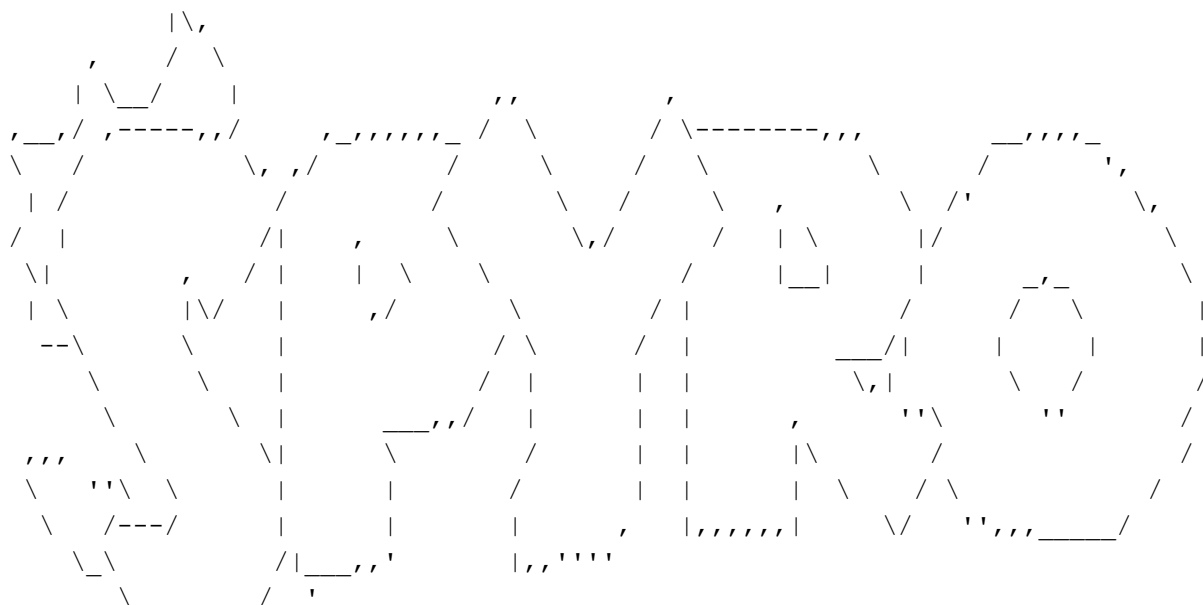


Spyro 2: Ripto's Rage FAQ/Walkthrough

by dark52

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-----'' 2: GATEWAY TO GLIMMER

Author : dark52
E-Mail : dark52(at)darkspyro(dot)net
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Website : <http://www.darkspyro.net>

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This guide is a complete walkthrough to the game known to some as Spyro 2: Gateway to Glimmer and to others as Spyro 2: Ripto's Rage. There's no real difference in the games so this guide should cover them both.

A sequel to the amazingly good Spyro the Dragon, Glimmer takes Spyro out of his familiar surroundings in the Dragon Realms and throws him straight into a new world, Avalar. The change in location is a lot more than that though. Here the characters are a lot more talkative and each level has more of an objective to it rather than the 'get to the end' objective you had in the original. While that is basically what the objectives are, they dress it up nicely.

This guide walks you through the three worlds, Summer Forest, Autumn Plains and Winter Tundra. It also tells you about the Skill Points and the cheat codes. While this game was released quite a while ago, I felt like doing this guide anyway. Oh, and the guide will contain spoilers, I'm not entirely sure just how big the spoilers are, but there are at least a few there so read on with care if you like to play the game to find stuff out.

The Story

Here's the official word on the story from the spyrothedragon.com website:

Spyro decided to take a holiday to Dragon Shores. He invited his best friend Sparx to join him and together the duo soared through a magic gateway, off for a well-earned vacation. They were going to rest up from their victory over Gnasty Gnorc in their first adventure. But fate was about to throw a wrench in their travel plans.

Far away, the bitter and twisted Ripto, a dinosaur-riding troublemaker, along with his henchmen Crush and Gulp, had taken control of the beautiful land of Avalar. Ripto was a classic example of the "Napoleon Complex" - a little guy who felt he must take on the world - frustrated, short tempered and spiteful. Having stolen a magic sceptre, he was using his new-found power to pick on everyone and generally spoil the peace and quiet of Avalar. He was making life miserable with his magical spells...

The Controls

All controls are the same whatever level you are in, and here they all are:

- | | |
|-------------------|---|
| X | Jump. Press again when in the air to glide. |
| Square | Charge |
| Circle | Flame |
| Triangle | Look around in front of you/Stop glide (when gliding) |
| R1/L1/R2/L2 | Spin camera right/left |
| START | Access the pause menu |
| SELECT | View Gems, Lives, Kills and Collection |
| D-Pad/Left Analog | Move around |
| L1+L2+R1+R2 | Sparx will point at the closest gem |

X then Triangle Perform Headbash (Only works if you've bought the skill)

The gems have changed a little from the previous game. They are now more shaped then before and one has been changed colour completely.

Gem Colour Gem Value

Red 1
Green 2
Purple 5
Yellow 10
Pink 25

They also now come in different containers. Flammable Baskets, Chargeable Vases, Exploding Vases, Unbreakable Chests, Headbash Chests and just lying about on the floor. You will no longer get gems from killing things as they will only release Spirit Particles now.

Gameplay Basics

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

- You are in a different world than in Spyro the Dragon, and as such, all the creatures you will meet are new
- When you kill something, no longer will it spew a gem, it will release a spirit particle. This life force can activate a powerup when you reach a certain number of kills in that level
- No more Dragon freeing, here you collect Talismans and Orbs
- All butterflies will now be eaten by Sparx, whether or not he's hungry
- There is now a special blue butterfly which both fully heals Sparx and gives Spyro an extra life
- You will be set many challenges in the game to earn the Orbs
- Due to this, the citizens of Avalar are a lot more talkative then anyone in the Dragon Realms

-----[03 - Walkthrough]-----

Part 1 - Summer Forest

Glimmer

Welcome to the world of Avalar. Rather than start in a homeworld like in Spyro the Dragon, here you start off in one of the levels of the homeworld 'Summer Forest'.

Talk to Pogo the Gemcutter. He'll tell you to stop some lizards from stealing their gems. While you're doing this, steal their gems. The large blue lizards are the ones you're after. Explore the area here and gather up as many gems as you can find, then when you've got all of them move on down through the tunnel at the opposite end to where you started.

Zoe the Fairy will talk to you about her saving your progress and bringing you back to her whenever you get into trouble. This just means when you die.

Carry on along the tunnel and into a large cave. Whiskers the Gemcutter will tell you to come back and see him when you've learned to climb. Go talk to Moneybags (the bear in a suit) and pay him 100 Gems to open up a bridge for you. This guy'll be around taking gems off you for a long time. Also, down in the pit below the bridge are some large purple lizard things.

In the middle of the bridge Zoe will once again tell you something useless. Use Triangle to look around the cave.

Now follow all the way through here and Twitchy the Gemcutter will give you a Talisman, 'Magic Pick', and open the portal to the homeworld, Summer Forest. Don't go through the door just yet though, but rather go out to the left and out into a larger open area outside.

Collect all the gems here and then go talk to Kanga the Gemcutter over by the powerup, which, if you've killed a total of 10 creatures who release a spirit particle, is a flight powerup. You will only be able to do what he asks if you have got the ten spirit particles for the powerup.

Orb: 01/64 Gem Lamp Flight Outdoors

This orb is gained from completing Kanga the Gemcutter's challenge. He asks you to fly around the area you are in and flame the several gem lamps.

This challenge is really simple, just walk into the powerup behind you and fly off round the area, flame the six lamps and you're done.

Once gotten, head into a cave over on the left-hand side of the area, where you will find Bounsa the Gemcutter. He'll set you a challenge.

Orb: 02/64 Lizard Hunt

OK, another nice easy challenge here. Talk to Bounsa and he'll tell you about some lizards that have been eating his crop of gems. Pick up the rock he throws down (stand with it just in front of you and Spyro will pick it up in his mouth) and aim it at the little red lizard over on the ledge nearby. Aim by pressing and holding Triangle, a circle will appear on the screen with which you aim. Fire the rock by pressing the Circle button.

When you've hit it, follow Bounsa along to the second lizard. He waits for you at certain points, so if you skip ahead too far he'll just stand still and wait for you to get to him. This lizard is a little further away but shouldn't be too difficult. And again move along to the next lizard. This one is both high up and will move around a bit. Make sure not to hit the edge of the ledge though.

And again, on to the next lizard. This one's up a lot higher (to the left of where Bounsa stops) but it won't move at all. Once you've got it, move along again to the next. Again, high up and will move a lot. This one can sometimes be more tricky to hit but it shouldn't take you too long. And on to the final one. He's up on the building behind you.

He'll then give you an Orb for your troubles.

Head back to the portal to Summer Forest and go through (make sure to have collected all the gems that you can find in the level first though, you won't get them all just yet). The time to come back to this level is after you learn how to climb.

