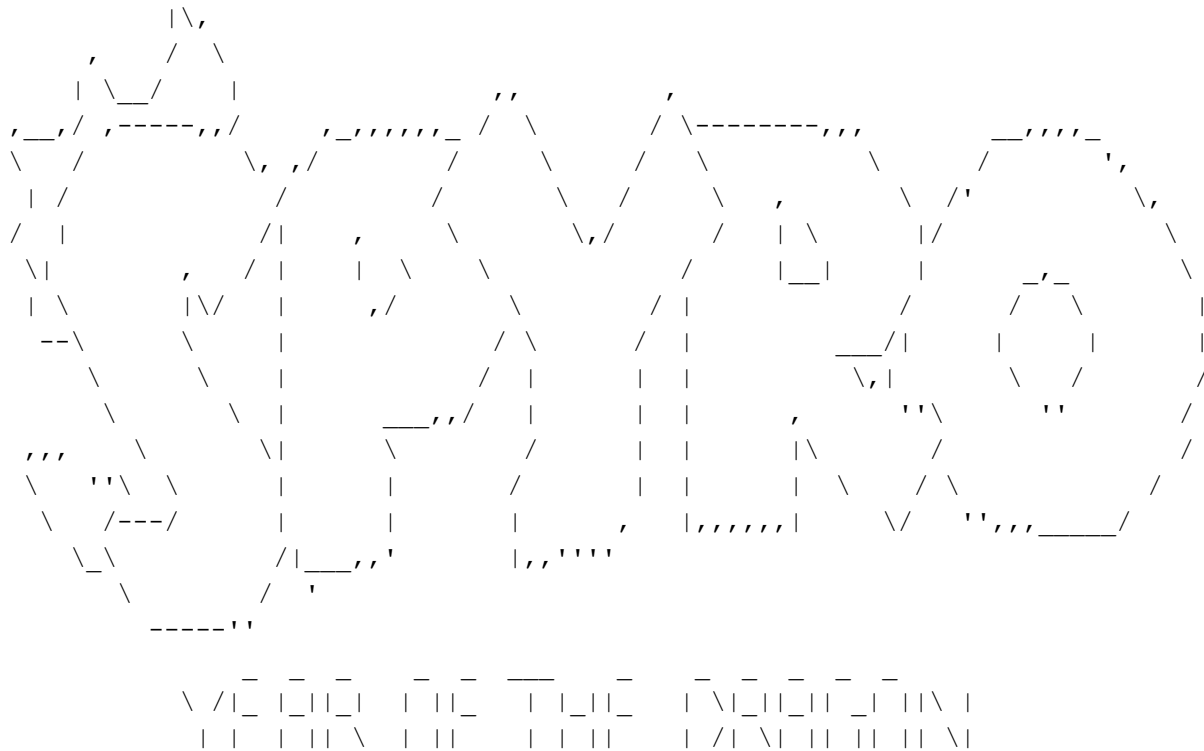


Spyro 3: Year of the Dragon FAQ/Walkthrough

by dark52

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

- [01 - Introduction]
- [02 - Gameplay Basics]
- [03 - Walkthrough]
 - Part 1 - Sunrise Spring
 - Part 2 - Midday Garden
 - Part 3 - Evening Lake
 - Part 4 - Midnight Mountain
- [04 - Skill Points]
- [05 - Cheats and Codes]

[06 - Trophies / Achievements]
[07 - Contact Information]
[08 - Version History]
[09 - Thanks]
[10 - Copyright]

-----[01 - Introduction]-----

Year of the Dragon, the third and final game in the Spyro series to be made by it's original creators, Insomniac Games. This third incarnation brings together all of Spyro's efforts in order to save the lives of 150 baby dragons before the evil Sorceress carries out her plans.

This guide may be a few years too late for some, but I hope that it can help others who still play the game today as it is indeed a classic game of the PlayStation.

Year of the Dragon is the first game where you can control someone other than Spyro. The playable characters in this game are: Spyro, Sparx, Sheila, Sgt. Byrd, Bentley, Agent 9 and Hunter.

-----[02 - Gameplay Basics]-----

The third game in the Spyro series, and the last to be made by Insomniac Games. Spyro: Year of the Dragon is the biggest of all the Spyro games so far made. It incorporates several new playable characters as well as a new evil to fight.

In this game you play mainly as Spyro, but there are certain levels and parts of levels where you can only play as a different character. The playable characters in this game are: Spyro, Sparx, Hunter, Sheila the Kangaroo, Sgt. James Byrd, Bentley the Yeti and Agent 9.

The Story

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

Every twelve years, the Dragon Kingdom celebrated its most important event: the "Year of the Dragon" Festival. Fairies delivered a new batch of 150 dragon eggs and dragons came from all around to dance and feast until everyone dropped from exhaustion. However, unbeknownst to the celebrating dragons, a sinister plot was about to unfold...

Far away - on the opposite side of the world - was a kingdom long since forgotten by dragonkind. So forgotten, in fact, that even the legends about these "Forgotten Worlds" have now been forgotten.

A mean and spiteful Sorceress, who had frankly become quite fed up with being forgotten, ruled this kingdom. As she sat on her forgotten throne, the Sorceress hatched a fiendishly evil plan - a plan to restore the fading magic to her forgotten realm, a plan to conquer the dragons once and for all. All she needed was a little help from her army of horn-nosed 'rhynocs,' the cooperation of her mysterious disciple Bianca and, of course, those 150 magical dragon eggs which she stole from right under the dragons' snouts.

The Controls

Spyro the Dragon

X Jump. Press again when in the air to glide
Square Charge
Circle Flame/Spit out rock
Triangle Look around/Aim rock/Drop out of glide/Headbash when just jumped
R1/L1 Bring the camera behind Spyro fast
R2/L2 Turn the camera
R1+R2+L1+L2 Sparx points at nearest gem (only available when you've earned it)

Sheila the Kangaroo

X Jump. Press again when in the air to go higher. Press again the
 moment you land to double jump
Square Kick
Circle Kick
Triangle Look around/Headbash when just jumped
R1/L1 Bring the camera behind Sheila fast
R2/L2 Turn the camera
R1+R2+L1+L2 Sparx points at nearest gem (only available when you've earned it)

Sgt. Byrd

X Fly, hold to go higher
Square Drop bomb/projectile
Circle Fire guns
Triangle Look around/Aim
R1/L1 Bring the camera behind Sgt. Byrd fast
R2/L2 Turn the camera
R1+R2+L1+L2 Sparx points at nearest gem (only available when you've earned it)

Bentley the Yeti

X Jump
Square Thump
Circle Spin club
Triangle Look around
R1/L1 Bring the camera behind Bentley fast
R2/L2 Turn the camera
R1+R2+L1+L2 Sparx points at nearest gem (only available when you've earned it)

Gems are strangely identical to the last game. Strangely because Avalar and The Forgotten Worlds are most likely further away from each other than the Dragon Realms is from the Forgotten Worlds. Strange how they have the Avalar set of gems rather than the Dragon Realms set, maybe the Sorceress had the GemCutters in from Avalar though.

Gem Colour Gem Value

Red	1
Green	2
Purple	5
Yellow	10
Pink	25

The same containers for the gems as in Avalar. However here you get gems from

killing the Rhynocs whereas in Avalar they released a Spirit Particle. Also this game sees the return of a locked chest, slightly different in appearance from the first game, but you will still need to find a key to open them.

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

Part 1 - Sunrise Spring

Sunrise Spring Home

Welcome to a brand new adventure. You'll see Hunter running off in front of you, there's no rush so just explore the area around you and collect all the gems you can find. Familiarise yourself with the controls for now.

Egg 001/150
Isabelle Egg by the stream
Found very near to the start, just to the left-hand side of the first area you are in.
Colour: Grey

After getting the first dragon egg, head on over to Zoe near the large portal to Sunny Villa. She'll talk about moving the camera. Then head on over towards the Sunny Villa portal. Bianca will appear and threaten you.

Don't go into the portal just yet, instead carry on through the level collecting more gems, then go talk to Moneybags who's standing next to a cage with a kangaroo in. He'll tell you about his 'deal' with the Sorceress and tells you to get more money in order to free her. You'll need 300 Gems in total to rescue her.

And carry on till you meet up with Hunter up on a slightly raised platform.

Egg 002/150
Coltrane Learn gliding
Follow Hunter over to the portal, and then talk to him again. Do as he says and glide over to him. He'll give you the egg.
Colour: Green

Next, hop down the gap next to you further into the cave. Talk to Zoe who'll tell you about the powerup there. Unlike the previous game, powerups will always be active as there are no Spirit Particles in the Forgotten Worlds.

