an orange egg.

#55: At the Supercharge Central shop, go along the path you can cross with the Supercharge Gadget, and at the end (past a dark gem) is a pink egg.

#56: Use the Supercharge Gadget near the Supercharge Central shop, and go break the strong door in the same area as Sgt. Byrd to find a pink egg.

#57: Charge into the thief near the Drawbridge Drop-off shop for a white egg with green spots.

#58: Beat the first Sgt. Byrd mini-game for a dark blue starry egg.

#59: Past the Ice Princess is an area with a cannon. Go through the nearby pathway and cross some spin poles to get to a yellow egg.

#60: Past the Ice Princess is an area with a cannon. Use it to break some strong doors, then, go through the path to the left that was blocked by a door. Ride the platform up to a dark blue starry egg.

D. Volcanic Isle

a. Stormy Beach

#61: Charge the thief under the Stormy Depot for a white egg with green spots.

#62: Beat Wally the walrus's first mini-game for a red and purple egg.

b. Molten Mount

#63: After killing the four rock monsters, talk to Teena the hyena for a yellow egg.

#64: Past the rock monsters are platforms leading to Sgt. Byrd. Also, from them you can get to a ledge with an orange egg.

#65: Beat Sgt. Byrd's first mini-game for a dark blue starry egg.

#66: Past the Lumber Storage shop, go left at the fork and charge the thief for a white egg with green spots.

#67: Past the Lumber Storage shop, go right at the fork. At the second cracked wall (near a save fairy), charge through and unlock the chest for a pink egg.

c. Magma Falls

#68: In the ball gadget, go right at the very beginning to find a yellow egg.

#69: In the ball gadget, go left after the fourth fairy for a dark blue starry egg.

#70: At the Crackling Cave shop, charge through the nearby wood and unlock the chest for a red and purple egg.

#71: Beat the first Sparx mini-game for a yellow egg.

#72: Near Sparx's mini-game, charge through the wood to find a thief. Charge into him to get a white egg with green spots.

d. Dark Mine

#73: Through the door that requires 45 light gems, use the Invincibility Gadget, then, swim through the water to find a yellow egg.

#74: Past the Hidden Depths shop, you can glide across the gap to another ledge. Nearby are moving walls, so wall kick up. From here, glide to a nearby chest and unlock for a light blue egg.

#75: Beat Blink's first mini-game for a light blue egg.

#76: Past blink, ride an elevator down. Past it is a gap to the left. Down in

the gap, you'll find an alcove with a red and purple egg.

#77: A dark blue starry egg is next to the Miner's Drop shop.

e. Red's Laboratory

#78: In the same room as the Celestial Show shop, charge into the thief for a white and green egg.

#79: Go through the door near the Laser Leaps shop to get to a room with a boiler. Light it, then, ride up the new platform. Glide around the corner, then, cross the spin poles and platforms nearby. On the big ledge, go on the blue part to fall down to a yellow egg.

#80: In the Celestial Show room, go through the second door on the right. Past the save fairy, use the moving thins to get up to a higher ledge. A light blue egg is up here.

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