Summer Forest

A cutscene will play showing Ripto taking over the castle in this homeworld. Elora will then introduce herself and tell you to collect Talismans and Orbs.

You start off right next to a portal to Glimmer. Explore the area around here and grab all the gems. Remember that Spyro can now swim (well, currently not fully, but he can swim on the surface of water) so don't worry about falling in the river here.

Go into the doorway here and jump over the bridge as Hunter says (Make sure to grab the gems below the bridge as well though). Woo! Gliding.

You come out in yet another large area, and if you look directly in front of you, you'll see Moneybags again. If you talk to him he'll tell you to pay him 500 Gems in order for him to teach you how to swim. Unfortunately you won't have this much quite yet. Over on a platform at the edge of the area, you'll find Hunter who will give you a challenge for an orb.

Orb: 03/64 Hunter's Challenge

It's your gliding and jumping lesson from Hunter. Talk to him and he'll tell you to perform a series of jumps and glides which he will first set an example. He'll tell you how to do each jump so just follow his orders and you should get to the end pretty easily. The last jump can sometimes cause problems, but it won't be too hard.

Once gotten, head into Idol Springs to get all the gems you need to pay Moneybags.

Idol Springs

You'll be treated to a short cutscene introducing the level and their problem that you'll have to sort out. This kind of thing will happen at the start of every level you go into in this game.

Talk to Foreman Bop, and then explore this area and get all the gems you can, then flame the Idol that is chasing one of the carpenters. He will then open up the door for you to get further into the level. Go through this door and into another area. Charge down the Idol with a metal shield and then once again liberate the carpenter from the Idol attacking him. He'll open a door and you can go talk to Zoe.

Again, out into the next area and rescue the next carpenter, then in the next bit, flame another Idol and free another carpenter to open another door. And you're out into another area. Head up the platform here to go talk to Foreman Max, he'll give you the Talisman of Idol Springs, 'Jade Idol', and open up the portal back to Summer Forest.

Go along the pathway behind him, and then when you get to the end, go back to where he was. Head off to the left and follow the platforms round all the way until you reach a rocket. Flame it and then head back to the area you passed by when going over the platforms. The area has several hulagirls on platforms surrounding a large Idol. Talk to the hulagirl near the Idol to figure out what you need to do.

Orb: 04/64 Hula Girl Rescue

If you have enough Spirit Particles freed (8), then you can do this challenge.

Talk to Hulagirl Stella next to the large Idol to start it. Then use the supercharge powerup nearby to charge into the bases of the pedestals all the hulagirls are standing on. You need to take them all out at the same time (in one run) to complete this challenge, as without all six of them there, they will be thrown back onto their pedestals.

They will then perform a dance which will destroy the Idol. You then receive the orb.

That's all you can currently get in the level (apart from the gems blown up out of the unbreakable chest near the start when you fired the rocket) so just head on back to Summer Forest.

Summer Forest - Part 2

Now go over to Moneybags and pay him 500 Gems in order to learn how to swim. He'll tell you and then drain your account of 500 gems. You will now be able to swim underwater! Yay! Head all the way back to the start of the level and dive into the pool there. Follow it along until you reach some steps at the other end. Follow these up till you reach an orb.

Orb: 05/64 On a secret ledge
On the ledge at the end of the swim underwater near the start of the level

Now jump down and into the water, collect all the gems here and then head into the tunnel under here. Go through and then up the stairs. Flame the red button and a door will open. Flame another button to get further into the level.

Zoe will talk to you a little, but ignore her really. Talk to anyone you want in here, but Elora will tell you to learn how to climb before you can get a 'shiny' thing.

Climb up the steps in here and go to the left, follow it through to Elora who will open a special portal for you if you've collected a certain amount of orbs. Jump up onto the ledge in the room and glide round to the left, you'll need to hover in order to reach it, but you should be able to land on another ledge.

Orb: 06/64 Behind the door
In this room, right in the middle of it.

Next, jump down out of this window and talk to Moneybags. He'll lower a wall for you if you pay him the amount of 400 gems. Just a few gems and a portal in this area though, so head into the tunnel to the left and talk to Elora, also grab the gems. She'll tell you to get all the Talismans of the Summer Forest. Now head out and through another tunnel, flame the button and go back through all the way to Idol Springs. You'll now be able to complete it.

Idol Springs - Part 2

Unfortunately the game won't save any of your escapades through the level so you'll have to save all those carpenters again. This kind of thing is quite an annoying feature of the game, where if you return to a level, you have to repeat everything again.

Never mind though, head into the water near where you start and collect all the

gems in it. Then head down into a tunnel under the water and go through all the way to Foreman Bud. By this point, you have the possibility of collecting all 400 Gems of the level. If you haven't, then you'll need to use Sparx's 'Find Gems' ability. Press and hold all four shoulder buttons and Sparx will point directly at the nearest gem, he will point straight at walls though, so the gem is obviously on the other side.

Orb: 07/64 Foreman Bud's puzzles

The longest challenge yet. Solve three puzzles to complete.

First jump on all four corner squares that are unlit. Only jump on these four and they should all turn green.

Head out and through the tunnel again. Bud is out near here. This challenge is rather annoying really. Position your camera so you can see slightly ahead of when you need to, and only flame orange or blue ones into the Idol's mouth. Any red ones will take some fish out and you'll have to start again. This may take a while and takes a lot of concentration to not flame any red ones.

Now head through the level, all the way to those strange shapes you may have noticed just before you got the Talisman. The correct order for this is as follows (Shapes are described as their base rather than their top symbol): Blue Square, Green Octagon, Orange Octagon, Orange Star, Grey Triangle, Blue Triangle. Jump on each of them in that order to receive your Orb from him.

This should complete the level to 100%, exit the level now and head on into Colossus which is nearby.

Colossus

A short cutscene about the Yeti terrorising them. Talk to Brother Harry and he'll tell you about it. Grab all the gems in here, kill the goats and go talk to Brother Arnie, he'll turn a 'door' to let you through. Again, collect all the gems here and go talk to Brother Clive to open a door. Through here, and Zoe will tell you to flame the Yaks.

Move along further in here and again (in a slightly different voice though) Zoe will tell you about spirit particles and the powerup, the one here requires 11 spirit particles to activate.

Again, go through a tunnel and talk to Brother Curtis who will start to move a platform up and down for you. Use it to get up higher. Zoe will once again talk to you near here. Glide over to where there are some gems and go through the window.

Out here, kill some goats and grab some gems. Then head into the room where the Yeti is after talking to Brother Ned. No challenge here as the Yeti will kill himself by accident. Ned will then give you the Talisman, 'Golden Statue', and open up the portal to Summer Forest. Head back out and use the now powered up spring to get up higher. Here you will find the professor.

Orb: 08/64 Evil spirit search

As you reach the Professor, you will scare off an evil spirit. Your task is now to flame all ten statues in the level to get rid of it completely. The statues are located throughout the level and are positioned as follows:

1. Just outside the door
2. The other side of the door
3. In a cave above+behind the building with the Yeti in
4. Just outside the window of the building where the Yeti was
5. In the area just before the Yeti building

6. On a platform across from the Professor
7. In the room with the moving platform
8. Quite near the start, just past the turned door
9. Right next to the previous one
10. Near the place where a platform was permanently raised a little

Once you've flamed the last one, you'll be teleported straight to the Professor and you'll get the orb.

From here (taking it from the Professor) head out of the room and glide down to the right, jump over several rooftops to get to a cave behind and above the building where the Yeti was. Jump down from here and land on a pathway covered in ice. Then head further to the left and talk to Brother Kipp.

Orb: 09/64 Hockey vs. Goalie

A quite simple game, 2 minutes to score past a goalie five times. Pick up the puck the same way as you'd pick up rocks, and then skate towards the goal, and attempt to score past the goalie. Don't shoot straight at him though, more to the side of him.

He'll then talk to you again.

Orb: 10/64 Hockey one on one

Slightly more difficult as there's an opponent here. You can flame him (and I recommend you do so) but not the goalie. Use similar tactics to those that you used in the first challenge. You should also note that you can just walk into the goal and it'll count.

Head back to the area where there is a spring powerup, and use it. Glide down to a platform just below where the professor is and flame the rocket here. Then glide on over to where the rocket crashed and collect the gems. Next, glide on over to the platform near to this smashed chest. Collecting these gems should complete your collection and the level. Exit.

Hurricos

To get here, go through the portal next to Elora.

Talk to Zapp the Electroll and he'll tell you about some diodes to get and to use them with the electric force fields. Explore the next area and kill all the large orange things as well as their robots. Grab all the gems and the two diodes that are lying around. Go up to the electric doors at the end and go through.

Here, you'll see a powerup, not active yet though, so carry on killing things and collect a couple of diodes. Then head over to a platform which is near to a hole in the wall. Glide into this hole and follow it through. Flame the big purple thing and talk to Amper the Electroll.

Orb: 11/64 Stone thief chase

He'll tell you to go replace some lightning stones. While you're doing this, some alarms will go off, this means that one of those Gear Grinders is stealing the lightning stones again. Chase after them and kill them when you see them. If there are none that you can find, then carry on putting the lightning stones in place in order to attract more. Once all ten are killed and all the lightning stones are replaced, you'll get your orb.

Head back to the main path and go through the force fields. Collect the gems,

kill the enemies and collect the diode. Go through the force field and talk to Brainy the Electroll. He'll give you the Hurricos Talisman, 'Gear of Power', and open up the portal back to Summer Forest.

Head back to the powerup that should now be powered up, use it to charge into the large windmills and the unbreakable chest. There are four windmills, one to one side of the powerup, one to the other, then the other two are through the place where there were two force fields. You'll need to turn a sharp corner to get one of them. Once you've destroyed a windmill, flame or charge the button behind it to slow down the large turny things. Then when you have pressed all three buttons, jump up onto the platform behind the other windmill with no button, and talk to Kosmo the Electroll.

Orb: 12/64 Factory Glide 1

He'll tell you to stop the Gear Grinders from stealing their electricity. Jump over several platforms and onto a large spinny thing. You'll need to use the 'hover' move here. Follow this round to the left and jump over the moving things that pop out of the wall. Talk to Watt the Electroll and he'll give you an orb.

He'll talk again.

Orb: 13/64 Factory Glide 2

Jump over to the windmill thing to the left and then on again to a second one (If you fall off, there is now a shortcut back up to where the Electroll was). Continue jumping over platforms and then once again go over platforms that come out of the wall. Talk to Spike the Electroll here and then go into the room and flame the button. Spike will then give you the orb.

You should now have all the gems and have completed the level. Exit here, either by the portal, or by selecting Exit Level from the pause menu.

Sunny Beach

The portal to here is very close to the Hurricos one, it's just a bit to the right of where you come back in.

Talk to Prince Tortiss and he'll tell you to shepherd the little turtles. Charge or flame the large turtle into standing on the button and he'll hold the door open for both you and the little uns.

In here, and to the right of the door, go up and grab some more gems as well as a few kills, then head through the tunnel under the water.

You emerge in a larger room with more enemies in. Flame the large tortoise onto the button again and let the turtles through, repeat with the next one too. In this area, go talk to Advisor Gromit.

Orb: 14/64 Blasting boxes

After talking to him, go through the powerup (if it is active that is) and go around flaming all the large blue chests with turtles in. The locations are as follows:

1. In the room next to the advisor, step on the button and shoot through the open door
2. To the left of the powerup, just down a little
3. Up on the platform just in front of the powerup, you'll need to go up the stairs

4. Go back through into the last room you were in with the unbreakable chest, it is on a high up platform
5. Near the previous one, just one the floor
6. Right back near the start of the level, under the water
7. Slightly further on in the level, go up past where you found #2, and over the bridge, go through the water and out the other side, then go into the water in that area and the turtles are in here
8. Once you flame the last one, you'll be teleported back to Gromit and receive the orb.

While you're doing that, flame the unbreakable chest mentioned. Now, carry on with the level and go back to where you found #7. Talk to Advisor Moppet to be told to learn to climb again. Next, flame the tortoise up onto a button again, and the turtles will go through a door for the last time. Once done, you'll get the Talisman, 'Turtle Medallion', from King Fromit. Then exit as there's nothing more to do.

Aquaria Towers

The last talisman level of this world. To get to it, use the portal in the area where Moneybags lowered a wall for you.

Go talk to Ripple the Seahorse who'll inform you on activating switches. Anyway, go round this small area and collect all the gems, then flame the button to fill the room with water. Then go down the tunnel and into a new area.

Collect all the gems here as well. Go down into one of the water sections and get the stuff in there. Don't go into the one with giant metal sharks just yet though, as they're invincible currently and will kill you straight away. When you've got all the gems you can find, flame the button to fill the room again.

And again, once you've got all the gems, swim down into the hole right at the top, and go through all the way to Moneybags. Pay him 100 to use his submarine as many times as you like. It'll bypass the many metal sharks in the water (along with plenty of gems) but don't worry as you'll get them later.

Again, in the next area do the same as before and flame the button to fill it up once again. This is the last filling up now. Go through the large opening with a crab in and talk to Hoppo the Seahorse who will give you the Talisman, 'Enchanted Shell'. Head up to the roof and go through the opening.

Head over to Hunter and talk to him.

Orb: 15/64 Manta ride I

A simple manta ray challenge this one. The seahorse in front goes quite slowly and doesn't try any tricks. Once you've gone through enough rings to get you back to Hunter, he'll give you an orb.

Hunter speaks again.

Orb: 16/64 Manta ride II

Ah, well this one is slightly harder. The seahorse has picked up the pace with the bubble hoops and will require a lot more twists and turns. Stay alert and keep behind the seahorse at all times. It shouldn't be too long before you get to the end. Hunter will then give you his other orb.

Swim around the area for a while, collecting gems. Then go talk to King Flippy.

Orb: 17/64 Seahorse rescue

King Flippy will send you out to find his six children and free them from the evil towers:

1. Right next to you
2. Right next to #1
3. Right near the start
4. Behind #3
5. In the second area
6. In the area where you flamed the last button

In each of the towers you will find a series of challenges to get past. You need to avoid crabs and electric fields. Some of the electric fields move, others turn on and off. Obviously it gets harder the further you are into the challenge. Just reach the top of the towers, when you do so all electric currents in that tower are turned off, however the crabs stay.

Final bit of the level now, go back to the first area you were in and go through the fire powerup. You can now flame and destroy all the metal sharks as well as the unbreakable chests. Go to the two areas where there were sharks and destroy them all, making it safe to swim through their areas now. Once you've got all the gems from these two places, it's about time to EXIT (only if you've got all the gems that is).

Ocean Speedway

The entrance to the speedway is located up near where you found the orb behind a door.

While you could go fight Crush in his dungeon right now, it'd probably be better for you to do the speedway to save going back later.

Go through all of the rings first, then when you get to the end of them, go through the arches. When you reach the boats on the water, take them all out by flying in the opposite direction to them. Make sure not to fall into the water though. And when you've got all eight of them, fly up onto the road and charge along in the opposite direction to the cars, make sure to hit them all.

Again, retry and fly off to the spectator stands, talk to Queen Finny.

Orb: 18/64 Follow Hunter

Just follow Hunter closely, make sure not to miss one or get left behind. You don't have to beat him, just go through all the rings. You can get ones he hasn't gone through, but there is little point and will most likely waste your time.

Exit the level.

Crush's Dungeon

Head back to Elora and jump down the hole and into Crush's dungeon.

To hit him, run up to him right after he casts the blue spell thing and when he's running away from where he was standing. Flame him and he'll hurt himself by smacking the floor too hard. Do this a second time, then on the third he changes attack. However keep the same tactics all the way through, flaming him

right after he shuts down his force field. He goes on to a mixture of the attacks (he could do either, not both at the same time). He will start to chase you a few times as well, but just keep flaming him and running away, 'till he's dead.

Crush beaten and Summer Forest freed from Ripto, you now arrive in Autumn Plains to save it next.

Part 2 - Autumn Plains

Autumn Plains Homeworld

As usual, run around the area you're in and collect all the gems that you can find. Go talk to Moneybags up on a platform near Elora and pay him the 400 Gems he wants. Then, go talk to Elora who should open up a whirlwind for you. Use it to get some more gems, then glide down to the right and land on the wall. Follow it all the way around until you reach the other end. Charge into the cracked wall there.

Orb: 19/64 The end of the wall
Just behind the cracked wall at the end of the wall, charge it to break it down.

And now to learn how to climb. Go talk to Moneybags down by the ladder on the left side of the level. Pay him 500 Gems and he'll tell you how to climb.

Climb the ladder he's standing next to and work your way up to the top. Gather the gems up here and go down the steps to the left. Then go talk to the Professor who will open a door for you if you have enough orbs.

Carry on down here until you get to Moneybags. Pay him the 400 Gems and walk along the newly opened bridge. Get the gems then head back. Now head along until you get to a place where you can glide down to a platform. Do so. Collect the gems, pay Moneybags the 100 Gems and use the whirlwind to get back to the main area.

Now carry on down the corridor all the way to Elora, then head back up to the top of those stairs and charge into the cracked wall there. Go into the whirlwind. Gather all the gems up here and use a second whirlwind to get up even higher.

From this point, glide down to the left onto a small platform which is just out from the area you started in.

Orb: 20/64 Long glide!
Right in the middle of the tiny platform

This should bring your collection of this homeworld to a close. All gems and orbs should now be owned by you. Head to the portal back to Summer Forest near where you paid Moneybags to learn how to climb. You can now finish off the three levels that were un-completeable before; Summer Forest Home, Glimmer and Sunny Beach.

Summer Forest - Part 3

After getting the climbing ability off Moneybags in the Autumn Plains homeworld, you can finally finish off the homeworld. Head to where Elora was, and is, and climb up the ladder. Wander around here and collect the last remaining gems of the level as well as the last orb.

Orb: 21/64 Atop a ladder
On the ledge after the ladder.

That should complete Summer Forest now, time to do another level.

Glimmer - Part 2

Now it's time to finish up with Glimmer, the first level you played in Spyro 2. Head all the way to where the ladder is, and head up it. Talk to Roo the Gemcutter.

Orb: 22/64 Gem lamp flight in cave
Flame all the gem lamps on the inside of the cave by using the flying powerup next to Roo the Gemcutter.

Go collect the gems that are on the platform you couldn't reach previously and then once completed, head back to Summer Forest.

Sunny Beach

Head all the way to the portal to get to it.

Work your way as far as a ladder, climb it and collect the gems up there. Then go on through the rest of the level right up to the last area. Go talk to Advisor Moppet and then climb the ladder to talk to the Master Chef.

Orb: 23/64 Turtle soup 1
Quite a difficult challenge this one. You need to charge all the turtles that are walking towards to soup in the middle of the area. Charge them before they jump in and so that they fall into the water nearby.

The Master Chef talks again for a more difficult version.

Orb: 24/64 Turtle soup 2
Same setup as last time, but there are a lot more of them and instead of one at a time you get several. You need to do a lot of charging to keep them out. Make sure to take the ones right next to the soup as top priority for charging.

After completion, jump into the water nearby to gather the last gems of the level and to complete the whole of the Summer Forest world. You can now head back to Summer Forest and then take the portal back to Autumn Plains.

Skelos Badlands

The portal here, is directly in front of where you first start in Autumn Plains, right next to the pool of water.

Talk to Gronk for no particular reason. Then go save a thing from a flying thing over to the right. Then again, save another thing from a fire thing,

charge it to kill it as flaming does nothing to it. Explore the area here and collect all the gems too. Grab one of the rocks that spew up out of the lava, and fire it at the creature standing on top of the large skull with a tunnel it. Collect the bone it drops.

Go through the tunnel and out to the left, work your way to the end of this short path and get the bone off the thing at the end there too. Head back into the tunnel and continue along it. Go up to the top of some 'steps' and spit rocks at a structure blocking a cave on the right. Then grab the bone off the creature in there too.

Head out to the main area of the level. Go round clockwise until you reach Ooga.

Orb: 25/64 Dem Bones

Ooga will tell you about finding several bones for his friend. You should already have three of them, so here are the locations for the others:

At the top of a set of rib platforms in the large area where you met Ooga

Past the rib platforms, just in front of the volcano opening

Inside the cave with lava platforms in front, it is being lifted by steam

Inside the same cave, just jump on the series of ribs to get to him

In a cave in that tunnel with a skull at the start, use the powerup to get into it safely

Once you grab the last one, you'll be treated to a dance by the newly reformed skeleton, as well as getting the orb.

Carry on round to the right and talk to Glug who'll give you a Talisman, 'Ancient Bone', and open the portal back to Autumn Plains. Carry on to the right and follow the ribs up. Grab the gems and head all the way into the volcano place and get all the gems there too. Now head into the powerup. You can now walk on the lava, amazing huh? It's only temporary though, so you've got to act fast.

Run up the platforms of lava just in front of the powerup and into a cave. Grab all the gems and stuff in here, as well as the second location for the ? vase which will show you where it has gone (the first location was out on a platform in the area before this cave). You need to go to this location to flame it again, then again until it gives you some gems.

Head up the set of stairs near where the end of level portal is, and flame the rocket up here, also gather the gems. Then head down to where the rocket smashed a chest. Next, glide over to the left and talk to Lumpy.

Orb: 26/64 Lava lizards I

Lumpy will ask you to save his village from a series of lava lizards that will hatch soon. Head into the village right in front of you, and as each lava lizard hatches, flame it before it can eat one of the villagers. If so much as one of the villages gets eaten, then you fail and have to start over. Once all eight lizards are flamed, you get the orb.

He'll start talking again.

Orb: 27/64 Lava lizards II

A slightly more difficult version this time, the lizards won't all be hatching in the order you get to the eggs, so be prepared to run ahead and get the lizards that hatch before you can get to them. Once done, Lumpy'll give you the orb.

With all that done, you should have completed the level now. Head home to the Autumn Plains.

Crystal Glacier

The entrance to this level is located right in the first area of the homeworld.

Melt an Icebuilder and talk to Widgie the Icebuilder. Then melt the other two and step onto the end of the bone catapult. They'll flip you across the chasm.

Over here, first get rid of the large blue wizard things as if you melt the ice on the Icebuilders, they'll just freeze 'em again. Once all four Icebuilders are free, they'll make a set of platforms to help you climb a wall.

Climb up and go through. Change the things that popup out of the ice and flame the ice wizards again. Work your way around here till you get to Moneybags. Pay him the 200 Gems he wants to move the bridge. Go on along it and do the usual kill and collect. Behind one of the buildings right at the edge, is another bridge similar to the one you paid Moneybags to move. Follow it along until you reach Shaman Tok.

Orb: 28/64 George the snow leopard

Wander along through the area just past him, until you reach a snow leopard. Help him get food by flaming the fish that pop out of the ice holes he sits by. Once you've done enough for him, he'll just start following you, so wander back to Shaman Tok and collect your gem.

Now for the second orb, head back to where the bridge Moneybags opened was, and jump down into the place below it. Talk to Shaman Tik.

Orb: 29/64 Dracllet cave

Go into the flying powerup and fly through the caves, flaming each of the green three-eyed draclets. It shouldn't be too difficult really, but you need to get them all in one go as they come back pretty quickly. Shaman Tik will then give you the orb.

Now head all the way to the jail and melt all the Icebuilders. They'll send a large snowball shooting down a slope to break it open. Chief Shaman Tuk will then give you the Talisman, 'Ice Crystal', and open up the portal to Autumn Plains. If you have all the gems, head through.

Breeze Harbour

The portal is located in the same general area as the previous two.

Jump to the platform in front of you and talk to Beaky the Breezebuilder. He'll tell you about the Land Blubbers. Head back to where you were before and take out the land blubber in the bucket, then flame the fire and use the whirlwind to get up higher. Here, use the cannon to take out a floating mine, as well as an unbreakable chest and a floating mine behind the unbreakable chest.

Flame the fire and swim through the water at the end of the path to get further on. Take out the Land Blubbers here and light the fire. Head to the left and go talk to Gobble the Breezebuilder.

Orb: 30/64 Mine Blast

This challenge involves cannons and mines. You should have already taken out two of the ten mines you need to complete this challenge. Here are the

locations for the rest:

- The first two are located right next to you, use the cannon here to shoot them all
- Just past the moving boats and to the right is another cannon and the last four of the mines

Once done, you'll get the orb from Gobble.

OK, well shoot the unbreakable chest and then head back to where there are a couple of boats now moving across a large gap. Jump on one of them to get across.

Carry on along here and light the fire when you get to it. Then step on the large target and get flipped across onto the large boat. Here, take out all the Land Blubbers and light the two fires. This will take the boat up and allow you to reach Squawk the Breezebuilder who will give you a Talisman, 'Glass Anchor'.

Head back to the start of the level to grab the gems from that unbreakable chest you broke, and then head all the way through the level until you reach the cave with the powerup in. Use the spring powerup to get to a high up cave with the last of the gems in. Talk to Fisher the Breezebuilder.

Orb: 31/64 Gear grab

Generally complicated and annoying this one. Use the D-Pad rather than the analogue stick here as it makes it a lot easier. Make sure to change lanes at the right moment, not too late and not too early. Remember to shoot any TNT barrels that are in your way and to shoot the signs at the different direction options as you can't change direction by yourself.

This should complete the level for you, so off you go, back to Autumn Plains with you.

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Zephyr
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The entrance to here is located up on a platform at the right-hand side of the first part of Autumn Plains. If you haven't already, pay Moneybags to open it up.

Talk to Colonel Blub. In the first area, avoid the bombs thrown at you by the little yellow birds, and flame 'em. When you reach the cannon, talk to Sergeant Tub. Take control of the cannon and shoot the bird. Also shoot the door and the door behind you, as well as the unbreakable chest and the balloon. Head into the room you just blew a door off and grab the gems in there. Then head to the other room and work your way through.

Flame the large birds with the TNT barrels (similar types of attack were used in a certain Spyro the Dragon level). When you get to the cannon, shoot the large door and the balloon. Then head into the place you just shot at and flame the birds in here too. Grab all the gems and work your way round to the top. Shoot at the building over in front of you until it explodes. You can also shoot the bird flying around if you're a good shot, but it doesn't matter much. Shoot the unbreakable chests as well though. Head along the pathway to the place you just blew up, talk to Corporal Glug and he'll give you the Talisman, 'Ruby Bomb'. Head down off here and talk to Bo Peep.

Orb: 32/64 Cowlek corral I

Nice simple challenge. Herd up some cowleks (they look like brown spotted elephants) and collect your reward. The locations are as follows:

Very nearby, just a bit south of the pen
Round the corner from the pen
Down near the second one, just a bit further
Up the ladder over to the right, it's down in the pit
Same place really
Flame or charge them to herd them into the pen behind Bo Peep. Once done,
you'll get the orb.

And Bo Peep'll talk again.

Orb: 33/64 Cowlek corral II

Another two cowleks are still missing and your challenge is to go collect them. They are located down the tunnel past where you found number 2 and 3 before. The first is located right near Private Romeo, just on the platform across, and the second is near to where the Professor is. You'll need to charge them across the large gap between them and the tunnel with Private Romeo in. Take them back to the pen to get the orb.

In the area where you found the last two cowleks of the first challenge, make sure to use the fire powerup to smash all the chests in there and to collect all the gems. Talk to Private Romeo (located down the tunnel where you went to find the last two cowleks) to get a challenge.

Orb: 34/64 Sowing seeds I

Quite a long challenge this. Go find the Professor and he'll give you a magic seed. Take it and head all the way to the area below where you met Romeo. Put the seed into the plant hole here (in the left side of the area) and grab the other seed up there. Take both seeds back to where you met the Professor and put them in the two plant holes nearest to him. Take the seed on the shelf and put that in the third seed hole.

Then take the next seed and fire it downwards onto another plant hole. Use this to get across to where a couple of birds are throwing barrels. Again shoot the seed here downwards. Glide your way round to the Professor and he'll give you an orb and a couple of seeds.

You go straight onto the second part.

Orb: 35/64 Sowing seeds II

Fire one of the seeds up to the platform above where you would put a seed, and then take the other one as well. Go round the above where the plant hole is and fire one of them into it. Take the other one across and fire it into another plant hole. Talk to Juliet to get the orb.

This should complete the level. Head back to Autumn Plains.

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Scorch
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The portal to here is located up the top of the ladder.

Talk to Greta. Then go glide across and flame the button to open the doors. Grab all the gems and then head through the door you just opened. Head to the left of the door and up the stairs to Hunter.

Orb: 36/64 Barrel of Monkeys

Charge into the trees that Hunter goes near. Very easy challenge for the orb.

Once again, go back to the area before Hunter and flame the button to open a door. Go through. And again, flame a third button in here. This time, go down

the path next to the door though. Follow it round and up the whirlwind. Up here flame one of the exploding vases and watch them all explode. Gather the gems then head back round and go through the door you just opened.

Wander round here till you reach Greta. She'll give you the Talisman, 'Emerald Scarab' and open up the portal back to Autumn Plains. Head up to the middle of the area and talk to Handel.

Orb: 37/64 Capture the flags

Go through the flame powerup and run all the way back to where the lat button was. Aim up towards to flag and shoot the Flagkeeper down. Talk to Bombo the Flagkeeper and then chase after him, making sure to avoid the bombs he throws down. The faster you go, the faster he goes.

Again, repeat with this time going to the next flag, again avoid the bombs Bombo throws all the way back to Handel. And for a third time, get the flag right at the start and avoid bombs all the way back. Once completed, Handel will give you the orb.

And once done, the level should be completed (as long as you blew up the unbreakable chest during that last challenge that is, if not, use the powerup again and charge along to it). Head home.

Fracture Hills

Ugh. This level is located down the steps near to the Scorch entrance.

Talk to Lila the Faun. She'll talk about the problems of the level. Turn around and flame the first Satyr. There are six of these to flame in order to reach the end of the level.

Carry on along to the right and free the next Satyr. Watch out for the bushes and trees though, as they'll try to kill you. Basically just carry on along here, freeing the Satyrs until you've got all six of them free. Once they are all free, head into the temple to collect the Talisman 'Bronze Flute'.

In order to get the powerup working, you'll need to kill a couple of those large stone creatures. To do so, charge into them and knock them into the lava (only works with the ones near lava). Once you've killed 14 things, you can use the supercharge. Near the supercharge though you'll meet Hunter. Talk to him.

Orb: 38/64 Alchemist escort

Go find the Alchemist in a building near Hunter. You'll need to charge into the Earthshapers to keep them away from the Alchemist. Once you know his path, it shouldn't be too difficult in keeping him safe. Just don't go too far ahead of him as the Earthshapers will walk back to where they were.

Once you've done that, go to the supercharge and charge down it.

Orb: 39/64 Free the faun

Slightly complicated challenge, but easy really. Charge through the supercharge and then follow the blocked doorways all the way to the building at the end. Smash into the door to free the faun inside.

Take the same path as in the challenge, but as you get to the long path, veer off to the left and attempt to charge into a small doorway, inside is an unbreakable chest which you need to hit. Collect all the remaining gems in the level, you should be able to get them all. The only reason to come back here will be to get that last remaining orb off Hunter when you have learned

Headbash.

Magma Cone

Located in the long corridor past Fracture Hills.

Jump down and talk to Loonie the Faun who'll tell you about a party that's been cancelled. Anyway, move along and up the ladder. When you meet the Earthshapers knock them into the big red crosses on the ground and a faun will take care of it. Work your way around this large area and then go up the volcano. Glide around to the side to land inside the volcano. Go talk to Hunter.

Orb: 40/64 Crystal Geysers I

Watch the steam in the vents as it heads towards an opening. That's where a crystal will pop out. Jump into the crystal to get it. First to ten wins.

Then he'll challenge you again.

Orb: 41/64 Crystal geysers II

Slightly more difficult version this time. Fifteen is your target and Hunter has suddenly gotten a lot better at this game. To beat him you almost have to go around stealing the ones he's going for. It may take a while to beat him, but when you do, he'll give you the orb.

Then after beating Hunter twice, go back up to the top of the volcano and pay Moneybags 200 Gems to activate the lift. Use the lift to go down into the area with a large volcano in.

In here, work your way around the volcano and up using the ladders provided. When you get to the part with rocks rolling down on both ladders, go all the way to the top, avoiding the rocks as you go. When you reach the top you'll be given the Talisman of the level, 'Volcano Idol' and the end of level portal will open.

Go down to near the start of this area and use the whirlwind to get up to a platform with Chedda the Faun on.

Orb: 42/64 Party crashers

Not too difficult challenge. Jump through the powerup behind Chedda to start flying. Fly around and pick up the rocks that are floating about, fire these at the Lava Monsters to complete.

Make sure to fire the rocks at the balloons too and then when you have all the gems, head on home to Autumn Plains.

Shady Oasis

The entrance to this level is located along a bridge opened by Moneybags for a small price.

Talk to Shorty the Hippo and then flame or charge the berry bush. He'll eat the berry that drops and then proceed to break down the door. Go through and follow him (there's no rush though). Jump up onto the platform nearby and jump across to flame the high up berry tree.

Again, follow Shorty through and then head back to the start of the blue room.

Jump up onto the platform and work your way along to the tree. Flame it and Shorty will once again smash down a door.

Follow him some more all the way through to a place where there is a green rock. Pick up that rock and go through to where Shorty is standing below a tree. Fire at the tree with the rock to get the berry. Now for the last time he'll smash a door down. Go talk to him and he'll give you the Talisman, 'Mystic Lamp'.

Go talk to Bruno.

Orb: 43/64 Catch 3 thieves

You'll need to catch the three thieves in order to complete this challenge. The first is located just below you and to the left, he'll run around this area.

The second is located to the left of where the powerup is, just down there

The third is found in the long blue tunnel you were in earlier

Just explore the rest of the level and gather as many gems as you can find. You'll need another move before you can fully complete this level, so when you can no longer find any gems, head back to Autumn Plains with the final Talisman.

Metro Speedway

The first of this world's two speedways. Metro Speedway is located in the first area of the world, go up a whirlwind that Elora starts for you if you have enough orbs.

First flame the pigeons on the switches, then as you go round getting the last three, also flame the bungee jumpers. Once both sets are completed, head along the road through the arches. After the first three arches, take out the SLOW sign people. Once they're all done, go through the rest of the arches. Complete.

Or not. Retry the level and head into the waterfall in the first part of the place, just above where a pigeon is sitting. Talk to the Mayor.

Orb: 44/64 Grab the Loot

Quite a difficult task this one. You need to follow Hunter carefully and to make sure that you grab the falling parachutes. You will need to be very fast to get all twelve. If you are in any way obstructed during this challenge, there is little hope in completing it that turn.

Once complete, select Quit when it asks if you want to Retry.

Icy Speedway

Located near the end of the world, on a platform out from the castle. If you haven't done so, pay Moneybags to open it up.

First take care of the hang-gliders, then switch down to the sleds on the ground. Once done, fly through the arches all the way till you get them all. Next, take out the skaters and serpents as you go past them. Once all got, complete.

When you retry, head down to the blue igloo and charge into it. Talk to Hunter inside.

Orb: 45/64 Parasail through Rings

Slightly annoying challenge. All the rings are in one of three places; in the middle, or at either side. You need to get them all in one go so make sure to hold down the button for as long as it takes to actually get the ring as Hunter will pull you away if you let go. Fifty rings is a lot, but you should eventually be able to get them all in one go.

Gulp's Overlook

Time for the fight with Gulp. Jump down the hole to get into the level.

Wait for the pterodactyls to start dropping things, and use whatever it is they drop to attack Gulp with. Knock barrels into him, fire little rockets at him and flame bombs at him. Continue doing this and running away from his attacks and shots until you win. Also try not to let him eat any of the things that are dropped as he'll use them against you.

Well, that's all for Autumn Plains for now, you'll have to return later to complete Fracture Hills and Shady Oasis, but for now it's Winter Tundra you're in.

Part 3 - Winter Tundra

Winter Tundra Homeworld

Head forwards and talk to Elora. Carry on down the path and go talk to Moneybags. He'll teach you to headbash if you pay him the sum of 1000 Gems. A bit high, but it's not like you need gems.

Headbash the several rocks around here to get gems out of them.

Orb: 46/64 Smash the rock

Underneath a large rock which you need to headbash.

Continue around here gathering gems and smashing rocks. Head into the cave on the right and talk to the Professor. He'll open up a portal for you if you have enough orbs.

Head back out and go round to the left this time. Work your way down to below the start, go into the cave with a river coming out of it and pay Moneybags 200 gems to open up the speedway. Go back out and jump into the whirlwind. Head through the door behind Moneybags (smash a rock to open it) and go through this area gathering gems. Head up the steps and go through to Elora. She'll open up the door to Ripto, but there are some gems here so collect them without going in.

From the top of the steps glide down to the right.

Orb: 47/64 On the tall wall

Right at the end of the wall on the left-hand side of the level

Walk along the wall to the other end and then jump off to the side and into some water. Swim down into it and through a tunnel.

Orb: 48/64 Top of the waterfall

At the end of the underwater tunnel, just above the speedway portal.

That should finish off the level now, head to the portal back to Autumn Plains in order to finish it off.

Fracture Hills - Part 2

You'll need to escort the Alchemist again as you need Hunter out of his stone boots to do his challenge.

Orb: 49/64 Earthshaper bash

After each time Hunter fires his shot at the Earthshapers, run up to it and headbash right on top of it. You need to get a good position and to either see or learn which Earthshaper Hunter knocks over. If so much as one of them gets back up, you fail and have to start over. Once you've killed 'em all, you get the orb from Hunter.

Now that Fracture Hills is complete head back to Autumn Plains.

Shady Oasis - Part 2

Return to this level and go through all the way to the end. Jump down off the place with the end of level portal and headbash the headbash chest there. Then go talk to Grundy the Hippo over by the powerup.

Orb: 50/64 Free hippos

As each of the brothers gets thrown out into the lava, quickly run over to them and headbash them before they sink in. This challenge requires no mistakes at all so you'll need to be accurate with your headbashing.

With this complete, so is the whole of Autumn Plains. Head on back to Winter Tundra through a portal.

Mystic Marsh

Once you've done that, head on over to the Mystic Marsh. The portal is located right near the start of the world.

Talk to Hydrar the WaterWizard. Then go around collecting gems and killing things. Watch out for the Snailiphants though as they can change from a small tusked snail which you can charge, into a large elephant which you can't, you can flame it though. You should also probably take out the monkey racoon things in the trees, jump to flame them.

In the river are some platypus puffer fish, charge into them when they aren't blown up as they hurt. Go into the area past the second bridge and go up the whirlwind. Glide across forwards and onto a series of platforms that wander the area below. Kill enough things up here to activate the portal, you can kill more though, it's your choice. Work your way round to the place above the waterfall and collect the gems there too, then dive into the water at the high

end and kill some more platypus things. Go through the water tunnel and kill some more things again. When you come out, go to the left and talk to Snoozie the WaterWizard.

Orb: 51/64 Fix the fountain

Talk to Snoozie the WaterWizard at the end of the level and he'll give you an orb rather than the Talismans you got in previous levels.

Go all the way back to where there was a whirlwind and use it. Go round the back of the place you land on and jump down to the ground. Go inside the building there and talk to the Professor.

Orb: 52/64 Retrieve professor's pencil

After talking to the Professor, pick up the egg he throws down. Take this up to near where the end of level portal is, and go to the left. Here you'll find a tree with a bird's nest in. Stand on the pot and fire the egg into the nest. Pick up the seed and take it to the plant pot over near the start, then take the duck and deliver it to the other ducks at the other end of the river. Take the Turnip/Radish thing and fire it into the large cooking pot up in a cave at the top of the level. Then take the round yellow thing and fire it into the fountain. The pencil will then appear. Take this back to the Professor to complete.

Once completed, head back to the starting area of the level and use the powerup there to spring up onto the right. Then use a second one to get up to a platform with Basil the Explorer on.

Orb: 53/64 Very versatile thieves!

He'll ask you to track down his spark plugs that some thieves have stolen. The first thief is just over to the right of where you start the challenge, you'll need to chase him through water and use a powerup as well

1. In the cave with the cooking pot
2. In the area to the left of where you start, over the bridge.
3. On the platform pathway up above the area where you start the level, you'll need to use the spring powerup to chase it, it will take a while to get this one unless you're really lucky

Once you've got all the gems, head on back to Winter Tundra.

Cloud Temples

The entrance to this level is in the cave near to the start of the world. The Professor will open it for you if you have enough orbs.

Talk to Alaric the Wizard. Then go flame the warlock. Wander over the newly formed bridge and watch out for the things that break out of stone. Also watch out for some attack frogs that spit rocks at you. Head round the path and use the whirlwind to get up. Then follow along to the right and through above where you went previously.

Kill the warlock here and the wizard will smash the door down. Head through and glide over to the platform on the left. Kill the warlock here again to get past. Get the gems in this area and go talk to Agent Zero.

Orb: 54/64 Agent Zero's secret hideout

Simple stealth mission here. When Agent Zero runs, run with him. Hide behind trees and corners to avoid his eyes. You'll need to keep close to him when you get into the building as the doors he goes through shut pretty quickly. Once

you finally get there, he'll give you an orb.

Head back to where you broke down a door and go inside. Head to the left and kill everything you can find. Kill another warlock to get the wizard to smash another blockade. Go through where it was and head off to the left. Kill one final warlock and talk to Bartie the Wizard.

Orb: 55/64 Break down doors

Bartie the Wizard will give you the orb.

Head back to the place where there was a powerup. Talk to Morgen the Wizard.

Orb: 56/64 Ring tower bells

Go through the powerup and head back inside. Freeze the first two trolls, use one to jump up onto the other in order to get up to the place above. Freeze the troll over by the place on the left and then jump up onto it and then up again. Inside, freeze the one troll in here and use it to jump up and charge into the bell.

Next, repower-up and wait for the trolls to move. Then freeze the two over by the other bell. Use one to get on top of the other and repeat as you did before in the room with the bell.

You now get taken outside again and shown a whirlwind. Go into the whirlwind and start firing at the bouncing troll. If you're lucky then you should both freeze it and land on it. Jump up into the room above and freeze the two trolls in here to reach the bell. Once you've done it you get the orb.

Head back up in the whirlwind and back up to where the bell was. Glide round the corner on the left and flame the rocket there (you may have to wait for the ice-powerup to run out). Then go collect the last gems of the level from where the unbreakable chest was. Exit.

Robotica Farms

The portal is located in the area just after the door, on the left-hand side.

Go talk to Farmer GreeneBeene. If you want, pick up the yellow corn and fire it at the flying bug, no need though as it is possible to jump and flame it. Further on you'll see a green bug that will start to spin. Charge into it (when it's not spinning) and then headbash it when it's upside down. Carry on through the level, knocking barrels back at those throwing them.

When you reach a large seesaw, go up it quickly to jump up onto the platform as otherwise it'll fall too far down for you to reach it. Basically just carry on through the level until you reach Farmer Applebee.

Orb: 57/64 Exterminate crow bugs

Generally difficult this one. You need to kill four bugs that are making a joke of his expensive robot scarecrows. To do this, head out onto the place where the scarecrows are. The most effective way of killing these is to get onto the top of the hills and glide down to them, flaming as you go. You need to take them all out in quick succession as they begin to come back after a short while. This challenge may take you a while.

Move along further and then use a seesaw to get past some turning blades of a windmill. Continue along here and jump up to talk to Farmer John.

Orb: 58/64 Switch on the bug light

The bug light will turn on and Farmer John will give you your orb.

Jump off to the left and into a whirlwind. Talk to Farmer Barelycorn.

Orb: 59/64 Clear tractor path

Charge through the supercharge and go down the track, taking out all the large pumpkins and doors in the way. Nice and simple challenge this one, but only if you're good at controlling Spyro under the effects of the supercharge.

After completion, charge along again all the way till you're in the area where there is an unbreakable chest. Come off the ramp and crash down into the chest to smash it. Once you've got all the gems in the level, off you go home.

Metropolis

The portal to this little level is located opposite the Robotica Farms one, just inside a cave. The Professor will open it for you if you have enough orbs.

Talk to Manager Droid. Then carry on through here until you get to a lift. Headbash it and you'll be taken downwards. Head through here, take out the cows and pigs. To kill the pigs, charge into them as they advance towards you. In the next area, climb up the short ladder then up the ladder over to the right. Talk to Logistics Droid.

Orb: 60/64 Ox bombing

Yep, use the bombs against it. As it throws them out, flame them back at him. The best ones for doing this are the ones he throws out straight forwards. Watch out for the bombs though as they hurt you if you crash into them. If shouldn't take too many bombs to kill the ox.

Go back down and into the green room with a lift. Headbash it to go down. Go through this little tunnel and headbash the next lift as well. Follow the path around to the left and through till you get to a lift. Headbash it. Go talk to Inventor Droid.

Orb: 61/64 Conquer invading cows

The Inventor Droid will give you the orb.

She'll carry on talking after.

Orb: 62/64 Shoot down sheep saucers I

Jump through the powerup and go crazy firing at the sheep saucers. It shouldn't take too long to kill the three if you get reasonably close to them.

And again she'll talk some more.

Orb: 63/64 Shoot down sheep saucers II

Again, the same as before but there are now five of them, and they shoot back a lot more often. Just do the same thing as before.

After you've got those orbs, fly around the area and collect all the gems. To get the unbreakable chest that you saw near where you fought the ox, just powerup and then use the lifts to get back to it. Once all the gems are gotted, head back to Winter Tundra to do one final level before the big fight.

Canyon Speedway

Located underneath the main area, if you haven't already pay Moneybags to open

it for you.

First fly and flame the mountain goats, take out all eight in a row. Then go for the blue rings. All are next to each other. Next, fly straight upwards and flame all the vultures up here. Once all eight are done fly up to the road which the cars are jumping off and charge along the path until you've got them all.

Retry and head to the area with the vultures. In the canyon wall you should find Hunter.

Orb: 64/64 Shoot down the balloons

That's right. 64/64. The last orb. Hold down the Circle button rather than tapping it as it will automatically fire like this. Wave the circle towards all the targets you see and don't miss any. Just continue doing this till you've got all 25 targets.

With all gems and all orbs collected, head up to Ripto's Arena. Elora will open the door for you so just wander down the corridor.

Ripto's Arena

The final boss fight of the game. The purpose of this fight is to collect three orbs that Hunter drops and then to use the powerup on Ripto. The last orb you collect denotes what powerup you get.

Blue = Supercharge

Red = Superflame

Green = A crazy super charged green firing thing

Once you take care of Ripto to zero health, he'll summon a large metal version of Gulp. Repeat the same way as you did with Ripto on his own.

And in his final form, Ripto takes off. You now have a permanent flying version of the superflame. Each time you get close to Ripto fire at him like mad. Once you've destroyed him, it's all over. Ripto is defeated. Watch the end cutscene and credits roll (you can just press Start to skip the credits).

Dragon Shores

When the game comes back, you'll be in Dragon Shores, standing in front of a large green Gnorc. Don't start attacking it though as not all Gnorcs are evil like Gnasty was. This one's called Gatekeeper Gniles. If you have enough gems and orbs you can go inside. Once in, head to the right and to a door marked 10,000 Gems and 64 Orbs. Go through the powerup in there to get a permanent superflame.

Head off to the left from here and talk to Showman Gnicks. Either fire the baseball or your superflame at the target and you'll see a creature fall into the water. Repeat until you have three tokens.

Go over and talk to Showman Gniles, he's standing next to some steps. A slightly difficult challenge ensues. Pop all 25 of the green balloons to get a token. Watch out for the turtles on the track as well as other people. For the second time through, there are more paths to go down as well as more dangerous people on the track. Make sure to jump for the high up ones though. Once you get all 50 you get a nice new token.

And again, this time equipped with a cannon (note this will not kill other people on the track) head out there. Shoot the large red balloons.

A nice easy token next, head over to the love boats and talk to Showman Gnorm. Once you make it out, you get a token.

Go over and talk to Showman Gnelson. He'll start you off on shooting challenge. The first is a simple shoot some moving sideways ducks. Second are those creatures from Aquaria Towers (the ones that guarded the buttons) and third are those Eggy lizards from Glimmer. Each time you get a token. This will bring you up to the grand total of ten tokens, so go talk to Showman Gned in the centre of Dragon Shores.

He'll let you into the theatre. Go on in and enjoy the show. Amazing, you can replay any of the cutscenes that were played during your journey (not including the start and end level ones). Congratulations, you've just completed Spyro 2: Gateway to Glimmer/Ripto's Rage. Now all you have to do is find those last Skill Points and it's all done.

-----[04 - Skill Points]-----

Skelos Badlands - All Cacti

To get this skill point, head over to Skelos Badlands and flame all of the cacti in the level.

Hurricos - All Windmills

Flame all of the windmills that are around the level, the large ones you need to charge do not count towards this.

Colossus - Perfect in Hockey

Beat the red hockey player without conceding a single point, flame like crazy!

Fracture Hills - 3 Laps of Supercharge

Just as it sounds complete the circuit of the supercharge three times in a row without stopping.

Crush's Dungeon - Perfect

Beat Crush without getting hit at all

Gulp's Overlook - Perfect

Beat Gulp without getting hit at all

Ripto's Arena - Perfect

Beat Ripto without getting hit at all

Scorch - All Trees

Knock coconuts out of all the trees in the whole level, including some in the area where you helped out Hunter

Ocean Speedway - Under 1:10

Beat the speedway in under 1:10

Metro Speedway - Under 1:15

Beat the speedway in under 1:15

Icy Speedway - Under 1:15

Beat the speedway in under 1:15

Canyon Speedway - Under 1:10
Beat the speedway in under 1:10

Idol Springs - Land on Idol
Land on top of the big idol in the area with a small living idol that explodes after you supercharge some hulagirls

Aquaria Towers - All Seaweed
Flame all the seaweed in the level, best done with the permanent superflame, but you can do it with the in-level powerup if you're quick

Gulp's Overlook - Hit Ripto
During the level, fire something at Ripto. The best thing is superflame, but you can sometimes hit him with the small rockets that appear in the level

Skelos Badlands - Catbat Quartet
Right at the end of the level are four of the flying dragon type things all close to each other. Kill 'em all to get the skill point.

Each Skill Point when earned, will give you an extra life. When you get eight of the skill points, you get a Epilogue that you can view from in the Guidebook, and when you get all sixteen of them, you get an extra bit added on to the Epilogue. Have fun.

-----[05 - Cheats and Codes]-----

Black Spyro
U, R, D, L, U, S, R1, R2, L1, L2, U, L, D, R, U, D

Blue Spyro
U, R, D, L, U, S, R1, R2, L1, L2, U, L, D, R, Up, X

Green Spyro
U, R, D, L, U, S, R1, R2, L1, L2, U, L, D, R, U, T

Pink Spyro
U, R, D, L, U, S, R1, R2, L1, L2, U, L, D, R, U, S

Red Spyro
U, R, D, L, U, S, R1, R2, L1, L2, U, L, D, R, U, C

Revert to Normal
U, R, D, L, U, S, R1, R2, L1, L2, U, L, D, R, U, L

Yellow Spyro
U, R, D, L, U, S, R1, R2, L1, L2, U, L, D, R, U, U

Big Head Mode
U, U, U, U, R1, R1, R1, R1, C

Flat Mode
L, R, L, R, L2, R2, L2, R2, S

Extra Hit Point
S, U, S, D, S, L, S, R, C

All Abilities
C, C, C, C, S

View Credits

S, C, S, C, S, C, L, R, L, R, L, R

Play Crash Team Racing Demo

At the title screen, hold L1 and R2, then press Square

The Codes

X = X Button

S = Square Button

C = Circle Button

T = Triangle Button

U = Up

D = Down

R = Right

L = Left

L1 = L1 Button

L2 = L2 Button

R1 = R1 Button

R2 = R2 Button

START = Start Button

SELECT = Select Button

-----[06 - Trophies / Achievements]-----

In the Spyro Reignited Trilogy they added Trophies / Achievements to earn. Each trophy is tied to a particular level and can only be completed in that level. Oddly the official Achievement list specifies which level that is but the official Trophy list does not.

Ripto's Remorse

Platinum
Collect all trophies in Spyro 2: Ripto's Rage

The Platinum Trophy for earning all of the other trophies, not available as an achievement. To earn the platinum you'll have to get 100% but also perform some extra acts along the way.

Hypersonic - Glimmer

Bronze / 25
Light 6 Gem Lamps in 15 seconds

The power-up lasts for about 21 seconds and you'll take a few to get to the first lamp so if you can get them all in one use of the flight power-up you should be safe. A lamp goes out after fifty seconds so if you don't get them all within that single flight power-up duration you'll have to wait a little while for them to all go out to try again. Either of the two sets of six lamps will work for this but you'll need the Climb ability to do the cave lamps.

Well, You Might As Well - Summer Forest

Bronze / 25
Complete Hunter's challenge

His challenge is to earn the orb from him teaching you how to glide.

Bad Sushi - Idol Springs

Bronze / 25
Do not feed the Hungry Idol any red fish

Be extra careful when flaming the fish, turn the camera to get a longer look at the fish before they jump out of the water.

Using Your Head - Colossus

Bronze / 25
Charge a Goat in Colossus

There are loads of goats, two right at the start even.

Exterminate - Hurricos

Bronze / 25
Defeat every robot in Hurricos

The robots are just the little enemies. There are two in the first area, three in the second area, and three more in the final area. So eight total.

Rescued! - Sunny Beach

Silver / 35
Headbutt every turtle in Turtle Soup challenges

By headbutt it means charge, they bounce further than when you flame them so you should probably be charging them anyway.

Lockjaw - Aquaria Towers

Silver / 35
Destroy every Roboshark

You'll need to use the superflame power-up to destroy the sharks. There are four in the pool on the right side of the second room, and six in the submarine tunnel (it's safer to jump back in after riding the sub than it is to jump in at the end with Moneybags).

Conservationist 1 - Crush's Dungeon

Gold / 45

Complete Crush's Dungeon without hitting any fodder

Sheep won't appear if you don't take any damage so this is great to do in conjunction with the level's "Perfect" Skill Point. If you do take damage just avoid flaming or charging too wildly in the middle of the arena as that's where the sheep will hang out.

Warm up the Crowd - Ocean Speedway

Bronze / 25
Heat up the audience

Flame every member of the audience next to Queen Finny.

Long Distance - Autumn Plains

Bronze / 25
Complete the long glide to Orb in Autumn Plains

That's the one from the very top of the castle. To find it you'll need to charge through a crumbly wall near the steps down to where you go to battle Gulp.

Bug Control - Crystal Glacier

Silver / 35
Defeat all Dracklets in one Superflight

This means do not land. You can fly through the power-up to get more time just do not land. If you miss one just keep going and circle around the entire track, and while a few will probably reappear you shouldn't have to repeat too many (unless you miss again).

Unburnt - Skelos Badlands

Silver / 35
Don't touch the lava in Skelos Badlands

If you are trying to do the entire level in one go then you'll have to be very careful. You are safe to run on the lava when using the invulnerability power-up so don't worry about that. It'll pop once you use the Return Home portal. It's very easy to quickly run through the level if you mess it up, you don't need to kill many enemies and there's little reason you'd touch the lava rushing through like that.

Gnot Cannon - Zephyr

Silver / 35

Use a cannon to defeat a TNT thrower

They are the large birds that roll the barrels of TNT. The best opportunity to do this is at the second cannon, after you've blown the door open shoot at the bird inside. But you can also sue the third cannon to shoot the TNT throwers before it if you've not already killed them.

Trouble No More - Breeze Harbour

Gold / 45
Clean run in the trolley

That's just how you get the orb.

Duck and Cover - Scorch

Silver / 35
Don't get hit by Bob

If you do get hit by "Bob" (aka Bombo) you have to restart the entire level so this one can be a bit frustrating to mess up. Just go slowly and remember that you don't need to charge after him, just concentrate on avoiding the green balls rather than getting to the end fast.

Giantslayer - Fracture Hills

Silver / 35
Defeat every Earthshaper in Fracture Hills

Easy with the 100% reward but before that you'll have to nudge each of the Earthshapers into the lava nearby. The ones in the Alchemist area will have to be defeated by completing the Alchemist's orb challenge and then Hunter's orb challenge once you have headbash. There are ten you can nudge into lava and seven in the Alchemist area.

Ganked - Magma Cone

Bronze / 25
Steal a Popcorn Crystal from Hunter

Follow Hunter and nab the one he's going for, it might take a few pieces of popcorn before it registers you as having stolen it.

Dryfoot - Shady Oasis

Silver / 35
Don't touch the hazardous water in Shady Oasis

As with the lava in Skelos Badlands just be very careful, there's a jump near the spitable lava rocks where if you jump from the top of the steps you might

hit your head and bounce into the water so be careful there. It'll pop when you get right up next to the Return Home portal.

Conservationist 2 - Gulp's Overlook

Gold / 45
Complete Gulp's Overlook without harming fodder

Very easy to do with the 100% reward, otherwise this is best to do at the same time as trying for the Perfect Skill Point as at full health chickens won't be dropped for you. If you're damaged early on and you're not using them Gulp will eat the chickens and regain health, which is not good as the game will give you a lot of chickens very often in the first half of the battle. After that you're not going to get as many chickens so taking damage won't be so much of a problem (except for the skill point of course)

Flyin' High - Icy Speedway

Silver / 35
Defeat the Snowmobiles before defeating a Hang Glider

As it says, smash all four snowmobiles before flaming any of the Hang Gliders they are attached to.

Bird is the Word - Metro Speedway

Bronze / 25
Flame the Pigeons first in Metro Speedway

Just don't flame the bungee jumpers while getting the last three pigeons.

Yard Work - Winter Tundra

Bronze / 25
Headbash every rock in Winter Tundra

They've all got stuff inside them so this is something you'll need to do to get 100% here anyway. There are six in total, all out the front of the gates near the vortexes to Summer Forest and Autumn Plains.

Monkeying Around - Mystic Marsh

Bronze / 25
Charge through every Monkey in Mystic Marsh

You've got jump while charging to hit them. There are four on ground level, three hanging on the raised gangway area, and don't forget the one by the return home portal.

Sheeples - Cloud Temples

=====

Silver / 35

Don't hit any Sheep in Cloud Temples

There are only two places in the level that have sheep so just control yourself around them and you'll get this once you receive the end of level orb. This is just the fodder by the way, the goats are fine to kill.

=====

Olly Olly Oxen Free - Metropolis

=====

Gold / 45

Defeat the Ox without taking a hit

This one's kinda difficult, but again easy with the 100% reward. If you're doing it without that then just let yourself die if you do get hit, you'll respawn right there so you can get back at it again quickly. The ox has a pattern so just follow along and keep trying to knock them back at him by bouncing them off the walls towards him, you'll rarely get it to go straight back the way it's coming from head on.

=====

Spitball - Robotica Farms

=====

Silver / 35

Defeat every Robo Bee by spitting

There are 9 Robo Bees throughout the level, pick up a nearby yellow pellet to spit at them - if there isn't one nearby go grab one from the last place you got one.

=====

RGB - Ripto's Arena

=====

Bronze / 25

Use all 3 types of power-ups in Ripto's Arena

That's green for bombs, red for superflame, and blue for superchareg. All that matters is the last orb colour you pick up, the first two can be any colour. You don't even need to actually damage Ripto with the power-up.

=====

Buggin' Out - Canyon Speedway

=====

Silver / 35

Defeat 5 Buggies while charging

Just charge along the track towards them.

=====

He's on FIRE! - Dragon Shores

=====

Gold / 100

Unlock the permanent Super Flame

Get 100%, that's every orb and gem, and then go to the door in Dragon Shores.

-----[07 - Contact Information]-----

If you need to contact me for anything to do with this particular game (Spyro 2: Gateway to Glimmer) then send me an e-mail with a clear subject that has something to do with the game in it somewhere so that I won't just delete it, as I generally do that a lot. My address is:

dark52(at)darkspyro(dot)net

Contact me there for help with finding the cards or contributions for the guide. And yes, I do realise that having the (at) and the (dot) bits are annoying, but apparently it will reduce all the junk mail that I get, so just replace them with the @ and the . to get my address. You may also get a faster response from either the forum for this game at GameFAQs:

<http://www.gamefaqs.com/boards/198753-spyro-2-riptos-rage>

Or at my forum:

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

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

The latest version of this guide is located on GameFAQs.com;

http://db.gamefaqs.com/console/psx/file/spyro_2_g.txt

So if you're reading this guide from anywhere else (excluding my own website which also has the latest version) then please go to this version of the guide to see whether your question has been answered already.

-----[08 - Version History]-----

v1.2 - 29/1/19

Added the Trophies / Achievements for Spyro Reignited Trilogy.

v1.1 - 19/7/04

Went over the guide with a SpellChecker and sorted out most of the spelling mistakes, plainly a few will still be in there but it should be a bit better then before. Plans for future versions include re-designing the layout and format of the guide, but that won't be for a while as I am currently busy writing my guide for Spyro: Year of the Dragon.

v1.0 - 16/7/04

Made the guide and not really put much effort into the ASCII again. Just the same thing as always with a piece of writing underneath to denote the game. Meh. Anyways, put the whole guide into here now so it might be able to help you out. Only three Spyro games left to write a guide for now.

-----[09 - Thanks]-----

Thanks to Insomniac Games for making such a nice sequel to Spyro the Dragon.

If there is anyone who has contributed to the guide in anyway and I have neglected to mention, then thank you.

-----[10 - Copyright]-----

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

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

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