Egg 003/150
Ami Fly through the cave
Use the powerup to get to the end of the cave and land on the slightly platform at the end with the egg on.
Colour: Blue

Drop down off the platform and back into the main part of the world. Head along past where you met up with Hunter and go up through the dark trees. Talk to Rocky who'll tell you all about gathering enough eggs to get his portal working.

Egg 004/150

Liam Head bash the rock

In the area near the Rocky's portal are some large but small rocks. Use your headbash ability on them (X + Triangle) to smash them open. One of them will have the egg inside.

Colour: Grey

Then go talk to Hunter, he'll tell you about swimming and an egg at the bottom of the lake. Jump into the water and collect all the gems.

Egg 005/150

Bruce Bottom of the lake

It's just in the water near to where Hunter is standing above.

Colour: Blue

Remember to go into the large room with the balloon in to get some more gems. Talk to Snappy the Seal in the middle of the lake and he'll tell you about his portal which just closed on him. Again you'll need more eggs. Head up the series of platforms over to the left and grab all the gems up here. This should complete your collection of gems in the level to a nice round 400.

With all the gems and eggs in the level collected, you'll see the new Level Complete sign appear on the screen. Amazing huh? Well never mind that, go on over to Moneybags and pay him the 300 Gems he wants to free Sheila. Then watch the 'hilarious' cutscene that follows and head on into the portal behind where the cage was. While this doesn't follow the order in the Atlas, it does make a lot more sense to complete her level before going through the levels in the order listed.

Sheila's Alp

On arrival, talk to Billy the Mountain Goat. He'll ask you to help him with his clever plan to take their houses back. Hmm, well jump up following the goats and kill the Rhynocs around here. Then double jump up to the right and do Sheila's stomp move, which is identical in button pressing as Spyro's headbash, on the chest up here. Talk to Pete the Mountain Goat and he'll instruct you to double jump up to the platform with the house on.

Egg 006/150

Ruby Help Billy get home

Talk to Billy who is in front of his house.

Colour: White

Head along to the right and into the cave. Jump up to the right in here and smash a couple of boulders. Go through to the end of this cave and collect the gems in here. Go back out and talk to either Pete or Bobby who'll both say the same thing. Kick the moose and kill the Rhynocs too.

Egg 007/150

Jenny Help Pete get home

Once the goats have gone past where those Rhynocs were smash the boulder in front of Pete's house and then he'll give you the egg.

Colour: Green

After that egg, head out to where Bobby is standing and kill the moose there. Then in the following area you'll have to stomp the mushrooms that the Rhynocs keep coming out of. As they will keep coming out of the mushrooms, the Rhynocs won't disappear until you get rid of all of the mushrooms.

Make sure to double jump onto the high up platform in this area to get some more gems and a life. Jump up to where Bobby has gone now.

Egg 008/150

Nan Help Bobby get home

Talk to Bobby and he'll give you the egg.

Colour: Blue

Jump up to the cave on the left (after Zoe annoys you again with a pointless bit of info) and collect the gems in here to complete the level.

Sunny Villa

Now that the first level with Sheila is complete, you can move onto other levels in the game. The first being Sunny Villa. The portal to this land is located in the area at the start of where you began the game, just a bit to the right of where you exit from Sheila's Alp.

Go talk to Councillor George who'll inform you of the level's problems. Rhynoc invasion who have kidnapped the Mayor. Great. Well, run around the area here killing off the pesky Rhynocs that are here. Over to the left is another person called Citizen Paulus. He's being terrorised by a couple of Rhynocs, so kill 'em and he'll thank you (well, sort of).

Head up the steps nearby and talk to Zoe. She'll inform you of how to kill the large Rhynocs. Flame them. Ok, well again, wander around here and kill all the Rhynocs you can find as well as collecting all the gems.

Egg 009/150

Vanessa Egg by the building

Up on a slightly raised platform near one of the large Rhynocs who is even higher.

Colour: Orange

Yes, well head up slightly higher up the steps and glide around on the tops of the buildings here. Work your way around to a place where you can glide into the building in the centre. Use the whirlwind inside there to get up really high. Then glide off forwards onto a far off pillar with just enough room to stand on. Glide onto a second one and then onto a place with the river coming off.

Egg 010/150

Miles Glide to the spring

Right at the end of the small pond up here, easy to see.

Colour: Green

From here, head back all the way to the top of the whirlwind again, and this time glide over to the left and go into the Sheila mini-level. If you hadn't completed Sheila's Alp then this mini-level wouldn't be available to you meaning you would have had to come back later.

As Sheila, talk to Marco who'll tell you about his lost love. Well jump down off here and kill the spear wielding Rhynocs. Go round to the right and jump up to where there is a stomp chest. Next head over the wall back down in the main path and jump up to a cave above. Go through here.

Then return to the main pathway and go through to the end and up into another cave past the one you just went it. Drop down at the end and then go into the

large tower here. Ignore the annoying camera movement here and work your way to the top.

Egg 011/150

Lucy Hop to Rapunzel

Go right up to the top of the tower and talk to Rapunzel there.

Colour: Green

Once you've got the egg and all the gems you can find in here, head back to the place where you came in and the gameplay will return to Spyro.

Jump off here and go to the pathway leading off the area here to the left. Zoe will tell you about zapping and how it'll rescue you if you get into trouble. Carry on along here and kill them Rhynocs. A short way down here and a small rather pointless cutscene will occur. Anyway, head on a bit further and kill the Rhynoc chasing Citizen Horace. He'll thank you. Move on to the left and flame the large Rhynoc there. The bars to the left will open up. Go through and talk to Mayor Leo.

Egg 012/150

Sanders Rescue the Mayor

The Mayor will give you the egg.

Colour: Green

Mayor Leo will then run off through the portal he just opened for you to get back to Sunrise Spring. Ignore it for now and continue along down the passageway. Go through the mini-level portal at the end.

Talk to Hunter here to accept a challenge.

Egg 013/150

Emily Lizard skating I

You'll need to go around the area and hit all of the fifteen lizards. There's no time-limit so take your time in learning how to jump and exploring the area. There are a few lizards held up by balloons, just flame these as you jump at them and they'll die. Once all fifteen are gotten, Hunter will give you the egg.

Colour: Orange

And Hunter'll speak again.

Egg 014/150

Daisy Lizard skating II

Same thing, but with a three minute time-limit. You will need to exact revenge on each and every one of the fifteen lizards apparently without wiping out. Once completed you'll get the egg.

Colour: Green

You'll now be free to explore the skateboarding mini-level by yourself now. Feel free to attempt to beat the course record if you want. Grab any remaining gems that should bring your level total up to completion.

Cloud Spires

And on to Cloud Spires. The portal to this level is where Hunter took you on the first jump.

From where you start, head forwards and kill the large flying Rhynoc there to

rescue Nimbus. Collect the gems and flame/charge the big red button near where Nimbus is standing. Use the moving platform to get up higher so you can talk to Cirrus. He hints on a glide so do so.

Here you're going to want to take care of the Rhynocs and then jump into the whirlwind. It'll take you over to another platform. Talk to Zoe who'll tell you charge the Rhynocs with metal armour. Carry on past her and kill the several Rhynocs out here.

Egg 015/150

Stephanie Run along the wall

Over by a large flying Rhynoc. Quite what wall the title refers to I don't know.

Colour: Blue

A simple case of hitting a button is all that's needed here so press it. Step onto the platform and head up. Go talk to Moneybags and pay him the 200 Gems he wants. He'll start up a couple of bellows for you. Go across and talk to Zoe again.

Glide across the gap and kill the Rhynocs. Head to the right and go talk to Fluffy.

Egg 016/150

Henry Turn on the could generator

Fluffy will turn on the cloud generator and then give you the egg.

Colour: Blue

Go through the mini-level portal over on the right.

Walk over to Cumulus and he will start talking.

Egg 017/150

LuLu Plant the sun seeds

Flame the first sunseed and follow it closely, keep flaming it until you get it to jump up into the pot. When you've done that head back for a second one. This one will head round to the right when you get into the place with the pot and has a shorter life then the previous one. Once done get a third, this one will head up and to the left, same thing as the other two but you need to be a bit faster. Once all three are in they'll form a sun and you'll be given the egg by Cumulus.

Colour: Orange

Head on out of there once you've collected any gems you missed and jump into the whirlwind near to the end of level portal.

Talk to Stratus to get a challenge.

Egg 018/150

Jake Bell tower spirits

There is no challenge here really. Jump through the powerup and then fly through all the bell towers flaming the evil spirits as you go past them. There are six in total and once they're gone they don't come back. Simple.

Colour: White

Grab all the gems around here and chase after the egg thief.

Egg 019/150

Bryan Bell tower thief

When you get the egg thief he'll drop this egg for you.

Colour: Brown

This won't complete the level just yet, so head back out of there and go back through the level all the way to where there was a life you couldn't quite reach as it was too high up. There is now a whirlwind just next to it so jump in that to get up there. Follow this path round and kill the Rhynocs on the roof, then glide over a bit further and carry on along here till you are near a platform with an egg on.

Egg 020/150

Clare Glide to the island
On the platform mentioned prior.
Colour: Green

This should complete the level for you. Head on back to the Sunrise Spring Home.

Molten Crater

Head on over to Rocky who was previously standing next to a portal that had lost its power. You should have enough eggs now to go through. Talk to Rocky first though and he'll jump through before you.

When you arrive in the level, go on over and talk to Clay. He'll tell you about Rhynocs and the Tiki Lodge. Nothing important really though. Go round this small area and kill the boar and Rhynoc. Then move along up the steps at the end and flame the large bear-like Rhynoc up there. Head out into a large open space beyond him and wander around here. Kill all the Rhynocs out here as well as collecting all the gems.

Egg 021/150

Rikki Egg by lava river
The egg is located behind the large pillar of rock in this area, just down at the bottom near the lava river coming out of it.
Colour: Green

Head through the cave at the other end of the area and talk to Zoe, she'll tell you about keeping Sparx healthy. Anyway, head into the final area of the level now. Go to the left and jump onto the platforms as they go around the place in the centre of the level. You'll find the key around here. Keep going until you get back round to the main path. Then head to the middle and talk to Rocky.

Egg 022/150

Curlie Get to the tiki lodge
Rocky will give you the egg as he opens the portal back to Sunrise Spring.
Colour: Orange

Head over to the right and over the bridge, here you'll find a mini-level entrance for Sgt. Byrd, you haven't yet freed him so you can't access this part of the level just yet. Head over to the right and talk to old Moneybags. Pay him the 300 gems he wants and then head off to the right. Go through the newly opened doorway to the start of the level and walk up to the locked chest. It will open now if you picked up the key earlier. Now head back to Moneybags and go through the mini-level portal.

Talk to Stoney here and he'll tell you about a thief he's seen.

Egg 023/150

Moira Catch the thief

Head to the supercharge ramp and chase after the thief. The supercharge currently doesn't work so don't worry about that. It may take a while to catch up with the green egg thief, but when you're getting close, attempt to flame him. This way of getting the thief can be a lot more effective than actually charging into him.

Colour: Green

Stoney will tell you about another, and he'll turn on the supercharge this time.

Egg 024/150

Kermitt Supercharge after the thief

Same place as before. The thief (now red) is a faster than the previous one but the only thing that should worry you is falling off the track. Again attempt to flame it when you get close as it is going to take a while to get close enough to charge into it.

Colour: Grey

Once done, gather the gems around here and head on home as you can't yet complete this level.

Seashell Shore

Go talk to Snappy the Seal who's in the middle of the nearby lake. He'll open the portal for you as long as you've collected 14 eggs.

Talk to Sebastian the Seal who is just in front of you. Swim around the area killing off the enemies here, then charge down the wooden door in the giant shell. Go through here and to the right, then head back to here and go straight on. Head up out of the water and kill the large shells here. Jump into the water here.

Egg 025/150

Jason Under the docks

At the other end of the water, on the far right.

Colour: Grey

Kill the stuff in here as well as getting the gems. Head back up and walk over the docks. Either jump over the barrels or knock them back by charging at them. Either way, kill the Rhynocs who are throwing them. Head through the wooden door (charge it down) and kill the things in here. Carry on through and go to the right when you get out. Go up the steps here and then turn around. Glide down the steps and attempt to land on a platform there. Grab the gems up here.

Instead of right now, go to the left and continue along here, jump up at the end and then glide over back the way you came to get to the Sheila mini-level.

Go along the path until you reach a large green cannon, stomp it and then hop up to the left and into a cave.

Egg 026/150

Jared Hop to the secret cave

At the end of the cave just mentioned

Colour: Green

Stomp the chest in here and head back out of the cave again. Carry on along to the left and talk to Snappy the Seal.

Egg 027/150

Mollie Destroy the sand castle

The best way to take out the cannons is by stomping on their turrets, so you don't need to get all the blocks above them. However this can mean that Rhynocs above will be able to hit you with their spades so watch out for them. If you do it with this method you should easily get it done within the time given. The castle will then explode and Snappy will give you the egg.

Colour: Grey

Get the remaining gems around here and head back to the start of this mini-level.

Now back as Spyro, head back to the place where you glided to here from and jump into the water there. Kill everything you can find in here and then charge through the wooden door at the bottom. Kill the octopus holding Stanley the Seal.

Egg 028/150

Dizzy Free the seals

Once you've saved him he'll give you the egg.

Colour: Green

Now head along the pathway to the right and get the gems. Head back to the large underwater area you were just in and head up to the top of it. Go through the mini-level portal out here.

Talk to Smelt the Seal.

Egg 029/150

Jackie

Take on Bluto. Drive into crates to get more ammo as you go, don't waste it on the Rhynocs out here though. When in the area with the large shark, fire at it at every opportunity and avoid the missiles it fires at you. Eventually the health bar will decrease to zero and you'll win.

Colour: Green

Head back into the area and collect all the gems around here and under the water. Go back to the main part of the level once you've finished up the level's gems. Swim back down into the large area and head through the underwater mini-level portal in here.

Egg 030/150

Duke

You'll need to swim into the tunnel behind Sandy the Seal. Make sure to hit every single Rhynoc as you go past, if you miss one you have to start again. Also avoid the mines as they'll also force you to start again. You won't lose any lives in this challenge though so play until you get it right.

Colour: Green

This should complete the level for you so head on back to Sunrise Spring Home where you'll now be taken to the balloon in order to fight the end of world boss. However there is still time for that later. Head on over to Mushroom Speedway.

Mushroom Speedway

The speedway is located very near to Seashell Shore over on the shore and up

some steps.

Sparx will ask you which challenge you want to do first. Choose the time attack.

Egg 031/150

Sabina Time attack

First fly through the rings one by one, then flame the dandelions until you've got them all. After that flame the swinging bugs and then finally go after the butterflies right at the end. Simple really.

Colour: Orange

OK, the next part might be more difficult for you, but whatever you do, don't exit the level until you have earned the egg. There is a bug in the game which can prevent you from getting the egg after leaving the level without winning. The only known way to avoid this is to complete it before exiting the level. However in newer versions of the game this bug has been fixed, but since I don't know any thing that would denote whether or not you have the newer version or not, it's best to play it safe and complete the challenge before exiting the level. Oh, and as far as I know this bug affects all of the speedways although I've only ever experienced it in the speedway of Midday Garden.

Egg 032/150

John Race the butterflies

A nice race between you and some butterflies. Don't miss any of the rings as they will end your run and say you've gone off course. You should be able to beat the butterflies if you go through all of the blue stars which speed you up, also when you go through one of the red stars, fire the rocket only if there is a butterfly in front of you as it will home in on them and slow them down for a bit. Three laps of the course and if you finish in first place you win the egg.

Colour: Blue

And again, Sparx will talk to you, this time select Time Attack again. Fly around the level until you get to a large mushroom over to the right, land down next to it and talk to Hunter.

Egg 033/150

Tater Hunter's dogfight

The first time you play as Hunter is here. Not the nicest of challenges though. Shoot down the seven sheep saucers while avoiding all their shots at you. This may take a while but I recommend holding down the speedup button as well as the shoot button the whole time in order to complete it faster.

Colour: White

And that's all for Sunrise Spring for the time being, head on over to the balloon and jump on in. Select Midday Garden and watch the following cutscene.

Buzz's Dungeon

Yep, a boss battle. One of the least satisfying ones though as you didn't know about it before, the 'boss' was just a simple Rhynoc moments before and you haven't gotten to know it at all like the bosses in Spyro 2. But whatever, you've still got to defeat the Venusaur.

Egg 034/150

Grayson Defeat Buzz.

Not exactly the toughest of bosses really, charge into it until it falls into the lava, Sheila will then smack it down further and injure it. It will then roll out of the lava and straight at you. To avoid this roll attack, simply charge towards and past it, then going round in tight circles around the middle until it stops. Repeat this process a few more times to beat it. As soon as you beat the boss you get the egg.

Colour: Green

Once you've beaten him you'll be taken to Midday Gardens.

Part 2 - Midday Gardens

Midday Garden Home

As soon as the balloon drops you down head out forwards. Bianca will talk to you and attempt to get you to high-tail it back home while you still can. Ah well, off you go then. Back to the Dragon Worlds. If not then jump into the water under the bridge just in front of you.

Egg 035/150

Dave Underwater egg

Directly underneath the bridge.

Colour: Orange

Go over to the right when you get out of the water and into an ice cave. Skate around here collecting the gems.

Egg 036/150

Mingus Secret ice cave

Over to the side, kind of hidden but not really, it's just down a slight cave.

Colour: Brown

Now head over to the left of the water and talk to Hunter up on the platforms. Talk to him and he'll tell you about opening up a portal. Spit the rock he throws at it to open it up.

Head out of the area and up towards the large building. Talk to Moneybags there and set Sgt. Byrd free from his cage by paying the sum of 700 Gems to Moneybags.

Egg 037/150

Trixie Catch the thief

Nearby to the cage is an egg thief. Chase after it to hit it in some way in order to get the egg. Don't take too much of a shortcut across the grass here as the thief will double back to evade you.

Colour: Green

Go round to the left from here and talk to Hunter by a level Portal. He'll tell you about climbing, headbash the chest near him for some gems, then swim around in the water here for some more gems.

Over to the left now and up some steps. Head over to the left of this area and head up to Zoe who'll tell you about the superflame powerup.

Egg 038/150

Matt Superflame the flowerpots

Go through the superflame and hit each of the four flowerpots with your superflame. The last one you smash will be the one with the egg under. They are only around this area so you don't have to go far, also there is no time-limit apart from how long the superflame lasts. So even if it runs out you can still go back for another boost and continue on with the flaming.

Colour: Green

Also with the superflame, head to the area behind where you set Sgt Byrd free, flame the large unbreakable chest there. Then head back to where you got the superflame. Over to the left of this area is a short ladder on the side of the wall. Climb it.

Egg 039/150

Modesty Climb to the ledge

It's up here on the ledge.

Colour: Green

With all that done, just collect the last remaining gems before heading off to complete the Sgt. Byrd level.

Sgt. Byrd's Base

Playing as Sgt. Byrd here, fly or waddle towards Cpl. Gabrielle, you'll be told about the capture of hummingbirds and how Rhynocs have taken over the base. Fly around this small area and go towards the swinging cage with a hummingbird in. Kill the Rhynoc and then get closer until the hummingbird escapes. Fly up above that area now and through a tunnel where Cpl. Gabrielle is waiting for you.

Destroy the large wooden door with your missiles and carry on past it. There is an unbreakable chest here which you can't open just yet. Carry on along with Cpl. Gabrielle destroying things until you get to a large room.

Egg 040/150

Sigfried Clear the caves

Talk to Cpl. Gabrielle and you'll get the egg.

Colour: Green

Lift the nearby weight and drop it over on one of the turquoise circles. Find the other weight over by a Rhynoc and drop it onto the other circle to open the gate. Also, before going through the open door, go round the area until you reach a hummingbird trapped in a cage. Set it free.

Go through the door you opened and work your way through this next cave to meet up with Gabrielle again. Shoot the Rhynocs in the sky and on the ground then move along further into the level. Cpl. Gabrielle will then teleport you to the portal back to Midday Garden.

Egg 041/150

RyanLee Clear the building

Err, you'll be given it by Cpl. Gabrielle.

Colour: Blue

Now head back into the building you just came out of and take a bomb with you. Fly back all the way to where the unbreakable chest was and drop a bomb on it.

Grab the gems and go down the hole below. Fly along the tunnel until you get to the end and free another hummingbird. Now head all the way back out into the area where the portal home was. Fly around to the left and free the hummingbird

in a cage, also destroy the unbreakable chest with a bomb. When you are sure you've got everything around here, head over to the top lefthand corner of the area and go through the lava tunnel. Avoid the fire-breathing things on the side and work your way through to the final hummingbird.

Egg 042/150

Roy Rescue 5 hummingbirds

Free the last one and you'll be given the egg,

Colour: Green

Now with the level completed, head back to the portal outta here and return to the Midday Gardens Home.

Since you have just unlocked all of the Sgt. Byrd levels, it is time to return to Sunrise Spring and complete it fully.

Molten Crater - Part 2

This is for after completion of the Sgt. Byrd level in Midday Garden. Once in the level, head along to the right and through the tunnel to the last part of the level, head around here until you reach the Sgt. Byrd portal which is now open.

Talk to Shale.

Egg 043/150

Ryan Replace idol heads

For this challenge you have to locate all of the heads of Shale's friends. They are located around the area here and once you get one fly it to any body and drop it on it so it connects. Any heads lost in the lava will regenerate back where you found it.

Colour: Green

Along the journey you should have collected all of the gems now.

Egg 044/150

Luna Sgt. Byrd blows up a wall

In the main area of this place, look around until you see part of the wall that looks like it can be destroyed. Fire at it and go inside to grab the egg.

Colour: Gray

That completed, head all the way out of the level and when back in Sunrise Spring head towards where the balloon is, but just before the entrance to the building, go to the left and talk to Zoe who will let you enter the first Sparx level of the game.

Crawdad Farm

The controls here can sometimes be quite difficult to master, but they should eventually be easy for you to know how to control Sparx. You get a short training exercise mission from Zoe before you get into the main part of the level. Once each challenge is completed, go through the doorway to get to the next one.

Straight off collect the gems near you and the move along down the path taking out the scorpions. Continue along here killing red scorpions until you reach a

box they are coming out of. Destroy the box to stop the scorpions. Just after this Zoe will zap you when you pick up a red key.

In this large area there are many red scorpions and a box in the middle which for the moment cannot be destroyed. Head over to the top left corner of the area and go through the red doorway. Destroy all the scorpions and boxes in here and grab the green key.

Head back out into the last area again and go through the green door this time, it's over on the left. Grab the yellow key in here. Off to the yellow door in the far right corner of the area. Go through here and go over the red button to allow yourself to destroy the scorpion box in here as well as grabbing the blue key and all of the gems.

Again, back out but you can now destroy the scorpion box in here. Next go through the blue door which is on the right. Kill them scorpions and work your way through here and then get ready for the big boss battle through the next blue door.

Egg 045/150

Nora Take Sparx to the farm

Slide from side to side shooting the large scorpion constantly while avoiding his fire. Once destroyed you'll get the egg.

Colour: Gray

Collect the last few gems of the level and go over the portal back to Sunrise Spring.

Zoe will tell you that Sparx can now pick up gems that are further away than before. Slightly useful, but not the best really. Anyway, that's the whole of Sunrise Spring completed! Jump back into the balloon nearby and head on back to Midday Garden.

Icy Peak

Inside the ice cave over to the right from where you land in the balloon is the portal to Icy Peak.

From the start, head over to Bob on the cannon. He'll tell you to help clear the way with the cannon, so do so. Shoot out all the ice blockades, boxes and birds around here. When you've got them all, jump up into the whirlwind to the right and land on the platform it takes you to, then after getting those gems, head back to the main platform.

Go along the path here and through a cave, flame all the TNT boxes in here as well as dispatching all of the Rhynocs. Continue through until you get to a room filled with ice, and a crack in the middle of it. Go to one edge of the ice and jump and glide towards the centre, perform a headbash over where the crack in the ice is. Gather all the gems down here then head back up.

Continue along down the level, go round to the right as you get past yet more Rhynocs and TNT boxes. Over here you'll find a rocket to flame. Go all the way up to another cannon which you should then use to destroy all the things around here including birds, ice blockades and a large hole in a wall over on the left of where the level carries on.

Head along through the tunnel where the two ice blockades were previously and then here, go round to the right and jump up onto the pathway here.

Egg 046/150

Maynard On top of a ledge

It's right at the end of the path here, take out the single Rhynoc to get to it.

Colour: Blue

Go back to the last area you were in and take control of the cannon there. Shoot out all of the things blocking places as well as the birds over near the whirlwind. Once done, jump into the whirlwind and go headbash the headbash chest. Then head back to mainland again.

Head over to where Moneybags is waiting on the left of where you were when shooting that cannon previously. Pay him the 500 gems that he wants and go through the portal.

Egg 047/150

Cerny Protect Nancy the skater

Ugh, this challenge can sometimes be really annoying as Nancy tend to just keep getting in the way. You need to be able to flame all of the Rhynocs that come towards Nancy. The best way to do this is to memorise the direction that they come from and to act fast.

Colour: Blue

Once done, head back out and then go round to the left and through the other doorway. Take out the Rhynocs in here.

Egg 048/150

Chet Find Doug the polar bear

Head on over to Doug who's standing next to the Gondola.

Colour: Blue

Next, use the cannon on the right of here to shoot out the ice blockade and the birds, then head into the whirlwind and follow the path round.

Egg 049/150

Reez Glide to the sky island

Use the whirlwind at the end of the path to get over to the egg and some gems.

Colour: Blue

Go down the steps on the left of this area and head through the portal doorway here.

Egg 050/150

Betty Speedy thieves I

Another chase sequence here. First chase after the green thief, he's really fast and requires you to keep on his tail the whole time, slowly gaining on him. When you feel you're close enough, attempt to flame him but still carry on charging afterwards just in case you miss. This may take quite a while to conquer.

Colour: Green

No rest for you my friend.

Egg 051/150

Scout Speedy thieves II

Next is the red thief. Even faster than the thief you just chased so this one will be even more difficult to catch. Use the same tactics as before though and you should eventually get him.

Colour: Grey

This place isn't just thieves though, along the paths here you will find a few places with gems on the side. Once you've got them all though (make sure to use the whirlwind to get up high) head on back through the portal you came in through and then back out through the end of level portal.

Most likely, you'll now see a cutscene involving Biaca, Hunter and Spyro. Nothing special but it shows what Hunter feels about Bianca.

Enchanted Towers

Head on over to where you hit a target to open up a portal.

Go talk to Pablo who'll yabber on about building a statue for the Sorceress. Well anyway, head forwards and use the green rocks to kill the flying things if you want, there's no need to waste your time at the moment though, you can always come back later to get rid of them a lot easier.

Go on over to the left and go through the tower taking care of the Rhynocs in here. Glide over to the next tower where there are yet more Rhynocs.

Egg 052/150
Gladys Glide to the small island
On a platform over to the left in a tower here.
Colour: Grey

The next glide will maybe require you to hit one of those green things with a rock again, but it's not nessacery. At the top of the whirlwind here, glide on over to the green area with the large Sorceress statue in. Flame the rockets here to destory it.

Egg 053/150
Peanut Destroy the sorceress statue
As soon as it's gone, you'll be given the egg.
Colour: White

Jump up into the newly crafted hole and go through the portal here.

A nice new skatepark is here. Hunter will start to teach you how to do tricks properly now.

Egg 054/150
Caroline Trick skater I
Colour: Grey

Well, after that intense training, Hunter will challenge you.

Egg 055/150
Alex Trick skater II
You'll really need to do a lot of tricks here and get good points for it. There are a few jumps that will give you a lot of points just for completing them. These include Triple Towers which involves you jumping across the three large towers near the start of the level, a second is Half-pipe Leap which is to jump across the whole of the half-pipe longways. Each of these will give you a 1000 point bonus the first time you complete it and as with other tricks it decreases each time you do it. Hunter will nearly always do the Triple Towers move quite early on and will normally end up with around 4000 points, you need to beat him to get the egg off of him.

Colour: Grey

Remember to collect up all of the gems in here before you go.

Jump back up into the whirlwind and then carry on past the end of level portal and into another whirlwind. Glide across to the platform behind you and take the bone off the little blue fella. Next glide over to the right and headbash the headbash chest there, glide over to the left here and headbash a second one. Now head back to that whirlwind and glide across to the right over to a new area. Here, go through the portal straight ahead.

Egg 056/150

Lys Rescue the lost wolf

Walk straight ahead and talk to Mowat who's lost his wolf Farley. Head down the hole and take the ball from Farley. Throw it onto the button in the next room and Farley should go over to it and raise the platforms on the right. Flame the button at the top to open the door.

Next head round all the way to another platform that moves and throw the ball onto it. Farley will jump onto it, then throw the ball up to the left and go press the button that raises the platform, Farley will jump over and then you should follow.

Here, get Farley to go stand on the platform on the right with a button on, but not quite on the button, then take the ball and stand on the platform over near the button, throw the ball so it lands on the button and Farley walks onto it to raise you up. Flame the button the simply work your way through to Mowat again to get the egg.

Colour: Grey

Once out, head over to the right and up the pathway, allow Sgt. Byrd to patrol the perimeters. You now have freedom throughout the level and can shoot down those large green monsters with ease. Fly around the level collecting all the gems and finding all of the bones for Ooga who is located over to the left of where you come out of the Sgt. Byrd portal.

Egg 057/150

Ralph Collect the bones

The bones are located all over the level, inside towers and in the open. Once you've got them all you'll be 'treated' to a bone dance which you might remember from the previous game in Skelos Badlands.

Colour: Blue

All done now head on back to Midday Garden.

Spooky Swamp

Up a ladder next to Hunter you'll find this one. The level's full of Haiku poets I tell ya!

Don't go into the water for too long here as piranhas will attack you. Well, straight off you should kill the gator attacking Homer the Firefly (strangely unlike the fireflies in Season of Flame though). Head up into the lamp behind him and glame the candle. Go through and along the level killing all the Rhynocs and flaming all the candles until you get to a locked chest, you can't unlock it just yet though.

Egg 058/150

Micheal Jump to the island

Past the locked chest is a bridge that has no middle, and to the left of this is a small island with the egg on. Jump to it over the piranha.

Colour: Orange

Carry on through until you reach Moneybags and pay him the 500 gems he wants. Again more basic stuff to do that just involves going down the path and flaming stuff. Anyway, once you flame the final candle, a large door will open, but glide over to the platform with gems on. Follow these treetops around until you reach an egg.

Egg 059/150

Frank Across the treetops

Land on the platform with the egg on and walk over to it.

Colour: Orange

Now head over to the last platform you were on and go to the right instead of to the left. Grab the key here and then head all the way down to where the locked chest was to get the gems out of it.

Go back to where the ladder to the fourth candle was and talk to Shiny the Firefly.

Egg 060/150

Thelonious Find Shiny the firefly

He'll give you the egg after a short piece of poetry.

Colour: White

Go round the corner here and talk to Bubba the Firefly who is standing next to the large door you opened earlier. Go through into the portal to face a creepy wizard who for no particular reason has his face as one of the icons you can select for your save file at the start of the game.

Egg 061/150

Herbi Defeat sleepy head

Charge the bombs he throws back at him, also flame the gators he sends out to kill you. Not too difficult if you line up the shots right.

Colour: Brown

Head on through to what is a really annoying Sheila level.

Talk to Basho the Firefly.

Egg 062/150

Peggy Escort the twins I

Really, really annoying. You need to learn his exact path and to make sure that all the obstacles are out of his way, but if you go along too soon and get too far ahead, the obstacles can pop back up and end his run. He takes the stupidest of routes possible (well, maybe not, there's still the other twin) but you need to keep ahead of him just enough to stomp on all of the obstacles.

Colour: White

Ugh, back to escort the other one now, Buson the Firefly will annoy you this time.

Egg 063/150

Michele Escort the twins II

Argh! This one takes a different route and seems to enjoy the most pointless of direction pathways ever. Same as before, keep just enough ahead of him to destroy the obstacles and get to know the route well.

Colour: Orange

Once you've done all that, explore the area here and gather all of the gems. Make sure to get the ones hidden behind walls such as the ones in each of the large caves that are located up high inside them and the one right next to the place that those fireflies blow up, it's large a white and doesn't look especially smashable.

That should complete the level for you now, so head on all the way back to Midday Garden.

Bamboo Terrace

This level's entrance is located in the area directly in front of where you come out of Spooky Swamp. Go to the right in this area and through the large portal you should see dead ahead.

Talk to Ling Ling who'll inform you about Rhynocs and the whirligig to take you to Evening Lake. Meh. Well get moveing along and talk to Li over on the right (sometimes the water buffalo will charge into you whilst talking to her, but it doesn't hurt you). Wander around the area and kill that water buffalo and the pandas will move a boulder for you to get past.

More Rhynocs and buffalo around here, save the pandas that are being chased and attacked by the Rhynocs in order to get past and along the level. There is a small island just off to the left of where you come into this area, you can jump onto it from nearby.

Egg 064/150
Dwight Glide to the small island
Walk up to the egg.
Colour: White

However go round to the left of the area and round behind. Follow this pathway around and then glide over to the platform quite far off.

Egg 065/150
Madison Glide to the hidden cave
Flame the large Rhynoc and walk over to the egg.
Colour: 64

Also remember to go into the lake here and go through the cracked wall to get four free lives. Then just continue through the doorway. When you get out here, head to the right and follow it around, jump on the platforms in the water to get across, but don't forget to get the gems in the water here too.

When you get over this water, flame the rocket Rhynoc and go talk to Sing Sing in the building ahead.

Egg 066/150
Tom Clear the pandas' path
She'll give you the egg.
Colour: Blue

Head over to the right and you'll see a blocked entrance to a Bentley level. Also further along here you can glide to an island with a Mystery Vase on. Flame it to see where it ends up next. You'll need to follow it flaming each time in order to get the gems when it finally appears right next to the start.

Anyway, head up the newly opened ramp and chase down the thief.

Egg 067/150

Pee-wee Catch the thief

When you finally catch him he drops the egg.

Colour: Green

Once that's done, head back up to the top of the ramp and head to the right. Go through the portal doorway here to get to a nice shooting level.

Egg 068/150

Rusty Shoot from the boat

Shui will tell you about helping her friends get home and stopping some Rhynocs. Here you will be forced into first-person view mode with a super-flame that will last as long as you need it. As the boat goes round, you need to fire at each of the Rhynocs, making sure that none of them gets to one of the pandas. This may take quite a while, but then again you might get it the first time around. You will need a good aim and to be aware of what the Rhynocs will be doing, oh and don't shoot the pandas yourself either.

Colour: Green

With Bentley so far still locked up, there's nothing more you can do in this level so head on back to Midday Garden where you will be taken to the whirligig to let you go face the end of world boss.

Country Speedway

You don't want to be doing that just yet though, you might as well complete the speedway while you're here. Head back round to the place where the Bamboo Terrace portal was and continue along, the next portal you get to is the speedway. Remember not to exit a race or challenge (or the level) until you've won it.

First things first, select the Time Attack from what Sparx says.

Egg 069/150

Gavin Time attack

The best way to get this level completed is to go through all the rings first, then fly in the same direction as the tractors are going whilst flaming them, and next flame all the beret wearing cows. Then off to the planes flying against them flaming them as they go. Sparx will give you the egg when you get them all in one.

Colour: Orange

And now for the race, remember not to quit.

Egg 070/150

Shemp Race the pigs

You will need to be flying through every possible star you can get to. It's always never the best route that the red dots show so as long as you manage to go through the rings it will be okay to cut the corners. You should be 3rd at the start of lap two and at least second by the start of the final lap. The best way to win is to know the course and all of the stars well so that you don't lose control every time you attempt to go through a star. Anyway, once you get into first place while going through the final ring, Sparx will give you the egg.

Colour: Green

Select Time Attack again and fly over to Hunter who is located inside the large farmhouse in the middle of the level.

Egg 071/150

Roberto Hunter's rescue mission

This little Hunter mission is quite easy. Jetpack ahoy! As you go, just shoot all of the space cows that you see, the shots almost seem to auto target themselves really and no shots at you can actually hit you. If you miss one you will need to start again. This mission doesn't take too long and will be over before you know it. Hunter'll give you the egg after completion.

Colour: White

That's all folks. Head back to Midday Gardens and jump onto the whirligig. Select Evening Lake and get ready to fight yourself a boss.

Spike's Arena

As you enter the level, you'll be treated to a cutscene called Spike is Born. And indeed, Spike is born, well, made by the Sorceress.

Egg 072/150

Monique Defeat Spike

Sgt. Byrd will help you out by dropping the occasional thing for you to use in fighting Spike. You'll need to charge the large rocks at Spike until his health drops far enough so he breaks up the ground (three hits), then you use powerups to defeat him. Run into the red spike things and you'll be rewarded with a super-flame to use against him once, not quite the super-flame you're used to, but a powered up flame anyway, also beware as he can too use the powerups to attack you. After another three hits, the powerups will become blue and you'll now be firing out a blue thing to hit him with, three more hits and he's dead.

Colour: White

All done, you'll be whisked away to Evening Lake.

Part 3 - Evening Lake

Evening Lake Home

As soon as you arrive, Bianca will fly in and warns you to leave the Forgotten Realms. Nothing you need to take notice of though. So head around the area and collect the gems and flame the toads for butterflies. Then jump on into the lake and swim around.

Egg 073/150

Jonah Belly of the whale

Swim towards the large whale swimming around the lake and into its mouth.

Inside you'll meet up with the egg.

Colour: Orange

Heh, nice. Anyway swim back out of the whale and explore the rest of the lake. Collect all of the gems you can find and then head down to the middle where there is a breakable wall.

Egg 074/150

Stooby Break the tower wall
So break it already. The egg is inside.
Colour: Green

Next, head up to the first area and make your way round to see Zoe and her invincibility powerup to get past some flames.

Egg 075/150

Stuart I'm invincible!
Erm, the egg, go towards it.
Colour: Green

Continue along here by jumping round the corner and go up the ladder. Follow it round. Go through the doorway just past the area that encircles the rocket.

Egg 076/150

Ted On the bridge
On the bridge sort of thing here.
Colour: Green

Head up the ladder in the middle of the first area of the lake and collect the gems up here, then glide over to the platform nearby.

Egg 077/150

Hannah Glide to the tower
Walk over to it and say hi.
Colour: Green

Swim down under the ladder in the middle of the lake, and then back up inside it. In here you'll find Moneybags who is looking after a certain Yeti in a cage.

Pay Mr. Moneybags the 1000 gems he wants to free old Bentley.

This is where you go into his level now that you have the whole level completed.

Bentley's Outpost

As soon as you arrive and take over control of Bentley, walk over to Bartholomew and smack him on the head. No reason. Then smack the boulder so it smashes and Bentley's little brother can pass through. Smash up the large totem pole things here to get to the unbreakable chests on top, or in this case not so unbreakable as your smash attack will take care of them. Also kill those pesky Rhynocs that attempt to hit you with a torch.

Talk to Bartholomew again and he'll tell you how to get on further, use the spin attack when he throws out a snowball to hit the gong.

Egg 078/150

Brian The gong show
After hitting the gong, simply walk over the new bridge and over to the egg on the left.
Colour: White

Walk over to Bartholomew again and you'll need to now use your spin attack to hit the seels with the snowballs they throw at you. Remember to destroy the totems here as well. The 'really mean' seel just moves about a bit more then before. And afterwards Bartholomew will make you cause an avalanche with another gong. Whatever, go through the tunnel on the left to get to an unbreakable chest which you'll need to gather all of the gems from, some do fall below onto the floor.

Once back, cross the bridge and talk to Bartholomew again. Time to do some pushing. He'll just wander past. Walk up to the egg here.

Egg 079/150

Charlie Snowball's chance

Yep.

Colour: Green

Again Bartholomew will tell you what to do, but ignore him for a minute and smash all of the things around here. head through the tunnel on the left to get some gems and then off to the right and smash the large snowball to a gem. Now push the boxes into place and jump across following Bartholomew. Talk to him again and he'll give you an egg.

Egg 080/150

Eric Help Bartholomew home

Walk up to Bartholomew and he'll give you something for Bentley's rock collection.

Colour: Green

And that should complete your collection of gems and eggs in this level. Head on back to Evening Lake. However rather then going on to Frozen Altars right off, you should head back to Midday Garden to finish off a few things first.

Bamboo Terrace - Part 2

Head all the way through the level to where the locked Bentley level was and go into it.

Bartholomew will tell you to get to the top of the top of the hill. Smash up everything that gets in your way on your journey up the hill. Smash the large panda looking boulders that are here as well and as you walk up the slope smash the ones that roll down at you. Do this until you reach a doorway in the side of the hill where there are several Rhynocs inside. Smash some stuff and continue on up the hill to the top. There's nothing complicated with this level at all.

Egg 081/150

Brubeck Smash to the mountain top

Once you reach the top walk up to the egg to get it.

Colour: Grey

This should complete the level for you, so head on out and back into Midday Garden.

Spider Town

Meet up with Zoe over near the entrance to the speedway and she'll inform you

of another level for Sparx to complete.

No training section this time, it's straight into the action. Head down and kill the bug in there, grab the gem and the butterfly too as well as the key in the corner. Back up to the doorway where you started and head through shooting the small bugs as you go. Go around the corner and destroy the large flower pot they are coming out of. Then off to the right and another plant pot and loads of little bugs. Next up to kill another large shooting bug and a another key as well as two different butterflies. One gives you invincibility which you can use to charge through the next part of the level.

Head over to the right in the next large area and go up through here all the way to the key to open another doorway. Head back out into the area again and through the doorway up at the top. In here kill the bugs, grab the key and run over the button to allow you to kill the flower pot in the previous area. When the area is cleared, head through the doorway on the left and kill the bugs in here too.

Head to the bottom of this part and grab the key which unlocks the door at the top of the area. Go through it and shoot dem bugs. Work your way through this place killing all the bugs and plant pots you can and grab the key and press the button too. Back out again into the area before this door and you can now take out that plant pot. Next through the door at the bottom and kill the bugs you find here. Follow the path along till you get to the protected flower pot, charge round it to press the button and then destroy it. Go down next and kill the large bugs in your way. Prepare for the big battle now.

Just keep shooting at it and sliding along so that you can shoot it effectively as well as the small bugs it sends out. It shouldn't take too long to drain it of health.

Egg 082/150

Tootie Go to town

Once the bug is destroyed you get the egg.

Colour: Blue

With everything gathered leave the level through the portal. Zoe will now tell you that Sparx now has the gem finding ability! Yey! No more searching endlessly for those gems you've missed. Well, that's all for Midday Garden now. Say goodbye and head off into the whirligig to get back on track in Evening Lake.

Frozen Altars

The entrance to this level is located directly ahead of where you land off the whirligig, you should be able to see it under the water from where you are standing.

As soon as you arrive you get given the most useless power for an ice world, ice breath. Amazing, you can freeze frozen things. Ah well, head into the tower nearby and move the beam around so it melts the ice blockage. Continue along past where it was and around so you can glide over to the place on the right.

Again, go into the tower here and melt the snowman blocking the way. You'll need to hit him till he pops. Here you should freeze Ernest and use him as a prop to get up to the temple steps. Walk all the way to the top and then glide off to the left where there is a platform with a few gems on. Head all the way back up and this time glide over to the tower nearby. Walk round it and then

glide over to the small island nearby.

Egg 083/150

Cecil Glide from the temple roof

Just glide on over.

Colour: White

Go along through the cave he was guarding and freeze Eustace to get up to the treasure. Skate on by to where Zoe is waiting to zap you.

Into the tower here to melt another snowman. Head out and round to a Bentley mini-level.

Egg 084/150

Aly Box the yeti

A nice easy yet sometimes annoying challenge. This first go is a lot easier than the second though and is probably here just to train you. To get this egg, all you really need to do is keep tapping either the Big Hookaroo or occasionally either of the other two if you think it's appropriate.

Colour: Green

Rematch.

Egg 085/150

Ricco Box the yeti again!

Yeah, three rounds and mysteriously he's gotten a lot better than before. The best tactic here is to back off as he hits but to then do a Big Hookaroo on him quickly. However it is advisable not to be actively walking away from him as he hits, more of just being out of his reach as he swings. Keep doing this and remember that you're in a 3D arena and you can move around a lot more than just corner to corner. At the end of each round you and the other Yeti will get healed up a bit, less each round though, but not fully unless you have hardly any damage. If you haven't beaten him in three rounds then you lose and don't get the egg, however if you knock him out before the bell at the end of the third then you'll get the egg.

Colour: Green

Once both eggs are yours, you're back to the main level. Head round to an area full of the ice mammoths. Go all the way around here and up onto the platform at the end. Glide to the gems on the right and walk along a bit to glide over to the left and onto the rim of the tower you used earlier. Walk around the main building here.

Egg 086/150

Jasper Across the rooftops

The egg's just sitting there around the corner.

Colour: Green

Glide over to the left and onto the first tower you used. Now jump back down to ground level and head all the way back to just before the area with loads of ice mammoths in. Here, jump up to the right and through to Moneybags and Eugene.

Egg 087/150

Jana Melt the snowmen

Just talk to Eugene to get the egg.

Colour: Green

Now walk to the left a bit and talk to old Moneybags who's as ever willing to help you out. Pay him the 800 gems he wants to let you through to play cat

hockey.

Egg 088/150

Ba'ah Catch the ice cats

For this egg, Errol will tell you to take his place and beat the Rhynoc in a game of cat hockey. Here you have to freeze the cats and get them into your goal, not the opponents. A way to slow down the Rhynoc is to freeze him. Once a cat is in your goal there is really no way to get it out again, nor from the opponents goal either, however cats can sometimes just wander in there by themselves. Five cats in your goal to win.

Colour: White

And back out again as the level should now be completed.

Lost Fleet

As the name suggests, the portal is located on the side of that ship you saw under the water in the lake.

Talk to Crazy Ed as he runs up to you and he'll tell you some things. Great. Well here you should run around killing crabs and flaming the large ghosts then finishing the two Rhynocs that appear out of them. The flying ones can only be taken down by either the cannon nearby or the small green spitting rocks. With the cannon, shoot into a cave nearby until you hear the sound of a chest smashing, also destroy the red cross on the wall of a ship near to Crazy Ed.

Go through there and work your way across this area until you get through the cave at the other end of it. Here you're going to want to jump over the acid water as it hurts if you touch it. Use the cannon here to shoot another red cross on the side of the ship here. Also shoot as many of the birds as you can. Then go along up and through the hole you just made in the ship.

Egg 089/150

Craig Find Crazy Ed's treasure

Talk to Crazy Ed and then walk over to the egg.

Colour: Blue

Head into the second room now and go through the powerup which will allow you to swim in the acid. Continue along forwards until you reach a dead end where you should get out of the water. Destroy all of the crabs around here and to the left, but when that's all done, head off to the right of where you appeared and go into the portal at the end of the path.

Egg 090/150

Oliver Skate race the rhynocs

This time instead of a points race, this is a timed race. Head over and talk to Hunter who will tell you of a challenge he's set up between you and the Rhynocs. To gain more turbo charge, perform massive tricks. A great opportunity to do this is when you are in the air, perform tricks such as the Twisted Lime several times in a jump to get a lot of energy. Also going through crabs will also get you a little bit more of a turbo boost, and when you go through the blue stars even if you are pressing the turbo button it doesn't decrease your meter. When you finally complete the race in first place Hunter will give you the egg.

Colour: Orange

Once that's all done, Hunter will challenge you himself.

Egg 091/150

Aiden Skate race Hunter

Use similar tactics to how you beat the Rhynocs except that now you have to get all of the crabs which isn't so bad, you probably did anyway. Hunter is quite good, but not good enough that those rockets can't touch him so if you can see him and you have a rocket, fire it at him in order to catch up or overtake.

Colour: Green

Once you've done all that and gathered all of the gems from in here, head on out again to the big bad world of Lost Fleet.

Head along here and then go to the left as soon as you can, now go all the way back to the ship with the powerup in. Use the whirlwind in here to get up to the top of the ship. Use the cannon on the front to shoot down all of the birds you can see, then walk up along the front part of the ship that sticks out and glide over to the cave you shot into earlier. Collect the gems then head all the way back up to the top of the ship again. Jump back into the acid water with the powerup active, and swim all the way through it until you end up in a cave with an egg in.

Egg 092/150

Chad Swim through acid

Walk up to it.

Colour: Green

Now head along through the cave and when you get to the end, glide off down to the left and into a cave above the acid river. Go into the portal at the end of it.

Egg 093/150

Ethel Sink the subs I

Talk to Crazy Ed in here and he'll tell you to clear the lake of Rhynocs. You will need to lock on to the enemy subs before you can hit them so full speed is required the whole time. You will need to keep on their tails the whole time, make sure that they don't turn too fast for you. It shouldn't take too long to get all six of them.

Colour: Green

And again.

Egg 094/150

Dolores Sink the subs II

Repeat again, it's just that there's an extra one and now they like to drop mines to attempt to kill you.

Colour: Brown

Use the powerup here to swim around in the lake collecting all the gems. Any chests that you didn't smash with the sub before will need smashing with it so go back and talk to Crazy Ed to get a ride in it. The gems in here should finish off your collecting in this level so head on back to Evening Lake.

As soon as you arrive back, you'll see a nice cutscene involving Hunter and how he is captured in a cage. Unfortunately this will prevent you from doing any of his challenges until he is free again.

Fireworks Factory

The portal to the Fireworks Factory is located inside the red underwater tunnel

in the lake, just to the right of where you should be now.

Run down and talk to Greta who is fighting some Rhynocs. She'll tell you about Handel. Around this area are many ninjas, most of them will keep reappearing so don't worry about them just at the moment. Carry on through the archway and oof to the left to pick up a rocket. Use the rocket across the bridge to destroy the large Rhynoc there.

Go around to the right and jump over the lava to get to a small island,

Egg 095/150

Noodles Hidden in an alcove

Talk to it.

Colour: Green

Grab all the gems in this area and use the rockets to destroy the unbreakable chests. Remember to get the gems that are inside the two buildings here as well. Now go through into the next part of the level directly ahead of the bridge. In here is one Ninja on the roof who will jump down to try to kill you. Once you've gotten rid of him, go up the ladder here and run along behind the large Rhynoc and flame the TNT on his back. Now just carry on through till you get to Greta.

Jump into the cannon to get across here. Go around the back of this area to find several Ninja boxes which you will need to destroy. Then go inside the building and take care of the ninjas that drop down. Fire a rocket at each of the two large Rhynocs on the bridge and go left as you get off it. Grab all of the gems and head into the portal round here.

Egg 096/150

Sam Ninja HQ

Talk to Handel who will tell you to take the long way round. Simple enough really. Go through the doorway and flame the backs of the large Rhynocs. Then over to the green platform and kill some ninjas. All the way through here and to the right at the end. Fire a rocket at the Rhynoc in the tunnel and carry on past him. To the right as you get to another large Rhynoc and kill the ninjas in here.

Back out of the room and through the other doorway at the end of the passageway. Destroy the large Rhynocs and ninjas in here and then go through the final doorway to get the egg.

Colour: Blue

Back to the bridge and go over to the other way then you went before, that's right to the right. Jump over to the top of the tower just ahead and then jump over to another one with a portal on, go through the portal.

Egg 097/150

Evan Bad dragon!

This one might take a while. The objective here is to destroy both of the large Chinese dragons by shooting them with the powerup Handel tells you to use. Each hit will take off a section off the end of the dragons, but if you leave it too long between hits they will start to grow back again. You can see the overall status of each dragon at the bottom of the screen. The powerup is unlimited here so there's no need to worry about that. Destroy both dragons to get the egg.

Colour: Orange

Collect any gems you didn't get whilst flying after those dragons then head back out into the level. Head all the way back to the main path and head up to

the building straight after the bridge. Talk to Greta who will now kill all of the ninjas in the next room.

Egg 098/150

Grady Destwoy the wocket!

As soon as the cutscene is over you'll be given the egg.

Colour: Blue

Head back into the previous room and gather the gems here. Down the hole where the rocket came out of is an Agent 9 level, but as he is so far still locked up you can't access it or complete the level. Head on back to Evening Lake where you should now see a cutscene involving Hunter and Bianca.

Charmed Ridge

The last needed level of Evening Lake. The portal is located on the bridge under the water.

Liz will tell you to help them save the princess from Prince Azreal. Glide over off this small island and kill the Rhynocs before going up the ladder. Go along here killing things till you get to Eileen. Jump down here and kill some more things. Run along here and go up to a moving giant tower. Wait for it to slam down as you approach then walk past it.

Talk to Moneybags here and pay him the 600 Gems he wants. Now head up the stairs, jump onto them just before they form stairs again and then rush up them. Carry on along here and over the platform. Go over to Alicia and talk to her. Then use the sliding platforms to get up to a chest. Glide down to an egg straight ahead of you.

Egg 099/150

Benjamin Egg in the cave

Land near it and then approach it.

Colour: Green

Go through the tunnel here and use the powerup, go up the ladder and shoot the two cat wizards above the moving steps. Now back down into the tunnel and along to the other end. Here shoot the cat wizard on the tower to the immediate left and jump up to it using the Triangle button to gain extra height.

Egg 100/150

Moe Glide to the tower

Just turn around and walk up to it.

Colour: Green

Once that's done, jump over to the platform just beyond the tower that moved previously and get the couple of gems. Now go back to where you last were and now glide over to the platform with the cat wizard who is moving the large platforms. Glide down to the cave on the right and go through here killing all the things. Then go through the portal.

Jack'll tell you about a golden goose.

Take the yellow seed and plant it into the spot on the right, and put the red one of the left. Jump up to get the chest and then switch the positions of the seeds to get to a more useful spot. Here put the yellow on the right and the red on the left. Jump up to the platform here and grab the extra seed. Then swap the positions of the seeds and use them to get up to the high part.

Take the extra seed up with you and plant it into the spot up here. Jump up again and Jack will now appear nearby.

Egg 101/150

Shelley Jack and the beanstalk I

He'll give you the egg as well as three more seeds.

Colour: Green

All of them being red, put one in the ground here and then put the other two in the ground up where you get to. Here you'll find two red and one yellow. Take the red ones and plant them into the ground ahead, but take the yellow one back to the previous seed location and swap it with the red seed which you will then need to plant in the final seed spot. Use the bouncy mushrooms to get all the way up to the goose.

Egg 102/150

Chuck Jack and the beanstalk II

Jack will once again jump up to you and give you a second egg.

Colour: Blue

Collect the gems up here and headbash the wooden bit behind Jack. Then headbash the chest in here. Head all the way back through the portal and into the main part of the level again.

Jump down to the right and then use the ladder and carry on along to the left and then to the right as you get to the top of the now stationary steps. Kill them cat wizards up here and glide over to another one on the left to open a door. Then jump to the door and go through it. In here kill all the things and flame the exploding vases.

Go up the whirlwind in the middle here and flame the cat wizard.

Egg 103/150

Sakura Rescue the Fairy Princess

Princess Ami will tell you to keep quiet about here and Azreal eloping and gives you the egg.

Colour: White

Head back to where you were last and turn around, flame the Mystery Vase and follow it where ever it goes until you get the gems right back at the start of the level. And again head back to where you were and then jump off to the right and follow this round so you can see a Sgt. Byrd portal. Glide over to it and go on through.

Egg 104/150

Abby Cat witch chaos

Waddle up to Isabelle and then through to the next room. As you get in here, shoot like crazy at the witches coming out of the door as this is the easiest time to kill them. For the ones that you miss, just stand around on the ground and shoot at them as they fly towards you.

A second wave of ten witches will now attack. Same as before just more of them. Once all ten are gone, you'll be treated to another wave of witches this time making the floor so you can't stand on it. You will now need to be flying as they fly at you, same thing as before, wait for them to attack you to shoot them. Once all ten are gone you'll finally be given the egg.

Colour: Blue

Level completed, head on back to Evening Lake.

Honey Speedway

Swim straight forwards and into the Speedway.

Egg 105/150

Chris Time attack

Go through the honeycomb rings first, then the bee hives, then flame the bees on the flowers and finally fly in the opposite direction to the boats on the honey, flaming them as you go.

Colour: Blue

And select the race the bees.

Egg 106/150

Henri Race the bees

Same as every other race really. Use all the stars you can and make sure to go through all of the rings. By lap two, you're going to want to be at least 3rd, and by the final lap you want to be at least second. Remember again, don't quit the level until you win this race.

Colour: Green

Unfortunately as Hunter is still a captive of the Sorceress, you won't be able to do his challenge at the moment, so head on back to Evening Lake and go to the rocket to fight the big ol' boss.

Scorch's Pit

Select Midnight Mountain from the menu when you step onto the rocket and you'll be taken to the boss level.

Egg 107/150

James Defeat Scorch

A surprisingly easy boss for this stage in the game. Just collect the rockets and shoot at him all the time he doesn't have a shield up. Just remember to avoid the falling fire balls and to kill the crabs and things he sends out to attack you.

Colour: Brown

And you'll now be taken to Midnight Mountain as well as seeing Hunter be set free by Bianca.

Part 4 - Midnight Mountain

Midnight Mountain Home

Walk forward a little and Bianca will appear in front of you and tell you that there is a way to fight the Sorceress and to get more eggs. Strangely enough, if you've collected all of the eggs so far available you can go fight the Sorceress straight away if you want to, however, I'll save that for after all of the levels in Midnight Mountain.

Head around to the left and up the steps here. Glide over to the island just off the top here.

Egg 108/150

Saki Glide to the island

Yes.

Colour: Green

Now jump back to the mainland again and head to the left and over the bridge to talk to Moneybags who is standing next to a caged monkey. Pay him the 1300 Gems he wants to free Agent 9.

Back across the bridge and go over the other bridge now. Headbash the chest here and then go to the left and chase the thief there.

Egg 109/150

Maiken Catch the thief

Use the same tactics as you have for every other thief.

Colour: Grey

Across the bridge now and collect the gems here. Smash into the cracked wall here and glide over to the egg.

Egg 110/150

Billy Shh, it's a secret

Yep.

Colour: Orange

Back in the whirlwind and go through to the left now. In here Bianca will tell you that you have enough dragon eggs to confront the Sorceress now. Well, jump over to the right.

Egg 111/150

Evie At the top of the waterfall

Jump over to it on top of the waterfall.

Colour: Orange

Now back out to of here and then go to the area with a cracked floor. Headbash it and walk up to the egg.

Egg 112/150

Buddy

Indeed.

Colour: Grey

That's all of the eggs in the level currently, ignore the last one on the list as you can't get it just yet.

Jump back out of the hole and continue along with the rest of the level collecting the last few remaining gems around until you've got them all.

Agent 9's Lab

It's really the Professor's lab but who cares eh? Located exactly where you freed Agent 9 from his cage.

For the first time you'll be playing as Agent 9. Learn his moves and get used to him at the beginning of the level here. Jump over to where the Professor is

now and he'll tell you to shoot the dummies. Shoot them all and the Rhynoc hiding behind the tree. Go into the cave on the right to get a few more gems, but the unbreakable chest is still unbreakable at the moment.

Talk to the Professor at the door and then shoot all of the Rhynocs that run out in the next area. Shoot the red box in order to stop them. And again a bit further on you'll face some more of them, and again you'll need to be shooting a red box to stop them. Go through into the building here and talk to the Professor.

Shoot all of the 6 Rhynocs as they popup near the screen. