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Square Button          | Charge Attack
=====
O Button               | Flame Attack
=====
X Button               | "Accept," and Jump
=====
Triangle Button       | Moves Camera Closer/First Person Mode
=====
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Your Attacks  
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Spyro has two main types of attacks. He has his flame ability, which is used by the O button, and he has his charge ability, which is used by the Square button. Both attacks are to be used in certain situations.

Your flame attack will be your main attack, but this attack can not be used against certain enemies. These enemies are:

A: Enemies who have armor on them, this armor is usually silver and easy to see.

B: Fire elemental enemies, such as in the level Skelos Badlands.

C: Abnormally strong enemies, such as Earthshapers.

Your Fire attack does not work when you are underwater, as well, so you need to rely on your charge.

In a case where your flame attack does not work, you need to rely on your charge. But Charging can be dangerous too. Charging is harder to control, and you can be damaged from your own charge against certain enemies. Also, another drawback of charging is that you sometimes may charge off a cliff accidentally, when you do not mean to. Charging also does not allow you to turn quickly. Charging is nice for killing off enemies in a line in rapid succession, but not those who you need to turn to get to.

The key is to learn when to use which attacks, and which attacks are most effective in the current situation.

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Your Health  
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Spyro only has a limited amount of health. You can tell how much health he has left by the Dragonfly, Sparkx, that is following him. It is important to watch Sparkx at all times. The more times Spyro is hit, the different color Sparkx changes to.

Golden: Full health, you have 4 Hit Points.

Blue: One Hit, You have 3 Hit Points left.

Green: Sparkx almost gone! 2 Hit Points left.

No Sparkx: Danger! One more Hit and you're going to die!

To restore lost Hit Points, you need to kill off certain enemies that are in every level. The normal enemy is a Sheep, but the enemy changes from level to level. These enemies release "Butterflies" that Sparkx will eat to restore a single Hit Point.

Note that for every 10 Butterflies that you release, you will get a special

Blue Butterfly. These Blue Butterflies give Spyro an extra life every time Sparkx eats one. It is worth it to kill a "fodder" type enemy every time you see one because you can get the extra lives.

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Special Abilities  
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In Spyro 2, Spyro can learn Special Abilities. But Spyro doesn't just get to know them. He has to purchase them from Moneybags. Spyro has three special abilities:

Swimming
Climbing
Headbash

While Spyro has the natural ability to swim on top of NORMAL (any water that is not acidic or abnormal) Water in this game, he can not dive under it until he has learned how to swim. Once he has learned how to swim, press the Square button to dive underneath it and swim around. Spyro can not use his flame breath underwater, but he can charge.

Spyro learns how to Climb later on in the game. Climbing allows Spyro to reach higher locations. Whenever Spyro sees a ladder on the wall, he can climb it. Note that Spyro can jump from ladder to ladder, but his jumping distance is limited.

The Headbash ability is the last special ability that Spyro learns. Once he learns this, he can open certain chests that he was unable to open before, as well as kill certain enemies that he was unable to before. The headbash ability, while useful, will probably get the least use of all three of your abilities.

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Collectibles  
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There are a lot of things to collect in the world of Spyro.

First off are Gems. Gems come in all sorts of colors, each color having a different value. All levels in the game have a total of 400 gems in them, each with a combination of these colors.

Red = 1
Green = 2
Blue = 5
Yellow = 10
Purple = 25

You'll know you've hit gold when you see a Purple Gem laying on the ground.

Another object you collect is called an "Orb." There are 64 Orbs total in the entire Game, and you acquire them through different means. Most of which are found through Mini-Games, but some are found hidden in levels. The more Orbs you find, the more areas you will be able to open up.

The last item you will collect is called a Talisman. You collect Talismans by completing levels. There are 14 Talisman in the game, but there is NOT one for every level.

In this new area, you'll find Moneybags, a giant Bear. Before speaking with him, notice that there is a "ladder" on the far eastern (right) wall. You can not go up this yet, but later, when you learn how to climb, you will be able to. If you have 100 Gems (press the "Select" button on your controller to check how many you have) you can make a deal with Moneybags. Give him the Gems and the bridge opens.

Cross the bridge and follow the path. Soon you'll reach another Gemcutter, named Twitchy. This one will give you the Talisman for the level. While this is technically the end of the level, there are still other things to do at this point.

Turn around (180 degrees) and you'll find a ledge to jump up. Follow this passage and you'll find a new area of the level. In this new area, fight and kill off all the monsters as well as picking up all of the Gems. At the far end of this area is another Gemcutter, this one named Kanga. If you've killed enough enemies in the level you'll find that the Powerup near him is alive.

Orb 1: Gem Lamp Flight -Outdoors-

Location: Glimmer

Difficulty: Very Easy

Information:

You need to have killed off a certain amount of enemies to start the "Superfly Powerup" to begin this quest. After you have done this, walk through the powerup and you'll be thrust into midair. Now, in this little side area there are a few Lamps. You need to Fly around the area, flaming the lamps with the O button, hopefully so that you do not miss any. If you do miss some, you'll need to wait until you come around to the powerup so that you can recharge it. Note that while there is no direct "timer" for this, the lamps will go out if you do not turn them all on, so you need to light them all reasonably quickly. My Preferred order for this quest is: Purple, Red, Orange, Yellow, Green, Blue, as the camera angles are a bit strange to start differently.

Note: With Superfly on you can reach a few more gems in the corner of this area.

At the far corner of this area you'll find another Gemcutter in a "hidden" alcove. He tells you that Lizards are stealing his gems.

Orb 2: Lizard Hunt

Location: Glimmer

Difficulty: Easy

Information:

Just shooting at the lizards with your normal flame attack doesn't cut it. So with the "Rock" bomb in mouth (pick it up with the Triangle button), we are going to need to target the lizards in First Person mode. Do this by holding down the Triangle button. After successfully hitting the lizard, you need to follow the Gemcutter. He goes u the large sprinkly whirlwind that lifts you to the next level. At the end, he throws you another rock. Once again, hold down the Triangle Button and target the Lizard on the far side of the area. When you finally hit him, the Gemcutter moves again. Follow him to the "Yellow" Gem Light and you'll get your first "hard" lizard. You are going to need to use First Person Mode on this one. Stand back a bit, target with the Triangle button.

After hitting him, follow the Gemcutter into the "mine" central area. When he stops, pick up the Rock Bomb, and face the direction that his is. The Lizard is hard to see, but is on top of the large pillar. In First Person you

shouldn't have trouble hitting him if you are decently far away. 4 Down!
Follow the Gemcutter into the very first area of the level for the fifth one.
This one runs around a lot, so you may need to be extra patient when trying to
hit it. For the last one, follow the Gemcutter up the platforms, and you'll
find the last Lizard at the very very top of the large building. He moves
around quickly, and he is very high. Stand close to the far ledge and shoot
him.

If you can hit this final lizard you get the Orb.

For now, that is all there is to do in Glimmer. You can only get around 375
of the 400 Gems and 2/3 Orbs. When you're ready to leave, head back to the
location where you got your Talisman and go through the Portal.

~~~~~  
~ Summer Forest ~  
~~~~~

Gems: 400
Talisman: None
Orbs: 1/4 Possible
Moneybags: Swimming - 500 Gems

Summer Forest is quite a bit larger than Glimmer, but you have access to less
than 1/3 of it right now. If you have all of the Gems possible from Glimmer
you should be close to 275, but that is not enough to get access to the
Swimming Ability from Moneybags.

Find all of the gems in the first area, and then head over to the larger
building and speak with Elora.

Fall down into the gap and you'll find a few more Gems. There's a stairway
back to the top on the side of the area. Now we need to Glide over that large
Gap. First press the X button once and then press the X button again to
Glide. You'll be in a new area.

There are a lot of Gems in this area, as well as Moneybags. You probably
won't have enough to buy the ability to swim for now, but it doesn't matter.
There are levels we can do without the ability to Swim. On the far side of
this area, Hunter resides. He is your Cheetah friend. Speak with him.

Orb 3: Hunter's Challenge

Location: Summer Forest

Difficulty: Easy

Information:

This is something of a tutorial, and will help you learn Spyro's more advanced
moves.

First, Hunter asks Spyro to jump up the ledge. Hold down "X" hard and Spyro
will jump higher than normal. Now he asks you to Glide again. You do this by
pressing X, and then X button when you are at the top of a jump. The third
jump is a lot longer and you can not reach it normally. You need to
use "Hover." This is an extremely important technique for the rest of the
game. You press the Triangle button right before you reach the ledge and
you'll gain a bit of extra boost. Note that this ends your flight, so be
careful.

After you've gotten to the third ledge, follow Hunter up for another big jump,
where you'll need to Hover again. Hunter gives you an Orb for getting up here.

Now that we have that Orb, and probably not enough Gems to buy swimming, we need to move to our next level. We're going to "Colossus". This level is found in the center of that large pond near Moneybags.

~~~~~  
~ Colossus ~  
~~~~~

Gems: 400
Talisman: Golden Statue
Orbs: 3/3 Possible
Moneybags: None

This will be the first level that you can actually get a 100% complete on during your first visit. That means you can get the Talisman, every Gem, and every Orb on your first visit.

Note: This level is the first level of which you can "Fall off the side." When you fall off the edge of a level, you lose a life. Don't get too close to the edge at any time.

Follow the path until the road seems to be "blocked." Speak with Brother Arnie and he opens it for you. Soon the path takes a westward turn and you'll meet some larger Ram/Yak type enemies. These need to be killed with your flame attack. At the end, speak with Brother Clive who opens the path for you.

In this new area, Zoe speaks with you. At the far end, you'll find a powerup that is probably not working at the moment, as you have not killed enough enemies. Come back later when you have. Follow this path until you meet another brother and he starts a Pillar rising and falling. Note that if you stand too close to it you might get smashed and lose a life. When it gets to the floor, jump on it and let it bring you to the upper level.

This path takes a few jumps to get across, but once you get to the new area you'll find some more enemies, another uncharged Powerup, and the end of the level. Speaking with the Brother and entering the temple triggers the cut scene that allows you to get the Talisman for the level.

After getting all of the gems in the Talisman room, you'll see some windows to the east of the level exit. If you jump out of them, you'll be on a ledge. There's some Gems here, and a path to a new area. You'll encounter some Ice. When on ice, you can not jump, only slide. Spend some time getting used to the Ice controls, as you need to spend some Mini-Game time on the ice.

Orb 4: Hockey vs. Goalie
Location: Colossus
Difficulty: Medium
Information:

The goal seems simple enough, 5 goals in two minutes against the goalie. This is quite a bit more difficult than it seems though, as the controls on ice are not as quick as those on the ground. Also, try to ignore the clock and go as quickly as you can, so that

The best way to go about this is to approach from one side (left or right) and then shoot at the opposite side. So if you are approaching from the right, shoot to the left. And also, don't wait until you get too close, it is much harder to target from close than it is far. But if you are having trouble from a distance, it is sometimes good to shoot from right up close. But getting

right up there is a tad dangerous because you might end up hitting the goalie on accident.

However you do this is based on opinion pretty much, but it may take a few tries.

After you've gotten this Orb, Brother Kipp asks you if you want to try another challenge. This second challenge nets you another Orb.

Orb 5: Hockey one on one

Location: Colossus

Difficulty: Hard

Information:

This is one of the more challenging and fun Mini-games. You're pretty much playing hockey with that same goalie, except that another player is skating around trying to score goals against your goalie. You need to get the Puck into the Red Goal, while your foe is trying to get his into your Blue Goal. You want to try and steal the puck from him with your Breath Attack when possible.

Using your breath attack will be your key to victory in this mini-game. This ability knocks your foe down, stunning him, as well as allowing you to steal his puck. Hopefully you will be able to get over to the other goalie before he can get in front of you and block your charge. If this happens, turn around and go all the way over to the other side of the field, and then go back towards your Red Goal. This will help get you into a proper position. This is not timed, so don't worry, but it is somewhat difficult.

Note that if you can win this without the opposing goalie getting a Point, you will have uncovered a Skill Point.

There's one more Orb to get in Colossus. Head back to the main area and after you've killed 11 enemies, and take the Spring Powerup to a higher level. Up here, you'll find the Professor.

Orb 6: Evil Spirit Search

Location: Colossus

Difficulty: Medium

Information:

You need to find the 10 Statues around the level and Flame them all with your breath attack. These statues are Green instead of their normal yellow.

There are two statues outside of the room where the Professor is.

Stand on the platform right outside the Professors room and Glide as far out as you possibly can. This is a new portion of the level where you will find another statue.

There's another statue if you drop off the side of this, to the east. This is 4.

Follow this path back towards the entrance to find numbers 5 and 6.

Head back forward through the level, and in the room where the Brother is meditating to get the pillar up you'll find number 7.

Continue through the level towards the end. Number 8 is by a building in plain view near the end.

You'll find number 9 by the Hockey area, and number 10 if you take the Springing Powerup in the opposite direction of the professor and glide to another building. Number 10 is in a hidden Cavern here.

Now that you have all three Orbs, make sure you go finish finding all of the Gems, and exit the level!


~~~~~  
~ Summer Forest ~  
~~~~~

Gems: 400
Talisman: None
Orbs: 1/4 Possible
Moneybags: Swimming - 500 Gems

Now that we have finished Colossus, we can buy the Swimming ability from Moneybags, since we probably have the 500 Gems to afford it. Do so immediately.

Now we have access to a lot more of the Summer Forest level, but instead of exploring, let's go to another level that we have access to. That way, we can come back and do everything at once later on.

This level is called Idol Springs, and is found somewhat by Moneybags, but closer to Glimmer. Enter it.

~~~~~  
~ Idol Springs ~  
~~~~~

Gems: 400
Talisman: Jade Idol
Orbs: 2/2 Possible
Moneybags: None

You can not finish Idol Springs until you learn how to Swim, so I suggest getting that ability before entering the level.

After speaking to Foreman Bob, kill the Idol with a Flame attack. Now jump into the water, and you'll find some Gems. Farther in, there's a passage in the wall. Soon, you'll reach the surface. Up here, you'll find Foreman Bud.

Orb 7: Foreman Bud's Puzzles
Location: Idol Springs
Difficulty: Very Easy
Information:

Foreman Bud has three puzzles for you to do. First, he wants you to turn all of the lights yellow in his little block puzzle. The easy way to do this is to jump on the four outer ones. Or, the ones marked as * in this grid.

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* + *  
+   +  
* + *
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After doing this, Bud tells you to go back to the entrance of the level. Speak with him and you start another Mini-Game. You need to be careful as possible, and patient as well. You need to "feed" the idol fish by flaming them when they come up. But don't feed him Red fish, or he'll throw everything you've given him up. It just takes time and patience.

The last puzzle is done later in the level, by the "colored stones."
You need to step on the stones in order. The correct order is Green Star, Orange Diamond, Orange Crescent, White Crescent, Blue Circle.

With the first two parts of Foreman Bud's Puzzle done, we can continue on with the level. Head through the path and charge through the shielded enemies, and flame the non-shielded ones. Freeing the next Foreman opens the door.

In this next area, kill the many enemies and free the next foreman to open the next path. Continue along and save the next foreman to reach another open area. Here, save the Foreman by flaming the large Tiki. This is also the area where you can finish Foreman Bud's last puzzle.

Head up the stairs, and you'll receive the Talisman for the level, the Jade Idol. There is still quite a few Gems and another Orb to get though.

To get the Orb, exit the room to the left from where you got the talisman, and follow this path and eventually you will see a completely new area. Also, if you keep making jumps, you can reach the rest of the gems on the level, but the goal is the new area. Speak to the Hula Dancer at the central portion of the area to begin this challenge.

Orb 8: Hula Girl Rescue

Location: Idol Springs

Difficulty: Medium

Information:

With access to the Super Charge Power up (from killing multiple enemies) you need to break down all of the Tiki's. Since you're going fast, it is quite a bit harder than it sounds, but fortunately, everything is in a doable order. Take some time to learn the controls in Supercharge mode though, as you will be using them later as well.

This is a timed event, so if you don't hit them all at once you'll need to start over through the supercharge powerup. Such a pain.

When you've completed the level to 100% (or as much as you'd like to) exit back to Summer Forest.

~~~~~  
~ Summer Forest ~  
~~~~~

Gems: 400

Talisman: None

Orbs: 3/4 Possible

Moneybags: Open Aquaria Towers - 400 Gems

Now that we have the Swimming Ability, we can go to new locations. From the Idol Springs entrance, head back towards Glimmer and fall down the platform. Go back all the way towards Glimmer, but on the far side, you'll see a pond. Jump into the pond and pick up the gems in there.

Orb 9: On a secret ledge

Location: Summer Forest

Difficulty: Very Easy

Information:

In the large pool of water near the Glimmer world you'll find a long tunnel. At the end of this tunnel, keep heading up and up and up to the very top and pick up the Orb bouncing around waiting for you.

After getting this orb, jump down into the large lake around the Colossus

world and swim about. There are many Gems under the water here. When you've gotten them all head through the tunnel under the castle and get onto dry land. Go up the stairs, and hit that red button to open the door. Hit the second red button to reach a new area.

There's access to a few new worlds here, but before we enter any of them, there's one more Orb we can get in this area.

Orb 10: Behind the door

Location: Summer Forest

Difficulty: Easy

Information:

In the third main area of Summer Forest, at the far end there is a switch, with two doors by the side. Keep the switch Red and go through the left door. Follow this path up the stairs and head right when you can. There's a window you can jump on out here. It's a long glide, but there's a second window out past the door. if you are able to land on this Windowsill, you can find an orb hidden behind the closed door.

The next area that we should go to is Hurricos, as we can get 100% completion there.

~~~~~  
~ Hurricos ~  
~~~~~

Gems: 400

Talisman: Gear of Power

Orbs: 3/3 Possible

Moneybags: None

You need to start off by killing that large enemy near the electrical fences, after doing this, pick up that shining bulb on the floor, called a "Diode." In Hurricos, you need to collect these Lighbulbs to move forward throughout the level. Examine the door with the bulb in your possession to open it.

Now that you are in a main area, you can find two of the bulbs. One is directly left of where you entered, and one is straight ahead, near the ledge. After picking up the gems and these two bulbs, head to the side of the area and use both of them to open the doors.

In this new area, there is one Bulb directly to the right of the entrance, and another at the very far side. But before we use them, there is a ledge at the very far end of this area. Climb it, and glide over into the hidden area. Follow this path until you reach a new area.

Save the Electroll.

Orb 11: Stone Thief chase

Location: Hurricos

Difficulty: Easy

Information:

In a hidden area of Hurricos, you will save Amper the Electroll. He tells you that the Gear Grinder Thieves keep messing up his hard work. What you need to do is pick those balls (they are blue and purple) on the ground and shoot them into any of the "Electric" locations on the buildings. But every once in a

while, the alarm goes off, and this is your chance!
You need to run around and flame as many of the Gear Grinder Thieves as possible during this time. There are 10 total. This is not a times event, so take your time. keep replacing the "stolen" Gears when they are removed and kill off the enemies one at a time.
After this is done, replace every "Lightening Stone" to any location, and you're done!

After getting this Orb, head back through the secret passage to the main area, and use your two bulbs on the door. In this area, kill all of the enemies, and find the gear on the far right side of it.

Now, after killing enough enemies, the Supercharge Powerup should be ready. So head back to it, and charge every windmill. Hit the Red Buttons Behind them to slow the Large windmills down. This will help you get the next Orb. Once this is done, were ready to get our Orbs.

Orb 12: Factory Glide 1

Location: Hurricos

Difficulty: Medium

Information:

This is best done after you have hit all of the red "Windmill" switches with the Supercharge Powerup. Also, you need to have started the Windmills by completing "Stone thief chase" before this.

After speaking with The Electroll, you need to glide from building to Windmill. Be careful on your glides, as the Windmills are moving. After crossing the Windmill, jump to the far end where you have to make another set of jumps. These are a bit harder since they are timed a bit "iffy." After you've made this set of jumps, you get your first Orb.

Orb 13: Factory Glide 2

Location: Hurricos

Difficulty: Hard

Information:

This is a continuation of the first set of jumps. Fortunately, if you fall from these, you will be allowed to float up on the sparkly light so you do not have to start at the very beginning again. Unfortunately, this set of jumps is quite a bit more difficult, and much longer than the first set.

The key to the first jump is jumping early, and as the NPC tells you, to Hover near the end. Don't wait until the Windmill arm is right where you want it to be, as it will take you a few seconds to actually reach it. Jumping from this one windmill arm to the second is quite a bit more difficult because the second windmill arm is moving quite quickly. Remember to time your jumps early and hope for the best.

When you're on still land again, you need to make a very long jump to the far northeast (your far right) where there is a single windmill. This will be the hardest set of jumps you need to make, but it is the last set.
After you finally turn it off, you get the Orb.

After getting these two orbs, head back to the exit of the level and open it with that last Bulb. Speak with brainy, and he will give you the Talisman. Leave Hurricos and be glad you (hopefully) don't have to come back.

Gems: 400
Talisman: Turtle Medallion
Orbs: 1/3 Possible
Moneybags: None

Note: You can not finish Sunny beach completely without the Climbing ability.
You'll need to come back later.

Our next level is Sunny Beach, which is located right next to Hurricos. The goal of this level is to get those little turtles to the end of the level. Flame the large brown turtle so that he stands on the blue floor switch and opens the door for you.

Follow down the path underwater, and once you come to the surface, kill the many enemies (the ones with a duck belt actually take two hits to kill) and then flame the Brown turtle to open the path for the baby turtles once again. Do the same to the next one, and follow the path up the stairs. Soon, you'll have killed enough enemies for the power up to be working. Speak with the turtle to initiate this mini-game.

Orb 14: Blasting Boxes
Location: Sunny Beach
Difficulty: Medium
Information:

Once the Super-Flame powerup is ready you can do this quest.
There are seven boxes total in this level, and you need to break them with the Superflame.
The first box is to the left of the Powerup.
The second box is to the far right, in a hidden area, behind a door. When you step on this switch, the box is revealed. Use first person mode with the Triangle Button to aim your attack and fire from a distance.
The third and fourth boxes are in the room on the way to the entrance of the level.
The fifth box is underwater near the level entrance, but you'll need a single fresh flame powerup to reach it.
The sixth box is up the stairs in front of the powerup.
The final box is near the exit to the Sunny Beach level.

After getting the Orb, continue through the underwater tunnel path. You'll find the baby turtles up here. You need to flame the large brown turtle a good two or three times to get him to the proper location though. Once you do this, go through the door and collect your Talisman. You can not get the last two Orbs or the rest of the gems at this point.

~~~~~  
~ Summer Forest ~  
~~~~~

Gems: 400
Talisman: None
Orbs: 3/4 Possible
Moneybags: Open Aquaria Towers - 400 Gems

Our last world needs to be unlocked before we can enter it. First, head to the far side of the Summer Forest, where those two doors are. Hit the Red Switch to open the right door and follow the path. Speak to Moneybags to open

to the door. You will need to pay 400 Gems to do so.

~~~~~  
~ Aquaria Towers ~  
~~~~~

Gems: 400
Talisman: Enchanted Shell
Orbs: 3/3 Possible
Moneybags: Borrow Submarine - 100 Gems

After speaking with the Seahorse, kill all of the enemies in this area. Then, hit that red switch to fill the first area with water. Head down the newly opened path until you are on the surface again. Kill all of the enemies here and get the gems, then hit the switch on the tower. At this point, it is important to remember to STAY AWAY FROM THE SHARKS. They will kill you instantly if you get too close.

Head up to the surface, and get out of the water. There's a small hole at the far side you need to jump down and you'll end up in the water again. Down here, there are quite a few enemies, so charge through them and come up on the other side. You'll find Moneybags. You need to pay him to continue along through the level. Fortunately, it only costs 100 Gems and you can use it when you like for the rest of the game.

After the short cut scene of getting by the sharks, you will find yourself in a new area. Kill all of the enemies, and hit the switch on the wall to fill the water up. Head up through the hole in the wall to reach the upper level of the very first area. You will receive the Talisman of Aquaria Towers by speaking with the Seahorse here.

After doing this, we are free to get the Orbs of the level. In this original room, you'll see a hole in the roof. Swim up here and you'll enter a brand new area. All three Orb quests start up here.

Orb 15: Manta Ride 1
Location: Aquaria Towers
Difficulty: Easy
Information:
Speak with Hunter for access to this quest. What you need to do is steer the Manta Ray through the Rings. This is not too difficult, really. There are a few sharp turns, but it is over quickly.

Orb 16: Manta Ride 2
Location: Aquaria Towers
Difficulty: Medium
Information:
This is a tougher version of the first Hunter Challenge with the Manta Ray. Unlike the first one, this one might take you a few tries to complete. Expect a lot of tight turns in this.

Orb 17:
Location: Aquaria Towers
Difficulty: Medium
Information:

You initiate this quest by speaking with the Seahorse King. There are towers all around the level of Aquaria Towers.
The first tower is right near the Seahorse King. Get to the top, and number 2 opens.
The second tower is right near number 1.
Number 3 is near the entrance to Aquaria Towers.
Number 4 is right behind number 3.
Number 5 is down the path as if you were going to complete the level normally.
Number 6 is in the area past the sharks, near the end of the level.

~~~~~  
~ Summer Forest ~  
~~~~~

Gems: 400
Talisman: None
Orbs: 3/4 Possible
Moneybags: None

There's one more level we can go before we continue on with the game. Don't enter Crush's Dungeon quite yet! If you have the Orbs from every level, you can enter "Ocean Speedway" a secret level.

~~~~~  
~ Ocean Speedway ~  
~~~~~

Gems: 400
Talisman: None
Orbs: 1/1 Possible
Moneybags: None

There is one orb in this level. The Orb is obtained by "collecting" every item in the level. Well, it is not really collecting, but you need to go through the level and finish getting an "All in One." After you've done this, there is a little mini-game you need to play to get the Orb.

The easiest way to do this is to start by Landing on that little boat platform near the start and shooting all the boats first. Then by going through all of the rings in order. Then, the moment you finish the rings, land on the Car platform and start going the -opposite- direction as the cars and you will get those very quickly. lastly, get those Arches in the order you see them. That will get you all of the gems in the level.

Orb 18: Follow Hunter
Location: Ocean Speedway
Difficulty: Hard
Information:

You need to find Queen Finny. She is on the stands where the spectators are cheering. When you speak with her, she gives you access to the orb quest. This is a rather difficult quest. Like the Manta Ray quest from Aquaria Towers, you need to follow Hunter through the Rings. This is best done through memory, since it can be a pain to do.
Number 5 can be particularly annoying, as can numbers 9 and 10, 11, and 12. But if you can get past these it's pretty easy.

~~~~~  
~ Boss Battle: Crush's Dungeon ~  
~~~~~

Gems: None
Talisman: None
Orbs: None
Moneybags: None

When you have all 6 Talismans of Summer Forest, you can enter Crush's Dungeon. Crush will be your first boss battle in Spyro: Ripto's Rage!

There is a very distinct pattern you need to follow when killing Crush. Crush has 7 Hit Points.

Crush runs around the level standing on panels. These panels start off all blue. When Crush stands on one of them, a barrier of light surrounds him. Keep your distance, and jump over the two energy beams he attacks you with. Soon, he moves. Run up to him and flame him with the O button. After this is done, RUN AWAY, as he hits the ground with his hammer. Because he hits the ground, the roof caves in on him, and he loses a Hit Point.

Do this process again until two of his Hit Points are Gone. At this point, all of the panels turn red. His attack pattern changes at this point. Instead of attacking you with a layer of energy, he shoots energy balls at you. Keep moving by Charging (Square Button) to avoid the attacks. Once he moves, flame him with your breath and again, run away. He will again pound on the floor and remove one of his own Hit Points.

After 4 of his Hit Points are Gone, the strategy changes again. This time there are both red AND blue panels. Jump over the Blue beams of light, and charge to avoid the red shots. Note that instead of 2 this time, he does 3. Also, Crush will chase you around once you've flamed him, so you need to charge around the chamber as quickly as possible to get away from him. Fortunately, Sheep are starting to be dropped into the battlefield at this point, so it becomes a bit easier to survive.

*** Autumn Plains ***

~~~~~  
~ Autumn Plains ~  
~~~~~

Gems: 400
Talisman: None
Orbs: 2/2 Possible
Moneybags: Learn How to Climb - 500 Gems, Open Zephyr - 400 Gems

This is a brand new World for you to visit, with plenty of portals to new levels.

First, and most importantly, we're going to buy the climbing ability. With this ability we can finally finish all of those levels in Summer Forest. Head

straight from the entrance until you reach the far wall, where you'll find Moneybags. He offers to teach you how to climb. Learn this ability at once.

Now, head back to Summer Forest. We need to finish getting all of those Orbs!

~~~~~  
~ Summer Forest - Remaining Orbs ~  
~~~~~

Orb 19: Atop a Ladder

Location: Summer Forest

Difficulty: Very Easy

Information:

With the Climbing ability, climb the wall near Hurricos. Up here, run around and you'll eventually find the Orb.

Orb 20: Gem Lamp Flight in Cave

Location: Glimmer

Difficulty: Easy

Information:

Head back into the very first level: Glimmer. In the central area, which looks like it is "underground," you will find a ladder on the eastern wall. Before climbing it though, continue through the level killing enemies. You'll need quite a few before the power-up atop the ladder is started.

Once you have the SuperFly powerup started, you can get this Orb. Sly around this inner cavern lighting the Gem Lamps with your breath attack. The best order to do this in is "Orange, Yellow, Green, Blue, Purple, Red." Remember that you are on something on a timer during this, so try to make them all in one run.

Orb 21: Turtle Soup 1

Location: Sunny Beach

Difficulty: Easy

Information:

With the climbing ability, head back to Sunny Beach. Make your way all the way back through the level until you reach the ladder near the exit. Speak with Moppet near the end, and he will tell you that you need to save the turtles.

Head up the ladder, and accept the challenge.

What you need to do here is keep -every- baby turtle out of the green soup pot. You need to hit them into the water at the top of the screen so that they are safe. Use the Charge ability to hit them into the water. If you can not hit them into the water, and multiple Turtles are approaching the pot quickly, just hit them away from the pot. Being far away is better than being near. You can always hit them later, as there is no literal timer for this. After saving three turtles, this ends.

Orb 22: Turtle Soup 2

Location: Sunny Beach

Difficulty: Hard

Information:

This is a harder version of the previous challenge. The key is keeping the turtles away from the pot, rather than actually trying to hit them into the

water itself. If you have an open shot, go for it, but more often than not you will not. Also, be very careful not to accidentally charge into the pot, as that can mess you up. Also, if you hit the turtles into each other, it stuns BOTH of them, so you can get extra from that.

This may take a few tries.

After getting all of these Orbs, you are finally done with the Summer Forest! Head back to Autumn Plains.

~~~~~  
~ Autumn Plains ~  
~~~~~

Gems: 400

Talisman: None

Orbs: 2/2 Possible

Moneybags: Open Zephyr - 400 Gems

There's a lot of levels we can go to right from the start, but first we should get the Orbs.

Orb 23: The end of the wall

Location: Autumn Plains

Difficulty: Easy

Information:

Once you have enough Orbs, head to the right side of the first area of Autumn plains. Speak with Elora and she tells you that a Whirlwind starts up. Take this Whirlwind to the higher level. Once you land, immediately turn right, and glide over to the wall surrounding the plains. Now run -All- the way down the wall until you reach the end. It looks like a dead end, but there are cracks in the wall. Charge the wall, and you will find the Orb.

After getting this Orb, head back to where you bought the climbing ability and climb the wall, all the way until you see the level "Scorch." From here, continue along the path until you reach the Professor. If you have enough Orbs, you can open the door. Keep going along this path past Moneybags and you'll eventually see a crack in the wall.

Orb 24: Long Glide!

Location: Autumn Plains

Difficulty: Medium

Information:

There is a crack in the wall near the entrance to the boss room of Autumn plains. When you break it, take the whirlwind up to the upper level. Up here, you'll find another whirlwind to take. Take this, and you're brought to the highest point in Autumn Plains.

Now, there is an island in the very far distance, out from Zephyr (closer to the entrance direction). You need to make a Glide of Faith in this direction. If you glide all the way, you'll make it to that very far out island. On this island is your Orb, and 75 gems for your hard work.

After obtaining these two Orbs, it is time to start the levels! Head back to the very entrance of the area, and find Crystal Glacier. This is probably the easiest level of the bunch.

~~~~~  
~ Crystal Glacier ~  
~~~~~

Gems: 400

Talisman: Ice Crystal

Orbs: 2/2 Possible

Moneybags: Open Bridge - 200 Gems

When you first enter, you encounter three NPCs trapped in Ice Cubes. Use your Breath Attack on them to free them. After doing this, stand on the large bone to get shot over to the other side of the area.

On this side, you'll find more frozen NPC's, but also enemies. These enemies look like "Frozen Wizards." Note that you can unfreeze the NPCs, but the enemies will probably just freeze them right back up again, so it is best to wait until after you've killed the four "Wizards."

After unfreezing these four NPCs, they allow you to climb the wall to a new area. Over here, continue along the path killing enemies as you go along. Soon, you'll reach Moneybags again. Accept his offer to open the bridge for 200 Gems.

Cross the bridge into a new area. Once again you'll find yourself in a new area with frozen NPCs and enemies. Kill off the wizard types before trying to unfreeze anything. After unfreezing everything, watch a scene and you'll receive the Talisman.

Now it's time to get the Orbs.

Orb 25: George the Snow leopard

Location: Crystal Glacier

Difficulty: Easy

Information:

Near the end of the level, you'll see a "hidden path" to the side.

This "hidden path" isn't really all that hidden, it is just a bone bridge, and there are only two of these on the level. Be careful when crossing it. Speak with the Shaman, and he tells you to find his leopard.

Head farther into this area, and soon you'll find his leopard. Follow him around, and soon he'll stop at a watering hole. When he does this, stand near the hole as well, and soon a fish jumps out. Flame the fish, and the leopard will eat it. Do this same thing two more times, and you'll have befriended the leopard. With the leopard following you, WALK back to the Shaman and you receive the Orb.

Orb 26: Dracllet Cave

Location: Crystal Glacier

Difficulty: Medium

Information:

In the central portion of the level, there is a large cave system, as well as a "Superfly" powerup. The first time you encounter this powerup there is a very large chance that you will not have it working, so it is best to finish to level before attempting this.

The goal is to kill all of the little green "bugs" in the caves. But these

bugs regenerate. So you need to kill as many as you possibly can. It will probably take you multiple rounds through the caves to kill them all off, but there's nothing you can really do about it. If you're having trouble after a few rounds through the caves, stop and let them all regenerate, and then begin completely anew. This one is a pain.

After completing what you desire, exit the level and head towards out next level, Breeze Harbor.

~~~~~  
~ Breeze Harbor ~  
~~~~~

Gems: 400
Talisman: Glass Anchor
Orbs: 2/2 Possible
Moneybags: None

As you enter the level, there's a few things you need to know. First, the "bucket" enemies can only be defeated with a charge attack. Next, whenever you see some "sticks," you can flame them to start a fire. But note that if any enemies are alive, the fire will be put out.

After speaking with the first NPC, light the fire on the original platform and take the whirlwind up to the new area. Kill the enemies, and at the far end light the fire. Swim through the water to a new area. In here, kill more enemies before lighting the fire. Also note that if you head over to the far side of this area, you'll encounter a resident. He starts you on an Orb Mission, if you wish to undertake it.

Orb 27: Mine Blast
Location: Breeze Harbor
Difficulty: Medium
Information:

To get this orb, you need to shoot all of the "bombs" on the level. Take some time clearing the controls of the guns and then shoot at the bombs. The third "bomb" is near the entrance of the level. There is a gun right next to it, which allows you to kill it easily. Now, for the next one, turn the gun around completely, and you need to aim the gun OVER the wall that was behind you. It may take a few tries, but you'll eventually get it. The fifth, sixth, and seventh and eighth Bombs are found in a small side area after the "floating boats."

Once you've started that mission, head back and light that Fire. A boat near you starts moving. Be careful when trying to jump on it, as if you fall you die. Once on the boat, don't move until it "lands" and then jump off. Follow this path all the way until you reach the end (including that small island, where you want to start that fire). At the end, you'll find a weird metal object with a red circle on it. Stand on this, and it will fling you over to a new area.

In this new area, walk around, killing every enemy. After doing this, flame all of the fires on the ship, and it will raise. You will get the level Talisman.

Once you've received the Talisman, you can go back and get the last Orb in the level. This is a rather annoying Orb to get, so you might want to wait until

later in the game.

Orb 28: Gear Grab

Location: Breeze Harbor

Difficulty: Very Hard

Information:

In this Mini-Game, you are on a set track, driving a Mine Cart around. You can control the cart a little bit, but only certain amounts. The goal is to get every gear in the level without crashing into anything. Easier said than done.

Using X will make you jump, and the O button will fire the cannon. You need to Fire on TNT and Jump over crates.

Stay left at the first intersection, and after getting all 7 on this path, head right down the next intersection. Soon you'll reach another intersection again. Keep right this time and go all the way through. You will be brought back to the entrance, but have 17/50. Make your way back to the second intersection and Shoot at the sign that makes you go right, so that you go left this time.

Follow this path until you reach another intersection. Take a left here and after this short little run, you should be at 32/50. At the intersection again, go right. Down this path, very shortly, you'll shortly find another intersection. Take a right left here, be careful of any TNT, and after you get these, you'll be at 41/50.

Keep left and head back to the intersection. This time, take two rights, and you'll get the final 9 Gears.

There are other orders in which you can do this quest, but this is the shortest. It will probably take you more than a few tries to finally get the Orb, too.

After getting all of your Gems and items, head back to Autumn Plains.

~~~~~  
~ Skelos Badlands ~  
~~~~~

Gems:

Talisman: Ancient Bone

Orbs: 3/3 Possible

Moneybags: None

Note: You can get a Skill Point in this level if you burn all of the Cacti (Cactus). You also get one for killing all of the flying lizards.

Though this an early level in Autumn Plains, it is actually one of the more difficult levels in the game. Stay out of the lava, and there are enemies who attack you from a large range. Whenever you see a rock on the ground, it is there for you to snipe those flying enemies out of the sky.

From the starting NPC, you can head in either direction to continue either the level.

Soon, you'll reach a large open area with a skull in the center. It is best to try to snipe off the "Fire" enemies from a distance with the Rocks the lava spits out, rather than charging them. Your Flame does not work on them.

Climb up the skull, and speak with the NPC up here. He allows you to get an Orb.

Orb 29: Lava Lizards 1

Location: Skelos Badlands

Difficulty: Medium

Information:

This one is all memorization. Memorize the order the Lizards hatch by doing this quest over and over, and you should be fine. What you need to do is save the people from the lizards before they reach them. This one is the easier version of this mini-game. What you just need to do is flame a lizard when you see it.

Orb 30: Lava Lizards 2

Location: Skelos Badlands

Difficulty: Hard

Information:

This is a much harder version of the same mini-game as before. This time, you don't just flame any lizard you see, sometimes you have to leave them be, because another one hatches closer to a NPC. Once again, this is all about memorizing the order that the lizards hatch.

The "correct" order to do this is the first one, the left lizard, the right lizard, then head right through the center of the level and you'll encounter three lizards pretty close to each other. These three should be killed close to the same time. Then, glide QUICKLY over to the other island and kill the left lizard, and then kill off the farthest lizard.

After getting the Orb's head into the large skull. To the left is a little side area, where you'll see a lizard chewing on a Bone. Kill this lizard and collect the bone for later. Note that when you encounter the two Fire-heads together, you should NOT charge them, but kill them from a distance with rocks.

Soon, you'll reach a new area. Continue killing off enemies, and you'll reach the end. There's still a lot of Gems to get, as well as breaking that Mystery Jar. Plus, you can get two skill points still. Lastly, there is another Orb.

Orb 31: Dem bones

Location: Skelos Badlands

Difficulty: Medium

Information:

First, you need to have killed 16 enemies, enough to power up the "Shield" powerup. This powerup allows you to walk on the Lava without getting burned. After getting the quest from Ooga, you need to find the Lizards with the bones. The first lizard is at the end of the path of bones, which is near the exit of the level, over the lava.

The second lizard is reached from the first lizards location. Jump onto that large mountain in the center of the lava, and fly from each of the rocks to the other. At the far side you'll find the next lizard.

The third lizard is found up those lava steps to the left of Ooga. Up here, head straight across those bones, and kill the lizard.

The fourth lizard is found near the third lizard, on a geyser of lava. I suggest getting the "Armor" status again before trying to kill this one.

The fifth lizard is inside the large skull, up the stairs. Shoot at the fence three times and kill him off.

The sixth lizard is found in a side area of the skull.

The seventh lizard is on the lava side area in the central portion of the large skull.

The final lizard is found on the top of the front of the skull. You'll need

a rock to hit him down.

~~~~~  
~ Zephyr ~  
~~~~~

Gems: 400
Talisman: Ruby Bomb
Orbs: 4/4 Possible
Moneybags: None

You need to pay Moneybags to open the level Zephyr up.

There are a ton of enemies in this first area of Zephyr, around 10. Keep moving at all times to avoid taking damage. At the far end, you'll find Sergeant Tub, who gives you a Cannon. Use this Cannon to shoot the birds in the sky, as well as shoot the door to the far side. This opens it and gives you access to the goodies inside. The other side clears the path through the level.

Follow the path through the caves (they are rather dangerous, be careful. Jump over the TNT boxes thrown at you) until you reach a new area. In this area, hop onto the Gun, and shoot at the door. Glide over to the new area. Once again, be careful of the TNT, and slowly climb to the top of the area, where you'll find another gun. Shoot at the large door at the distance to open it. You might also want to shoot at the birds flying far away. They are a bit hard to hit though.

With the door open, glide over and collect your Talisman. There's still quite a bit of the level to finish yet, with Gems and Orbs to get.

Orb 32: Cowleck Corral 1
Location: Zephyr
Difficulty: Easy
Information:

Falling from the upper level of Zephyr allows you access to a new area. Speak to Bo peep down here, and she tells you that she is missing her Cowlicks. You do this by Charging them and flaming them. By flaming them you hit them in the right direction, and by charging you can move them over obstacles, such as to an upper level or over a hump.

There are three Cowlicks in the area by Bo Peep. The ones on the lower level need charging to get to the upper level.

The last two are up the ladder by Bo Peep, but are way below normal charging range. You need that Superflame powerup (up the ladder with the climb ability), and to flame them to the upper level. After getting them up to the high level, you can charge them back to Boo Peeps corral.

Orb 33: Cowleck Corral 2
Location: Zephyr
Difficulty: Medium
Information:

There's only two to find this time, but they are a bit farther away from Bo Peep. Both of these are in the area directly opposite of the Superflame Powerup area. You'll need to get both of them up to the higher level, and then, for the added challenge, charge them over the large gap near the end. The Gap Charging can be a pain in the butt.

This one will be a bit longer than the previous, but it is pretty much

repeating the same thing you did before.

Orb 34: Sowing Seeds 1

Location: Zephyr

Difficulty: Medium

Information:

The professor gives you a seed to shoot. With a Seed in mouth, shoot it at the central Grass area right next to the professor, causing a stalk to grow.

Before it grows all the way though, jump on it, so it puts you on top of it when it grows to full height. Now, glide over to the alcove and pick up the seed there. Plant this seed into the far right hole, so a very large stalk pops up. Jump from the medium stalk, to the large stalk and glide over to the platform. Pick up the seed up here.

Now, on this platform, without jumping off, shoot the seed down into the ground into that hole closer to the ledge with the enemies on it. This will allow you to glide to a new area. Jump onto the high ledge, but be careful of the enemies up here. After killing them, pick up the Seed, and shoot it into the hole. This will allow you to glide over to the ledge where the Gems are. Up here, you'll need to glide over to another ledge (which you'll probably need to Hover to reach). After you reach the far ledge, you get an Orb. You're halfway done!

Orb 35: Sowing Seeds 2

Location: Zephyr

Difficulty: Easy

Information:

You have access to two seeds this time. Before shooting the first seed at the hole, glide over to the other side and just put the seed down on the ground over there. Glide back and pick up the second seed. Now Glide back, and go up to the upper level, and shoot the seed into the hole. Go back down and pick up the second seed, which should be easily accessible since you moved it. Now, glide over to the new area, and shoot the seed into the last hole. Head up and obtain your Orb.

~~~~~  
~ Scorch ~  
~~~~~

Gems: 400

Talisman: Emerald Scarab

Orbs: 2/2 Possible

Moneybags: None

Scorch is found on the upper level of Autumn Plains.

To continue further in Scorch, you need to press the button in each new level. By pressing buttons, you raise a flag and open the door. The first flag is over the ledge just in front of where you begin.

After opening the door, head into the second area. Kill off the enemies, and climb the stairs to the left. There is an Orb to get here.

Orb 36: Barrel of Monkeys

Location: Scorch

Difficulty: Easy

Information:

This is not really that difficult, but the premise is strange. Follow Hunter around the area, and charge the Trees when he stands beneath them. But if Hunter gets hit, then the mini-game is over. You just need to charge the trees before he gets hit. Don't just charge any random tree though, charge the tree he seems to be approaching.

Also, the Monkeys throw things at you too, so watch your own health.

After getting the Orb, head back right. Climb up and hit the switch for the flag, and open the door. In this new area, be careful because of all the gun users. Kill them as quickly as you can. Glide over to the flag and hit this one to open the door.

In this area, be prepared for a lot of enemies. The Talisman is near the central portion. But there's still a few more gems and another Orb to get.

Orb 37: Capture the flags

Location: Scorch

Difficulty: Medium

Information:

At the very end of the level Scorch, you'll find a Superflame powerup. Get the powerup, and charge across the bridge. Check the top of the third Flag, and go into first person mode. You need to get far enough away that you can hit the very top of the flag. Once you hit Bombo down, you need to chase him all the way back to Handel, while dodging those white bombs of his.

Now, you need to make your way back to the second flag with the superflame powerup on. Once again, you need to shoot the very top of it, and knock the enemy from it. Chase the enemy back to the end of the level.

The last Flag is the hardest. The easiest way to get there is to take the Shiny Whirlwind and drop down the opposite side. This way, you don't have to run through the entire level.

~~~~~  
~ Fracture Hills ~  
~~~~~

Gems: 400

Talisman: Bronze Flute

Orbs: 2/3 Possible

Moneybags: None

This level will be somewhat annoying. Though 2 out of the three Orbs are possible at this point, you might want to wait to get the second one, since its quest is related to the third quest later on. You'll need to do it later when you come back to get the third Orb.

After speaking with the NPC, flame the Stoned NPC next to her to free him. The goal is to free all six of these Satyrs in the level, who are encased in stone. Just follow the level normally, and kill off the enemies as you face them. The Satyrs are on the normal upper path, and you should have no trouble finding them.

Note: If there are any Pigs near the Satyrs when rescuing them, they will do a special 'Dance.' it's somewhat cute to watch.

Another Note: It's not possible to kill the Earthshapers normally. You need

to charge at them. This knocks them back. If you charge at them enough, they'll eventually fall into the lava. This will kill them off. There is no other way until you learn headbash and do the quest with Hunter.

After freeing all six Satyrs, go into the central portion of the level, and receive your Talisman. There's a lot of the level to explore, and two Talismans to get. Once again, you may choose to only get one now, and get the second when you come back for the third later in the game.

Orb 38: Free the Faun

Location: Fracture Hills

Difficulty: Medium

Information:

Once the Supercharge powerup is active, you can do this quest.

There are actually two ways to do this quest. The long way, which is the true way, or the short, cheating way.

To do it the short, Cheating way, you face the direction of the Fawn and fly/charge into the Supercharge powerup. This way, you will be able to reach the upper level of the original area in no time. It's hard to make a sharp turn, but it is possible.

The normal way is to go through the long path through the level. This is actually the better way, because you can get all of the gems in the level if you do it this way. The key to doing this is getting rid of the Earthshapers beforehand, and memorizing the course.

Orb 39: Alchemist Escort

Location: Fracture Hills

Difficulty: Hard

Information:

You need to escort the Alchemist in this quest. Follow just ahead of him charging the Earthshapers he gets close to. It is important to stay just ahead of him because you'll have trouble charging if you're behind him. One thing that might help is to use yourself as bait for the attacks of the Earthshapers, but watch your HP.

This one takes memorization of the pathway that the Alchemist takes.

~~~~~  
~ Magma Cone ~  
~~~~~

Gems: 400

Talisman: Volcano Idol

Orbs: 3/3 Possible

Moneybags: Use Elevator - 200 Gems

After speaking with the starting NPC, climb up the ladder. Throughout this level, you'll find a different breed of Earthshapers, but they look something like the ones in Fracture Hills. Usually, these are found near large red "X's" on the ground. Charge them into these X's, and the NPCs of the level will help you destroy them.

Once you reach the far side of the area, climb the ladder to the second level. There are gems all over the place up here. Take some extra time exploring up here. After killing off an Earthshaper to continue, kill off the second one, and continue up the volcano with the climb ability.

Soon, you'll reach a large bridge. Cross it, and speak with Moneybags. Pay 200 Gems to use the elevator. Take the elevator down to the bottom, and now you need to climb the volcano. Start by climbing to the very top of the first set of ladders, then jumping to the second. Keep jumping left until you reach the path to get to the top. Now, there are large rocks falling from this path. You need to move back and forth, left and right, each time a rock falls. If a rock falls on the left one time, move left after it falls, as the next rock will fall on the right.

When you reach the top of the volcano, you receive the Talisman.

Orb 40: Party Crashers

Location: Magma Cone

Difficulty: Medium

Information:

Once you've cleared the level, glide down to the Superfly Powerup and speak with the NPC.

Monsters spawn all around the level. Normal Fire attacks don't work on them, so you'll need to fly around, picking up the Balls floating in the air. With one in your mouth, shoot them at the red enemies.

Every once in a while, head back to the Superfly Powerup and recharge your ability to fly. Also, try and shoot the balls from a distance at your foes. Since there is no time limit for this, feel free to fly around as much as you want. If you get low on HP, remember that there is a butterfly to get near the entrance to the area.

Orb 41: Crystal Geysers 1

Location: Magma Cone

Difficulty: Medium

Information:

At the central portion of the original Volcano, you'll find a hidden area. You can jump into the area near the entrance. It is not too hard to find, really. Down here, Hunter awaits you, along with one of the most annoying mini-games in the entire game.

Run around the area, chasing the little steam balls. Soon, a little ice gem will pop up. Try to let it fall on you, or jump to it to catch it. Even better, try to guess where it is going to pop up, and stand over it. You can usually tell where it will, as it is where the cracks meet.

Keep moving at all times, and control the camera. This is something of a matter of luck.

Orb 42: Crystal Geysers 2

Location: Magma Cone

Difficulty: Very Hard

Information:

This is much the same as the previous quest, except that you go to 15, and that this one is quite a bit more fast paced. One thing that helps is to follow Hunter around and try to steal his the entire time. This way, he won't get any. This is a bit difficult to do, but it is possible. I prefer just running around trying to get them, but if trying to steal them works, I suggest going for it. This will almost definitely take more than a few tries.

Gems: 400
Talisman: Mystic Lamp
Orbs: 1/2 Possible
Moneybags: None

To get to Shady Oasis, you have to pay 400 Gems for Moneybags to open the castle in Autumn Plains.

As you enter Shadow Oasis, speak to the NPC, and Charge or Flame the bush he is standing by. This causes a berry to drop from it, and the path before you to open. Follow the Hippo through the level, and note that the Shielded thieves can not be hurt by fire, so you'll need to charge them to kill them. The second tree is on a higher ledge. Glide over to it, and flame it, and the door opens so you can continue through the level.

Continuing through the level, you're going to need to make a series of jumps (that are rather difficult because of the annoying camera angles) to reach the third Tree. Flame or charge this one to open the path. Continue through the level until you reach a large green seed on the ground. Pick this up, clear the enemies, and shoot the next tree with this seed. Like Skelos Badlands, this seed regenerates, so you can use it as much as you want.

After this, you reach the end of the level. You can't finish everything in Shady Oasis until you have the Headbash ability, but you can get one of the two Orbs.

Orb 43: Catch 3 Thieves
Location: Shady Oasis
Difficulty: Medium
Information:

If you've played the original Spyro, you'll know what you're in for here. You need to chase down three thieves. Whenever you hear a "Nyah Nyah Nyah Nyah" track, you'll know that one is nearby. One of the thieves is in the side area, where you can not do the Headbash quest just yet. This one is the easiest, and I suggest getting him first. To shave time off the chase, get the "Shield/Invincibility" powerup so you don't have to jump as much. The second Thief is on the lowest portion of the level. This is probably the hardest one, as you'll need to make a series of charging jumps to get him. Try using your flame to kill him, rather than a charge attack. The third thief is in the central portion of the level. He runs around in circles in two areas, so flaming will definitely work much better on him than charging will.

~~~~~  
~ Metro Speedway ~  
~~~~~

Gems: 400
Talisman: None
Orbs: 1/1 Possible
Moneybags: None

Though you now have every Talisman, there are still two Speedway courses to do in Autumn Plains. Metro Speedway is probably one of the harder Speedways in the game.

Start with the Birds, but be careful with that fourth one, it's pretty hard with the bridge falling down. Get the rest of the birds while getting the skydivers at the same time. The skydivers are pretty hard to get, so you might want to skip around. After getting these, head to the far side, and go through the two Arches. This leads to a new area. Now, kill all of the SLOW sign men, and then get the rest of the arches that are near you.

Once you've gotten an All in One, explore the level for the Orb.

Orb 44: Grab the Loot

Location: Metro Speedway

Difficulty: Medium

Information:

Near one of the birds, behind a waterfall, in the central portion of Metro Speedway you'll find the Mayor. Speak with him to start the Orb quest.

What you need to do in this quest is catch the money. Hunter shoots the thieves, while you catch the money they drop.

Be careful of the fourth one, fifth one, eighth one, ninth one, tenth one, and the final one. This is a memory course more than anything.

~~~~~  
~ Icy Speedway ~  
~~~~~

Gems: 400

Talisman: None

Orbs: 1/1 Possible

Moneybags: None

Near the end of Autumn Plains you'll find an island. Over here, pay Moneybags 100 Gems to open the Speedway. This will allow you access to the new level.

Start this level off by killing off the humans flying around in front of you. Then, land on the ground and charge the snowmobiles. After this, you need to fly around the level 2-3 times, killing off both the Dragons and the skaters. Don't just go for one or the other, try and get them all. It may take a few runs. Lastly, go for the arches. The arches are definitely the hardest, as there is a pretty steep twist near the beginning that wastes some time if you're not expecting it.

Orb 45: Parasail through rings

Location: Icy Speedway

Difficulty: Hard

Information:

This one is annoying. One thing I've read, and suggest, is turning down the music to help your concentration. You need to fly through all of the circles, but because you have limited mobility during this quest, it will be difficult to move quickly. There is no real trick to making it easier, just figuring out the controls and having good reactions.

I find the hardest circles to hit are the ones that don't require you to go all the way in one direction or the other, so be careful of those.

~~~~~

~ Boss Battle: Gulp's Overlook ~

Gems: None  
Talisman: None  
Orbs: None  
Moneybags: None

Once you have all 14 talisman from the levels, you can enter Gulp's Overlook.

This battle is quite a bit different from anything else you've done before in Spyro 2, but it also uses everything you know and adds to it.

You need to use weapons of all types against Gulp. The first portion of the battle has Gulp just charging at you. You can't do anything against him by yourself, so just run away (charge away) until some birds drop down some Barrels. Once these barrels are dropped, IMMEDIATELY charge one into Gulp before he has a chance to pick one up himself. This will take down a HP.

Next, Gulp starts shooting you with large energy balls. Keep moving at all times and watch their shadows to see where they are going to land. The birds start dropping bombs now too. Flame them into Gulp, and run away when they explode so that he loses a HP.

The birds soon start dropping little Rockets. These are your very best friend. These rockets stay in your mouth and can be shot at Gulp from a distance. But make sure you are far from Gulp when you shoot them.

Now the battle is really going. The birds start dropping things of all types, and Gulp is going to try and pick things up, destroy them, and use them against you as well! You need to hurt him before he hurts you, so speed is the key here. Keep charging at ALL TIMES to stay safe.

\*\*\*\*\*

\*\*\* Winter Tundra \*\*\*

\*\*\*\*\*

There are no more Talismans in the Winter Tundra Levels, but there are quite a few more Orbs than there were before.

~~~~~

~ Winter Tundra ~

~~~~~

Gems: 400  
Talisman: None  
Orbs: 3/3 Possible  
Moneybags: Learn Headbash - 1000 Gems

The Winter Tundra is your last Home World.

Immediately head over to Moneybags and buy the Headbash ability. This ability will allow you to break the rocks in the Winter Tundra Level.

One big thing to note for ALL of winter Tundra's levels: They do not have Talismans. You get an Orb for completing the levels.

-----  
Orb 46: Smash the rock  
Location: Winter Tundra  
Difficulty: Very Easy  
Information:

Near Moneybags is a very large rock. With the Headbash ability, smash the rock, and you'll find this orb inside.

-----

-----  
Orb 47: Top of the Waterfall  
Location: Winter Tundra  
Difficulty: Easy  
Information:

In the area just behind Moneybags you'll find a Whirlwind. Ride this, but instead of taking it up the stairs, fly over towards the waterfall to the right. Though it looks like you're going off the screen, there is water there to land in. Down there, follow the path and get the Orb.

-----

-----  
Orb 48: On the tall wall  
Location: Winter Tundra  
Difficulty: Very Easy  
Information:

Walk up to the very top of Winter Tundra, near Ripto's Arena, and glide down to the walls. Walking on the left wall, you'll find the Orb.

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~~~~~  
~ Autumn Plains - Remaining Orbs ~
~~~~~

With the Headbash ability in your possession, you can finish off the levels in Autumn Plains.

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-----  
Orb 49: Earthshaper Bash  
Location: Fracture Hills  
Difficulty: Easy  
Information:

You need to finish Alchemist Escort to do this quest. After freeing Hunter, this quest is available.  
The goal of this is to kill the Earthshapers. Hunter shoots them with his Bow, and you need to Headbash them. You need to move quickly, and not miss. If you miss, you won't be fast enough, so try to get it right the first time. The third and fourth Earthshapers are the hardest to kill. Compared to Alchemist Escort, this one's easy.

-----

-----  
Orb 50: Free Hippos  
Location: Shady Oasis  
Difficulty: Medium  
Information:

First, head through the level normally, killing enemies. Once you've gone through the level, fly down to the semi-upper level where there is much of the toxic water. Speak with the Hippo, and he tells you that you need to save his friends. With the Headbash ability, this is possible.

Walk through the Power up and follow the Hippo. You must headbash each Hippo as they pop out, IMMEDIATELY. If you miss once, you will lose, because they sink. This quest is quick, but may take a couple of tries.

-----

~~~~~  
~ Mystic Marsh ~
~~~~~

Gems: 400  
Talisman: None  
Orbs: 3/3 Possible  
Moneybags: None

This level, even though it is the first in Winter Tundra, is actually one of the more annoying. This level is actually a very large open area, surprisingly. It does have multiple levels, but there are not different "parts" to it, like the other levels previously. You'll probably see that by the Map.

One thing to be cautious of in this level is the amount of enemies. because the level is so wide open, there are quite a few enemies in it, and they are rather dangerous ones at that. Charge the snails quickly, flame the elephants, jump at the Monkeys.

The level ends when you "Fix the Fountain." This is done by killing 20 enemies and reaching the upper level through that powerup.

-----

Orb 51: Fix the Fountain  
Location: Mystic Marsh  
Difficulty: Medium  
Information:

This is the Orb you get for completing the level, Mystic Marsh. You need to kill 20 enemies, charge up the powerup, and go to the upper level. Up here, speak to the NPC who gives you the Orb.

-----

-----

Orb 52: Very Versatile Thieves!  
Location: Mystic Marsh  
Difficulty: Hard  
Information:

The man who keeps whistling by the Jeep gives you this quest. This quest is something like the thief chase quest in Shady Oasis. You need to chase down the kangaroo thieves and get the Sparks from them. This is hard because the jumps are long and you can't Charge much. Remember to use flame as much as possible.

The upper level quest is probably the hardest, because his path is very long, and you need to catch up to him before the two long jumps. You lose a lot of time on the jumps, and you need to regain it by charging and making tight turns.

The swimming thief tends to be the easiest one, because you swim faster than he does.

Another easy one is the one near the entrance of the level, you can get him just by running normally and flaming.

On one of the thieves, you need to jump down to the lower level and back up. This one is quite difficult as well, as you have a very short period of time to get him. Try to avoid falling into the water, take as many sharp turns as



possible, and don't stop.

-----  
-----  
Orb 53: Retrieve Professor's Pencil!

Location: Mystic Marsh

Difficulty: Medium

Information:

In a hidden area of Mystic Marsh, you'll find the Professor. Speak with him, and he'll give you an Egg.

Take the egg up to the upper level, near the exit, where you'll find a nest. Pick up the seed the bird drops. Take this seed to the location just above the upper level, and plant it. The plant spits out a rubber duck.

Now follow the river all the way down to the very end, where you'll find a duck. Spit the rubber duck at the duck, who gives you a vegetable.

Pick this up, go all the way to the back of the level, and throw this in the pot.

Pick up the coin, and spit it into the fountain that you had to turn on to complete the level.

Pick up the Pencil and bring it back to the Professor for your hard earned Orb.

-----  
~~~~~  
~ Robotica Farms ~
~~~~~

Gems: 400

Talisman: None

Orbs: 3/3 Possible

Moneybags: None

This is a more difficult level.

Killing off the flies takes little "bombs," and you need to dodge the grasshoppers and their TNT barrels. Be careful when timing your jumps, and don't move too quickly. Also note that with the beetle enemies, you need to headbash them twice to kill them. They will cause a lot of problems in this level.

Follow the level until you pass through the second windmill (after killing the second grasshopper) and soon you'll reach a strange object on the ground. Run up this object VERY QUICKLY and then jump to the higher level. If you make a mistake, stand on the far side until it is in the original position, and try again. After picking up the gems in the area, climb up the second one in the same manner of the first. Be careful of the bees up here. Now, you need to be careful in this next section, as there are two Windmills and a grasshopper who is throwing TNT at you.

After you clear it, speak with the NPC and there is an Orb quest to finish here.

-----  
Orb 54: Exterminate the Crow Bugs

Location: Robotica Farms

Difficulty: Hard

Information:

The goal here is to kill off the 4 bugs. They fly around randomly from one Scarecrow to the next, in no real pattern. Run after them, trying to flame them when they land, or when you get close. There is no real trick to it, but sometimes letting them think they're safe by keeping your distance will help

you, as it takes them a few seconds to get into flight. The Hover ability will help when trying to get to the higher ones, and also, try gliding off of the "Haystacks" towards them, that helps too. Note that they constantly keep regenerating, but if you are able to kill them off at an efficient rate, they will eventually all die.

-----  
After obtaining this Orb, continue along the path and kill off the grasshopper to have access to those last gems. Continue along, and follow the path to the second "tilter." You are going to need to make a running jump into that Windmill. This is quite difficult, and hard to time, but once you've done it, you can continue on with the level.

Up here, you'll find the Orb.

-----  
Orb 55: Switch on Bug Light  
Location: Robotica Farms  
Difficulty: Medium  
Information:  
This Orb is obtained automatically after you finish the Robotica Farms level.  
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There's still another Orb to get in the level, as well as quite a few Gems, so I don't suggest leaving quite yet.

-----  
Orb 56: Clear the Tractor Path  
Location: Robotica Farms  
Difficulty: Hard  
Information:  
In a side area, you'll find a NPC near a Supercharge powerup. He tells you that he needs you to clear the path. What you need to do in this is just go down the path with supercharge status on and break everything you see. This one will take a few times because you will need to memorize the path. One key thing to note is that you are NOT supposed to jump over the gaps, let your supercharge take you over them. Also, even minor jumps, like the one at the end, need you to jump over them.  
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~~~~~  
~ Cloud Temples ~
~~~~~

Gems: 400  
Talisman: None  
Orbs: 3/3 Possible  
Moneybags: None

This is an easier level than the last two, but some of the Orbs are a pain.

At the entrance, kill off the large sorcerer with a flame attack to open the path ahead. Follow the path carefully, as you need to avoid falling off the sides. Also note that the pink enemies are quite dangerous in this level, as they throw rocks at you.

Once you reach the upper level, be careful of the jumps. At the far side, you need to take care of three enemies at once, so move in quickly and take down to sorcerer first. Once the path is cleared, glide to the new area. There are

two more sorcerers to kill in this area, until you glide to a new platform. Glide to the far platform, kill the three dogs, and glide to the final platform to kill off the last enemy.

-----  
Orb 57: Break Down Doors

Location: Cloud Temples

Difficulty: Medium

Information:

You obtain this Orb automatically after clearing the Cloud Temples level.  
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-----  
Orb 58: Agent Zero's Secret Hideout

Location: Cloud Temples

Difficulty: Hard

Information:

This one is a pain. Speak to Agent Zero, and you need to follow him. Hide behind the tree to start the quest. When he gets to the second tree, charge up to it as quickly as possible. Now, keep behind the tree out of his sight until he jumps over the large gap, then make a running leap over the gap as well, and hide behind the right side of the tree. When Zero enters his hideout, follow him quickly up the stairs, and then charge behind the left tree at the very top of the area. Soon, he runs over to the left side. Move to the other side of this tree quickly, and then charge into the hideout when it opens to get the Orb.  
-----

-----  
Orb 59: Ring tower bells

Location: Cloud Temples

Difficulty: Medium

Information:

With enough enemies killed, the Ice Breath Powerup starts. With this powerup, ice the two enemies jumping up and down in front of the wall, so that you can jump to the upper level. Now, you need to freeze these enemies up here so that you can get to the bells. Freeze the jumping enemies, and then charge into the bells. There are two on this level. This last one is actually a bit easier. Freeze the first bug while gliding towards him so that you land on him, and then freeze the top two. Charge into this bell, and you'll have it.  
-----

Note: The Rocket for this level (to open that chest) is found on the upper level by this bell, if you're having trouble finding it.

~~~~~  
~ Metropolis ~
~~~~~

Gems: 400

Talisman: None

Orbs: 4/4 Possible

Moneybags: None

This final level is not really the hardest, but nor is it the easiest. One good thing about this level is that most of the time is that when it looks like you can fall off, you can not, so you're safe from those deaths.

Follow the path until you reach an elevator that is not working. Headbash it to start it up again. Take it down to the next level. Soon, you'll reach a Cow enemy with a shield. This enemy is unable to be damaged when behind the shield, so wait until he comes out and then use your flame attack to destroy him.

In this new area, jump over the electric floors, and you'll find a few pigs who are willing to kill themselves to kill you. Kill them first, and then climb up the wall where the ladder is. There are two ladders here. Climb then to reach an Orb area.

-----  
Orb 60: Ox Bombing

Location: Metropolis

Difficulty: Hard

Information:

This one's hard. You need to skate around the ice, flaming the bombs, trying to get them to hit the Ox. But don't let them hit you! If you die in this, you actually lose a life. Keep moving at all times, and you should be able to dodge the bombs. Flame all of them that you see so that they get out of your way. Don't try and make them hit the Ox, as you'll just lose more life than you mean to. The Ox has 5-6 HP.

Expect this to take a few tries.

-----  
After getting this Orb, continue through the level and Headbash the next elevator. Be careful of the electric floors down here, and kill the pigs. Headbash the next elevator to get to a new area.

This area is a bit more difficult. Stay off of the electric floors and on the pathway. Kill off the Cows in rapid succession, and headbash the elevator at the far side. Speak to the Inventor Droid to get the Orb for finishing the level.

-----  
Orb 61: Conquer invading cows

Location: Metropolis

Difficulty: Medium

Information:

This is the Orb you get automatically for finishing the level Metropolis.

-----  
Orb 62: Shoot down sheep saucers 1

Location: Metropolis

Difficulty: Easy

Information:

After clearing the Metropolis level, you are given the option to use the combination powerup. This is a Superfly/Superflame powerup. Fly around the level shooting at the UFOs. Do NOT follow directly behind them, as you will get shot at as well. Instead, keep your distance and take your time shooting all three of them. If done correctly, you shouldn't even lose a HP. If you die here, you lose a life.

-----  
Orb 63: Shoot down sheep saucers 2

Location: Metropolis

Difficulty: Medium

Information:

Much the same as before, except there are more enemies. Once again, stay out the range of the enemies' cannons by avoiding flying directly behind them. Try to learn the patterns of enemy flight so that you can predict where they will be next. Once again, dying here is a real death, so be careful.

-----

Note: The last gems in this level are obtained through flying out of that last area with the superflame ability on. Unlike most areas, the ability remains intact, so you can flame the Box near the central portion of the level when you have the ability on.

~~~~~  
~ Canyon Speedway ~
~~~~~

Gems: 400  
Talisman: None  
Orbs: 1/1 Possible  
Moneybags: None

The very last level in the game is a Speedway. You can open it up from Moneybags for 200 Gems.

This is one of the easier Speedways. Start by getting the Rams, then get all of the Rings, and then land on the platform and charge all of the Tractors down quickly. Lastly, get the Birds. Try flying in the opposite direction than normal from them to get them faster. If you do it like this, you'll likely end up getting a Skill Point from your quick speed.

-----

Orb 64: Shoot down balloons  
Location: Canyon Speedway  
Difficulty: Medium

Information:  
For our final Orb, we must find Hunter. He is near the Birds, standing in the Alcove.

He allows you to play the final mini-game. This is a rather easy mini-game. Just watch for the Green and yellow balloons, and press the Circle Button to target them and destroy them. You can actually keep the circle button held down the entire mini-game, to make it really really easy. You can just keep mashing the button over and over again. Note that soon, they begin moving. Sometimes they move off the screen quickly though, so you need to move the cursor quickly. The game doesn't make it really touch until the last 6 or so though, but by then you should know what you're doing.

~~~~~  
~ Boss Battle: Ripto's Arena ~
~~~~~

Gems: None  
Talisman: None  
Orbs: None  
Moneybags: None

When you have enough Orbs, you can enter Ripto's Arena. You do not need all 64 Orbs to enter, but getting all 64 is a nice bonus.

The final battle with Ripto takes place in a few portions.

In the first portion of the battle, the faries drop Orbs down to you. Charge around the arena non-stop, picking up the Orbs as they fall. When you get them, you get a special ability that allows you to harm Ripto. Use the ability to remove as many of his HP as you can. Also, Sheep are dropped down so you can restore HP as you lose it. This is a very repetitive part of the battle.

Note that when Ripto gets three orbs also, he gets special abilities. When he gets a fire Orb ability, he gets the ability to make a shockwave. When he gets the "poison" orb ability, he gets the ability to make some dangerous air around him. And when he gets the Ice Orb ability, power radiates around him and you get hurt if you touch him.

After the first portion is over, another part begins. Ripto rides on a mechanical Gulp. This battle is played out much like the first part of the battle, by you picking up Orbs before Ripto does. Except Ripto does not move around as much, and you need to charge more. You should be able to damage him twice through each time you get a powerup.

This time, his Ice Powerup is the most dangerous, as he sends balls of Ice shooting all over the level. While it is possible to avoid this, it is very difficult. Watch the shadows on the ground and hope for the best.

After winning this version of the battle, a third portion occurs, this time in the air. Unfortunately, Hunter can't help you out this time, because he was knocked out by the machine gulp in the background of the previous battle.

This battle is pretty much one on one, long distance versus Ripto. In this battle, you need to keep changing your height against him. Press triangle to immediately lower yourself a bit when he shoots an attack at you, as this will help you avoid it. Also, avoid being directly behind him. You need to move around a lot, and shoot randomly. Try to predict him, and remember not to get too close! This is actually the easiest part of the battle.

\*\*\*\*\*

\*\*\* Dragon Shores \*\*\*

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After you beat the game, you gain access to Dragon Shores.

There are multiple Tokens in win in this area.

You can win one Token from the Roller Coster Mini-Game, which is something like the Mine Cart Mini Game from Breeze Harbor.

After you win this one, the Gnorc opens the path so you can get more.

You win a token for winning the second roller coster ride.

You get a third token for finishing off the coaster.

You get a token for taking a ride on the love boats.

You get a token if you can get 10/10 in the shooting range.

You get another token if you get 8/8 on the next round of the shooting range.

You get a third token if you get 10/10 on the third round of the shooting range.

You get a token if you can dunk the monster (use first person to aim).

You get another token for shooting the second monster the same way.

Do the same to the third for the final token.



you have Superflame. Just keep shooting at him, and he'll die in a few attacks, very very easily. If not, you'll have some trouble, but it is possible.

-----  
Skill Point 7: Perfect

Location: Ripto's Arena

Obtained:

You need to kill all three forms of Ripto without taking damage. Much harder than it sounds. The third form is the hardest, remember to press triangle to drop down as often as you can.

-----  
Skill Point 8: All Trees

Location: Scorch

Obtained:

You need to hit every Tree in the level Scorch. You can charge them, or you can Superflame them when you get the ability. You'll know you have hit it when a Coconut falls out. Don't forget the trees in the monkey area! You will have hit the trees when you are about halfway through the level.

-----  
Skill Point 9: Under 1:10

Location: Ocean Speedway

Obtained:

Probably one of the hardest to do, you need to get under 1 minute and 10 seconds finishing Ocean Speedway.

-----  
Skill Point 10: Under 1:15

Location: Metro Speedway

Obtained:

Beat Metro Speedway Under 1 minute 15 seconds. This is easier than Icy Speedway, but harder than Canyon Speedway.

-----  
Skill Point 11: Under 1:15

Location: Icy Speedway

Obtained:

You need to finish Icy Speedway under 1 minute 15 seconds. Play around with the order of things and you'll eventually get it. This one's hard.

-----  
Skill Point 12: Under 1:10

Location: Canyon Speedway

Obtained:

Finish the level Canyon Speedway in under a minute and 10 seconds. This is probably the easiest Speedway challenge.

-----  
Skill Point 13:

Location: Idol Springs

Obtained:

There is an Idol by the Hula Girls in Idol Springs. You need to land on top of it. To do this, make the jumps to about halfway across the jumping platforms and glide to the idol. You'll need to hover to get to the top.

-----  
Skill Point 14: All Seaweed

Location: Aquaria Towers

Obtained:

You need to destroy all of the seaweed in the level. The only way to do this is with the Superflame ability, I believe, since you can not destroy it without fire. Some of the Seaweed are hidden near the Sharks, so be careful near them. Also, many are in the upper level near the King and Hunter.

-----  
Skill Point 15: Hit Ripto

Location: Gulp's Overlook





is hard to see, but is on top of the large pillar. In First Person you shouldn't have trouble hitting him if you are decently far away. 4 Down! Follow the Gemcutter into the very first area of the level for the fifth one. This one runs around a lot, so you may need to be extra patient when trying to hit it. For the last one, follow the Gemcutter up the platforms, and you'll find the last Lizard at the very very top of the large building. He moves around quickly, and he is very high. Stand close to the far ledge and shoot him.

If you can hit this final lizard you get the Orb.

---

### Orb 3: Hunter's Challenge

Location: Summer Forest

Difficulty: Easy

Information:

This is something of a tutorial, and will help you learn Spyro's more advanced moves.

First, Hunter asks Spyro to jump up the ledge. Hold down "X" hard and Spyro will jump higher than normal. Now he asks you to Glide again. You do this by pressing X, and then X button when you are at the top of a jump. The third jump is a lot longer and you can not reach it normally. You need to use "Hover." This is an extremely important technique for the rest of the game. You press the Triangle button right before you reach the ledge and you'll gain a bit of extra boost. Note that this ends your flight, so be careful.

After you've gotten to the third ledge, follow Hunter up for another big jump, where you'll need to Hover again. Hunter gives you an Orb for getting up here.

---

### Orb 4: Hockey vs. Goalie

Location: Colossus

Difficulty: Medium

Information:

The goal seems simple enough, 5 goals in two minutes against the goalie. This is quite a bit more difficult than it seems though, as the controls on ice are not as quick as those on the ground. Also, try to ignore the clock and go as quickly as you can, so that

The best way to go about this is to approach from one side (left or right) and then shoot at the opposite side. So if you are approaching from the right, shoot to the left. And also, don't wait until you get too close, it is much harder to target from close than it is far. But if you are having trouble from a distance, it is sometimes good to shoot from right up close. But getting right up there is a tad dangerous because you might end up hitting the goalie on accident.

However you do this is based on opinion pretty much, but it may take a few tries.

---

### Orb 5: Hockey one on one

Location: Colossus

Difficulty: Hard

Information:

This is one of the more challenging and fun Mini-games. You're pretty much playing hockey with that same goalie, except that another player is skating around trying to score goals against your goalie. You need to get the Puck into the Red Goal, while your foe is trying to get his into your Blue Goal. You want to try and steal the puck from him with your Breath Attack when

possible.

Using your breath attack will be your key to victory in this mini-game. This ability knocks your foe down, stunning him, as well as allowing you to steal his puck. Hopefully you will be able to get over to the other goalie before he can get in front of you and block your charge. if this happens, turn around and go all the way over to the other side of the field, and then go back towards your Red Goal. This will help get you into a proper position. This is not timed, so don't worry, but it is somewhat difficult. Note that if you can win this without the opposing goalie getting a Point, you will have uncovered a Skill Point.

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Orb 6: Evil Spirit Search

Location: Colossus

Difficulty: Medium

Information:

You need to find the 10 Statues around the level and Flame them all with your breath attack. These statues are Green instead of their normal yellow.

There are two statues outside of the room where the Professor is.

Stand on the platform right outside the Professors room and Glide as far out as you possibly can. This is a new portion of the level where you will find another statue.

There's another statue if you drop off the side of this, to the east. This is 4.

Follow this path back towards the entrance to find numbers 5 and 6.

Head back forward through the level, and in the room where the Brother is meditating to get the pillar up you'll find number 7.

Continue through the level towards the end. Number 8 is by a building in plain view near the end.

You'll find number 9 by the Hockey area, and number 10 if you take the Springing Powerup in the opposite direction of the professor and glide to another building. Number 10 is in a hidden Cavern here.

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Orb 7: Foreman Bud's Puzzles

Location: Idol Springs

Difficulty: Very Easy

Information:

Foreman Bud has three puzzles for you to do. First, he wants you to turn all of the lights yellow in his littleblock puzzle. The easy way to do this is to jump on the four outer ones. Or, the ones marked as \* in this grid.

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After doing this, Bud tells you to go back to the entrance of the level. Speak with him and you start another Mini-Game. You need to be careful as possible, and patient as well. You need to "feed" the idol fish by flaming them when they come up. But don't feed him Red fish, or he'll throw everything you've given him up. It just takes time and patience.

The last puzzle is done later in the level, by the "colored stones."

You need to step on the stones in order. The correct order is Green Star, Orange Diamond, Orange Crescent, White Crescent, Blue Circle.

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Orb 8: Hula Girl Rescue

Location: Idol Springs

Difficulty: Medium

Information:

With access to the Super Charge Power up (from killing multiple enemies) you need to break down all of the Tiki's. Since you're going fast, it is quite a bit harder than it sounds, but fortunately, everything is in a doable order. Take some time to learn the controls in Supercharge mode though, as you will be using them later as well.

This is a timed event, so if you don't hit them all at once you'll need to start over through the supercharge powerup. Such a pain.

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Orb 9: On a secret ledge

Location: Summer Forest

Difficulty: Very Easy

Information:

In the large pool of water near the Glimmer world you'll find a long tunnel. At the end of this tunnel, keep heading up and up and up to the very top and pick up the Orb bouncing around waiting for you.

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Orb 10: Behind the door

Location: Summer Forest

Difficulty: Easy

Information:

In the third main area of Summer Forest, at the far end there is a switch, with two doors by the side. Keep the switch Red and go through the left door. Follow this path up the stairs and head right when you can. There's a window you can jump on out here. It's a long glide, but there's a second window out past the door. If you are able to land on this Windowsill, you can find an orb hidden behind the closed door.

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Orb 11: Stone Thief chase

Location: Hurricos

Difficulty: Easy

Information:

In a hidden area of Hurricos, you will save Amper the Electroll. He tells you that the Gear Grinder Thieves keep messing up his hard work. What you need to do is pick those balls (they are blue and purple) on the ground and shoot them into any of the "Electric" locations on the buildings. But every once in a while, the alarm goes off, and this is your chance!

You need to run around and flame as many of the Gear Grinder Thieves as possible during this time. There are 10 total. This is not a times event, so take your time. Keep replacing the "stolen" Gears when they are removed and kill off the enemies one at a time.

After this is done, replace every "Lightening Stone" to any location, and you're done!

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Orb 12: Factory Glide 1

Location: Hurricos

Difficulty: Medium

Information:

This is best done after you have hit all of the red "Windmill" switches with the Supercharge Powerup. Also, you need to have started the Windmills by

completing "Stone thief chase" before this.

After speaking with The Electroll, you need to glide from building to Windmill. Be careful on your glides, as the Windmills are moving. After crossing the Windmill, jump to the far end where you have to make another set of jumps. These are a bit harder since they are timed a bit "iffy." After you've made this set of jumps, you get your first Orb.

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Orb 13: Factory Glide 2

Location: Hurricos

Difficulty: Hard

Information:

This is a continuation of the first set of jumps. Fortunately, if you fall from these, you will be allowed to float up on the sparkly light so you do not have to start at the very beginning again. Unfortunately, this set of jumps is quite a bit more difficult, and much longer than the first set.

The key to the first jump is jumping early, and as the NPC tells you, to Hover near the end. Don't wait until the Windmill arm is right where you want it to be, as it will take you a few seconds to actually reach it. Jumping from this one windmill arm to the second is quite a bit more difficult because the second windmill arm is moving quite quickly. Remember to time your jumps early and hope for the best.

When you're on still land again, you need to make a very long jump to the far northeast (your far right) where there is a single windmill. This will be the hardest set of jumps you need to make, but it is the last set.

After you finally turn it off, you get the Orb.

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Orb 14: Blasting Boxes

Location: Sunny Beach

Difficulty: Medium

Information:

Once the Super-Flame powerup is ready you can do this quest.

There are seven boxes total in this level, and you need to break them with the Superflame.

The first box is to the left of the Powerup.

The second box is to the far right, in a hidden area, behind a door. When you step on this switch, the box is revealed. Use first person mode with the Triangle Button to aim your attack and fire from a distance.

The third and fourth boxes are in the room on the way to the entrance of the level.

The fifth box is underwater near the level entrance, but you'll need a single fresh flame powerup to reach it.

The sixth box is up the stairs in front of the powerup.

The final box is near the exit to the Sunny Beach level.

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Orb 15: Manta Ride 1

Location: Aquaria Towers

Difficulty: Easy

Information:

Speak with Hunter for access to this quest. What you need to do is steer the Manta Ray through the Rings. This is not too difficult, really. There are a few sharp turns, but it is over quickly.

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Orb 16: Manta Ride 2

Location: Aquaria Towers

Difficulty: Medium

Information:

This is a tougher version of the first Hunter Challenge with the Manta Ray. Unlike the first one, this one might take you a few tries to complete. Expect a lot of tight turns in this.

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Orb 17:

Location: Aquaria Towers

Difficulty: Medium

Information:

You initiate this quest by speaking with the Seahorse King. There are towers all around the level of Aquaria Towers.

The first tower is right near the Seahorse King. Get to the top, and number 2 opens.

The second tower is right near number 1.

Number 3 is near the entrance to Aquaria Towers.

Number 4 is right behind number 3.

Number 5 is down the path as if you were going to complete the level normally.

Number 6 is in the area past the sharks, near the end of the level.

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Orb 18: Follow Hunter

Location: Ocean Speedway

Difficulty: Hard

Information:

You need to find Queen Finny. She is on the stands where the spectators are cheering. When you speak with her, she gives you access to the orb quest.

This is a rather difficult quest. Like the Manta Ray quest from Aquaria Towers, you need to follow Hunter through the Rings. This is best done through memory, since it can be a pain to do.

Number 5 can be particularly annoying, as can numbers 9 and 10, 11, and 12.

But if you can get past these it's pretty easy.

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Orb 19: Atop a Ladder

Location: Summer Forest

Difficulty: Very Easy

Information:

With the Climbing ability, climb the wall near Hurricos. Up here, run around and you'll eventually find the Orb.

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Orb 20: Gem Lamp Flight in Cave

Location: Glimmer

Difficulty: Easy

Information:

Head back into the very first level: Glimmer. In the central area, which looks like it is "underground," you will find a ladder on the eastern wall. Before climbing it though, continue through the level killing enemies. You'll need quite a few before the power-up atop the ladder is started.

Once you have the SuperFly powerup started, you can get this Orb. Sly around this inner cavern lighting the Gem Lamps with your breath attack. The best order to do this in is "Orange, Yellow, Green, Blue, Purple, Red." Remember that you are on something on a timer during this, so try to make them all in one run.

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Orb 21: Turtle Soup 1

Location: Sunny Beach

Difficulty: Easy

Information:

With the climbing ability, head back to Sunny Beach. Make your way all the way back through the level until you reach the ladder near the exit. Speak with Moppet near the end, and he will tell you that you need to save the turtles.

Head up the ladder, and accept the challenge.

What you need to do here is keep -every- baby turtle out of the green soup pot. You need to hit them into the water at the top of the screen so that they are safe. Use the Charge ability to hit them into the water. If you can not hit them into the water, and multiple Turtles are approaching the pot quickly, just hit them away from the pot. Being far away is better than being near.

You can always hit them later, as there is no literal timer for this.

After saving three turtles, this ends.

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Orb 22: Turtle Soup 2

Location: Sunny Beach

Difficulty: Hard

Information:

This is a harder version of the previous challenge. The key is keeping the turtles away from the pot, rather than actually trying to hit them into the water itself. If you have an open shot, go for it, but more often than not you will not. Also, be very careful not to accidentally charge into the pot, as that can mess you up. Also, if you hit the turtles into each other, it stuns BOTH of them, so you can get extra from that.

This may take a few tries.

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Orb 23: The end of the wall

Location: Autumn Plains

Difficulty: Easy

Information:

Once you have enough Orbs, head to the right side of the first area of Autumn plains. Speak with Elora and she tells you that a Whirlwind starts up. Take this Whirlwind to the higher level. Once you land, immediately turn right, and glide over to the wall surrounding the plains. Now run -All- the way down the wall until you reach the end. It looks like a dead end, but there are cracks in the wall. Charge the wall, and you will find the Orb.

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Orb 24: Long Glide!

Location: Autumn Plains

Difficulty: Medium

Information:

There is a crack in the wall near the entrance to the boss room of Autumn plains. When you break it, take the whirlwind up to the upper level. Up here, you'll find another whirlwind to take. Take this, and you're brought to the highest point in Autumn Plains.

Now, there is an island in the very far distance, out from Zephyr (closer to the entrance direction). You need to make a Glide of Faith in this direction. If you glide all the way, you'll make it to that very far out island. On this island is your Orb, and 75 gems for your hard work.

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Orb 25: George the Snow leopard

Location: Crystal Glacier

Difficulty: Easy

Information:

Near the end of the level, you'll see a "hidden path" to the side.

This "hidden path" isn't really all that hidden, it is just a bone bridge, and there are only two of these on the level. Be careful when crossing it. Speak with the Shaman, and he tells you to find his leopard.

Head farther into this area, and soon you'll find his leopard. Follow him around, and soon he'll stop at a watering hole. When he does this, stand near the hole as well, and soon a fish jumps out. Flame the fish, and the leopard will eat it. Do this same thing two more times, and you'll have befriended the leopard. With the leopard following you, WALK back to the Shaman and you receive the Orb.

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Orb 26: Dracllet Cave

Location: Crystal Glacier

Difficulty: Medium

Information:

In the central portion of the level, there is a large cave system, as well as a "Superfly" powerup. The first time you encounter this powerup there is a very large chance that you will not have it working, so it is best to finish to level before attempting this.

The goal is to kill all of the little green "bugs" in the caves. But these bugs regenerate. So you need to kill as many as you possibly can. it will probably take you multiple rounds through the caves to kill them all off, but there's nothing you can really do about it. If you're having trouble after a few rounds through the caves, stop and let them all regenerate, and then begin completely anew. This one is a pain.

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Orb 27: Mine Blast

Location: Breeze Harbor

Difficulty: Medium

Information:

To get this orb, you need to shoot all of the "bombs" on the level. Take some time clearing the controls of the guns and then shoot at the bombs.

The third "bomb" is near the entrance of the level. there is a gun right next to it, which allows you to kill it easily. Now, for the next one, turn the gun around completely, and you need to aim the gun OVER the wall that was behind you. It may take a few tries, but you'll eventually get it.

The fifth, sixth, and seventh and eighth Bombs are found in a small side area after the "floating boats."

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Orb 28: Gear Grab

Location: Breeze Harbor

Difficulty: Very Hard

Information:

In this Mini-Game, you are on a set track, driving a Mine Cart around. You can control the cart a little bit, but only certain amounts. The goal is to get every gear in the level without crashing into anything. Easier said than done.

Using X will make you jump, and the O button will fire the cannon. You need to Fire on TNT and Jump over crates.

Stay left at the first intersection, and after getting all 7 on this path,



head right down the next intersection. Soon you'll reach another intersection again. Keep right this time and go all the way through. You will be brought back to the entrance, but have 17/50. Make your way back to the second intersection and Shoot at the sign that makes you go right, so that you go left this time.

Follow this path until you reach another intersection. Take a left here and after this short little run, you should be at 32/50. At the intersection again, go right. Down this path, very shortly, you'll shortly find another intersection. Take a right left here, be careful of any TNT, and after you get these, you'll be at 41/50.

Keep left and head back to the intersection. This time, take two rights, and you'll get the final 9 Gears.

There are other orders in which you can do this quest, but this is the shortest. It will probably take you more than a few tries to finally get the Orb, too.

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Orb 29: Lava Lizards 1

Location: Skelos Badlands

Difficulty: Medium

Information:

This one is all memorization. Memorize the order the Lizards hatch by doing this quest over and over, and you should be fine. What you need to do is save the people from the lizards before they reach them. This one is the easier version of this mini-game. What you just need to do is flame a lizard when you see it.

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Orb 30: Lava Lizards 2

Location: Skelos Badlands

Difficulty: Hard

Information:

This is a much harder version of the same mini-game as before. This time, you don't just flame any lizard you see, sometimes you have to leave them be, because another one hatches closer to a NPC. Once again, this is all about memorizing the order that the lizards hatch.

The "correct" order to do this is the first one, the left lizard, the right lizard, then head right through the center of the level and you'll encounter three lizards pretty close to each other. These three should be killed close to the same time. Then, glide QUICKLY over to the other island and kill the left lizard, and then kill off the farthest lizard.

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Orb 31: Dem bones

Location: Skelos Badlands

Difficulty: Medium

Information:

First, you need to have killed 16 enemies, enough to power up the "Shield" powerup. This powerup allows you to walk on the Lava without getting burned. After getting the quest from Ooga, you need to find the Lizards with the bones. The first lizard is at the end of the path of bones, which is near the exit of the level, over the lava.

The second lizard is reached from the first lizards location. Jump onto that large mountain in the center of the lava, and fly from each of the rocks to the other. At the far side you'll find the next lizard.

The third lizard is found up those lava steps to the left of Ooga. Up here, head straight across those bones, and kill the lizard.

The fourth lizard is found near the third lizard, on a geyser of lava. I suggest getting the "Armor" status again before trying to kill this one.

The fifth lizard is inside the large skull, up the stairs. Shoot at the fence three times and kill him off.

The sixth lizard is found in a side area of the skull.

The seventh lizard is on the lava side area in the central portion of the large skull.

The final lizard is found on the top of the front of the skull. You'll need a rock to hit him down.

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Orb 32: Cowleck Corral 1

Location: Zephyr

Difficulty: Easy

Information:

Falling from the upper level of Zephyr allows you access to a new area. Speak to Bo peep down here, and she tells you that she is missing her Cowlicks. You do this by Charging them and flaming them. By flaming them you hit them in the right direction, and by charging you can move them over obstacles, such as to an upper level or over a hump.

There are three Cowlicks in the area by Bo Peep. The ones on the lower level need charging to get to the upper level.

The last two are up the ladder by Bo Peep, but are way below normal charging range. You need that Superflame powerup (up the ladder with the climb ability), and to flame them to the upper level. After getting them up to the high level, you can charge them back to Boo Peeps corral.

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Orb 33: Cowleck Corral 2

Location: Zephyr

Difficulty: Medium

Information:

There's only two to find this time, but they are a bit farther away from Bo Peep. Both of these are in the area directly opposite of the Superflame Powerup area. You'll need to get both of them up to the higher level, and then, for the added challenge, charge them over the large gap near the end. The Gap Charging can be a pain in the butt.

This one will be a bit longer than the previous, but it is pretty much repeating the same thing you did before.

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Orb 34: Sowing Seeds 1

Location: Zephyr

Difficulty: Medium

Information:

The professor gives you a seed to shoot. With a Seed in mouth, shoot it at the central Grass area right next to the professor, causing a stalk to grow. Before it grows all the way though, jump on it, so it puts you on top of it when it grows to full height. Now, glide over to the alcove and pick up the seed there. Plant this seed into the far right hole, so a very large stalk pops up. Jump from the medium stalk, to the large stalk and glide over to the platform. Pick up the seed up here.

Now, on this platform, without jumping off, shoot the seed down into the ground into that hole closer to the ledge with the enemies on it. This will allow you to glide to a new area. Jump onto the high ledge, but be careful of the enemies up here. After killing them, pick up the Seed, and shoot it into the hole. This will allow you to glide over to the ledge where the Gems are.

Up here, you'll need to glide over to another ledge (which you'll probably need to Hover to reach). After you reach the far ledge, you get an Orb.

You're halfway done!

Orb 35: Sowing Seeds 2

Location: Zephyr

Difficulty: Easy

Information:

You have access to two seeds this time. Before shooting the first seed at the hole, glide over to the other side and just put the seed down on the ground over there. Glide back and pick up the second seed. Now Glide back, and go up to the upper level, and shoot the seed into the hole. Go back down and pick up the second seed, which should be easily accessible since you moved it. Now, glide over to the new area, and shoot the seed into the last hole. Head up and obtain your Orb.

Orb 36: Barrel of Monkeys

Location: Scorch

Difficulty: Easy

Information:

This is not really that difficult, but the premise is strange. Follow Hunter around the area, and charge the Trees when he stands beneath them. But if Hunter gets hit, then the mini-game is over. You just need to charge the trees before he gets hit. Don't just charge any random tree though, charge the tree he seems to be approaching.

Also, the Monkeys throw things at you too, so watch your own health.

Orb 37: Capture the flags

Location: Scorch

Difficulty: Medium

Information:

At the very end of the level Scorch, you'll find a Superflame powerup. Get the powerup, and charge across the bridge. Check the top of the third Flag, and go into first person mode. You need to get far enough away that you can hit the very top of the flag. Once you hit Bombo down, you need to chase him all the way back to Handel, while dodging those white bombs of his.

Now, you need to make your way back to the second flag with the superflame powerup on. Once again, you need to shoot the very top of it, and knock the enemy from it. Chase the enemy back to the end of the level.

The last Flag is the hardest. The easiest way to get there is to take the Shiny Whirlwind and drop down the opposite side. This way, you don't have to run through the entire level.

Orb 38: Free the Faun

Location: Fracture Hills

Difficulty: Medium

Information:

Once the Supercharge powerup is active, you can do this quest.

There are actually two ways to do this quest. The long way, which is the true way, or the short, cheating way.

To do it the short, Cheating way, you face the direction of the Fawn and fly/charge into the Supercharge powerup. This way, you will be able to reach the upper level of the original area in no time. It's hard to make a sharp turn, but it is possible.

The normal way is to go through the long path through the level. This is actually the better way, because you can get all of the gems in the level if you do it this way. The key to doing this is getting rid of the Earthshapers beforehand, and memorizing the course.

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Orb 39: Alchemist Escort

Location: Fracture Hills

Difficulty: Hard

Information:

You need to escort the Alchemist in this quest. Follow just ahead of him charging the Earthshapers he gets close to. It is important to stay just ahead of him because you'll have trouble charging if you're behind him. One thing that might help is to use yourself as bait for the attacks of the Earthshapers, but watch your HP.

This one takes memorization of the pathway that the Alchemist takes.  
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Orb 40: Party Crashers

Location: Magma Cone

Difficulty: Medium

Information:

Once you've cleared the level, glide down to the Superfly Powerup and speak with the NPC.

Monsters spawn all around the level. Normal Fire attacks don't work on them, so you'll need to fly around, picking up the Balls floating in the air. With one in your mouth, shoot them at the red enemies.

Every once in a while, head back to the Superfly Powerup and recharge your ability to fly. Also, try and shoot the balls from a distance at your foes. Since there is no time limit for this, feel free to fly around as much as you want. If you get low on HP, remember that there is a butterfly to get near the entrance to the area.  
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Orb 41: Crystal Geysers 1

Location: Magma Cone

Difficulty: Medium

Information:

At the central portion of the original Volcano, you'll find a hidden area. You can jump into the area near the entrance. It is not too hard to find, really. Down here, Hunter awaits you, along with one of the most annoying mini-games in the entire game.

Run around the area, chasing the little steam balls. Soon, a little ice gem will pop up. Try to let it fall on you, or jump to it to catch it. Even better, try to guess where it is going to pop up, and stand over it. You can usually tell where it will, as it is where the cracks meet.

Keep moving at all times, and control the camera. This is something of a matter of luck.  
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Orb 42: Crystal Geysers 2

Location: Magma Cone

Difficulty: Very Hard

Information:

This is much the same as the previous quest, except that you go to 15, and that this one is quite a bit more fast paced. One thing that helps is to follow Hunter around and try to steal his the entire time. This way, he won't get any. This is a bit difficult to do, but it is possible. I prefer just running around trying to get them, but if trying to steal them works, I suggest going for it. This will almost definitely take more than a few tries.  
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Orb 43: Catch 3 Thieves

Location: Shady Oasis

Difficulty: Medium

Information:

If you've played the original Spyro, you'll know what you're in for here. You need to chase down three thieves. Whenever you hear a "Nyah Nyah Nyah Nyah Nyah" track, you'll know that one is nearby.

One of the thieves is in the side area, where you can not do the Headbash quest just yet. This one is the easiest, and I suggest getting him first. To shave time off the chase, get the "Shield/Invincibility" powerup so you don't have to jump as much.

The second Thief is on the lowest portion of the level. This is probably the hardest one, as you'll need to make a series of charging jumps to get him. Try using your flame to kill him, rather than a charge attack.

The third thief is in the central portion of the level. He runs around in circles in two areas, so flaming will definitely work much better on him than charging will.

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Orb 44: Grab the Loot

Location: Metro Speedway

Difficulty: Medium

Information:

Near one of the birds, behind a waterfall, in the central portion of Metro Speedway you'll find the Mayor. Speak with him to start the Orb quest.

What you need to do in this quest is catch the money. Hunter shoots the thieves, while you catch the money they drop.

Be careful of the fourth one, fifth one, eighth one, ninth one, tenth one, and the final one. This is a memory course more than anything.

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Orb 45: Parasail through rings

Location: Icy Speedway

Difficulty: Hard

Information:

This one is annoying. One thing I've read, and suggest, is turning down the music to help your concentration. You need to fly through all of the circles, but because you have limited mobility during this quest, it will be difficult to move quickly. There is no realtrick to making it easier, just figuring out the controls and having good reactions.

I find the hardest circles to hit are the ones that don't require you to go all the way in one direction or the other, so be careful of those.

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Orb 46: Smash the rock

Location: Winter Tundra

Difficulty: Very Easy

Information:

Near Moneybags is a very large rock. With the Headbash ability, smash the rock, and you'll find this orb inside.

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Orb 47: Top of the Waterfall

Location: Winter Tundra

Difficulty: Easy

Information:

In the area just behind Moneybags you'll find a Whirlwind. Ride this, but instead of taking it up the stairs, fly over towards the waterfall to the right. Though it looks like you're going off the screen, there is water there to land in. Down there, follow the path and get the Orb.

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Orb 48: On the tall wall

Location: Winter Tundra

Difficulty: Very Easy

Information:

Walk up to the very top of Winter Tundra, near Ripto's Arena, and glide down to the walls. Walking on the left wall, you'll find the Orb.

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Orb 49: Earthshaper Bash

Location: Fracture Hills

Difficulty: Easy

Information:

You need to finish Alchemist Escort to do this quest. After freeing Hunter, this quest is available.

The goal of this is to kill the Earthshapers. Hunter shoots them with his Bow, and you need to Headbash them. You need to move quickly, and not miss. If you miss, you won't be fast enough, so try to get it right the first time. The third and fourth Earthshapers are the hardest to kill. Compared to Alchemist Escort, this one's easy.

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Orb 50: Free Hippos

Location: Shady Oasis

Difficulty: Medium

Information:

First, head through the level normally, killing enemies. Once you've gone through the level, fly down to the semi-upper level where there is much of the toxic water. Speak with the Hippo, and he tells you that you need to save his friends. With the Headbash ability, this is possible.

Walk through the Power up and follow the Hippo. You must headbash each Hippo as they pop out, IMMEDIATELY. If you miss once, you will lose, because they sink. This quest is quick, but may take a couple of tries.

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Orb 51: Fix the Fountain

Location: Mystic Marsh

Difficulty: Medium

Information:

This is the Orb you get for completing the level, Mystic Marsh. You need to kill 20 enemies, charge up the powerup, and go to the upper level. Up here, speak to the NPC who gives you the Orb.

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Orb 52: Very Versatile Thieves!

Location: Mystic Marsh

Difficulty: Hard

Information:

The man who keeps whistling by the Jeep gives you this quest.

This quest is something like the thief chase quest in Shady Oasis. You need to chase down the kangaroo thieves and get the Sparks from them. This is hard because the jumps are long and you can't Charge much. Remember to use flame as much as possible.

The upper level quest is probably the hardest, because his path is very long, and you need to catch up to him before the two long jumps. You lose a lot of time on the jumps, and you need to regain it by charging and making tight turns.

The swimming thief tends to be the easiest one, because you swim faster than he does.

Another easy one is the one near the entrance of the level, you can get him just by running normally and flaming.

On one of the thieves, you need to jump down to the lower level and back up. This one is quite difficult as well, as you have a very short period of time to get him. Try to avoid falling into the water, take as many sharp turns as possible, and don't stop.

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Orb 53: Retrieve Professor's Pencil!

Location: Mystic Marsh

Difficulty: Medium

Information:

In a hidden area of Mystic Marsh, you'll find the Professor. Speak with him, and he'll give you an Egg.

Take the egg up to the upper level, near the exit, where you'll find a nest.

Pick up the seed the bird drops. Take this seed to the location just above the upper level, and plant it. The plant spits out a rubber duck.

Now follow the river all the way down to the very end, where you'll find a duck. Spit the rubber duck at the duck, who gives you a vegetable.

Pick this up, go all the way to the back of the level, and throw this in the pot.

Pick up the coin, and spit it into the fountain that you had to turn on to complete the level.

Pick up the Pencil and bring it back to the Professor for your hard earned Orb.

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Orb 54: Exterminate the Crow Bugs

Location: Robotica Farms

Difficulty: Hard

Information:

The goal here is to kill off the 4 bugs. They fly around randomly from one Scarecrow to the next, in no real pattern. Run after them, trying to flame them when they land, or when you get close. There is no real trick to it, but sometimes letting them think they're safe by keeping your distance will help you, as it takes them a few seconds to get into flight.

The Hover ability will help when trying to get to the higher ones, and also, try gliding off of the "Haystacks" towards them, that helps too. Note that they constantly keep regenerating, but if you are able to kill them off at an efficient rate, they will eventually all die.

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Orb 55: Switch on Bug Light

Location: Robotica Farms

Difficulty: Medium

Information:

This Orb is obtained automatically after you finish the Robotica Farms level.

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Orb 56: Clear the Tractor Path

Location: Robotica Farms

Difficulty: Hard

Information:

In a side area, you'll find a NPC near a Supercharge powerup. He tells you that he needs you to clear the path. What you need to do in this is just go down the path with supercharge status on and break everything you see. This one will take a few times because you will need to memorize the path. One key thing to note is that you are NOT supposed to jump over the gaps, let your supercharge take you over them. Also, even minor jumps, like the one at the end, need you to jump over them.

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Orb 57: Break Down Doors

Location: Cloud Temples

Difficulty: Medium

Information:

You obtain this Orb automatically after clearing the Cloud Temples level.

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Orb 58: Agent Zero's Secret Hideout

Location: Cloud Temples

Difficulty: Hard

Information:

This one is a pain. Speak to Agent Zero, and you need to follow him. Hide behind the tree to start the quest. When he gets to the second tree, Charge up to it as quickly as possible. Now, keep behind the tree out of his sight until he jumps over the large gap, then make a running leap over the gap as well, and hide behind the right side of the tree. When Zero enters his hideout, follow him quickly up the stairs, and then charge behind the left tree at the very top of the area. Soon, he runs over to the left side. Move to the other side of this tree quickly, and then charge into the hideout when it opens to get the Orb.

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Orb 59: Ring tower bells

Location: Cloud Temples

Difficulty: Medium

Information:

With enough enemies killed, the Ice Breath Powerup starts. With this powerup, ice the two enemies jumping up and down in front of the wall, so that you can jump to the upper level. Now, you need to freeze these enemies up here so that you can get to the bells. Freeze the jumping enemies, and then charge into the bells. There are two on this level. This last one is actually a bit easier. Freeze the first bug while gliding towards him so that you land on him, and then freeze the top two. Charge into this bell, and you'll have it.

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Orb 60: Ox Bombing

Location: Metropolis

Difficulty: Hard

Information:

This one's hard. You need to skate around the ice, flaming the bombs, trying



to get them to hit the Ox. But don't let them hit you! If you die in this, you actually lose a life. Keep moving at all times, and you should be able to dodge the bombs. Flame all of them that you see so that they get out of your way. Don't try and make them hit the Ox, as you'll just lose more life than you mean to. The Ox has 5-6 HP. Expect this to take a few tries.

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Orb 61: Conquer invading cows  
Location: Metropolis  
Difficulty: Medium  
Information:  
This is the Orb you get automatically for finishing the level Metropolis.

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Orb 62: Shoot down sheep saucers 1  
Location: Metropolis  
Difficulty: Easy  
Information:  
After clearing the Metropolis level, you are given the option to use the combination powerup. This is a Superfly/Superflame powerup. Fly around the level shooting at the UFOs. Do NOT follow directly behind them, as you will get shot at as well. Instead, keep your distance and take your time shooting all three of them. If done correctly, you shouldn't even lose a HP. If you die here, you lose a life.

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Orb 63: Shoot down sheep saucers 2  
Location: Metropolis  
Difficulty: Medium  
Information:  
Much the same as before, except there are more enemies. Once again, stay out the range of the enemies' cannons by avoiding flying directly behind them. Try to learn the patterns of enemy flight so that you can predict where they will be next. Once again, dying here is a real death, so be careful.

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Orb 64: Shoot down balloons  
Location: Canyon Speedway  
Difficulty: Medium  
Information:  
For our final Orb, we must find Hunter. He is near the Birds, standing in the Alcove.  
He allows you to play the final mini-game. This is a rather easy mini-game. Just watch for the Green and yellow balloons, and press the Circle Button to target them and destroy them. You can actually keep the circle button held down the entire mini-game, to make it really really easy. You can just keep mashing the button over and over again. Note that soon, they begin moving. Sometimes they move off the screen quickly though, so you need to move the cursor quickly. The game doesn't make it really touch until the last 6 or so though, but by then you should know what you're doing.

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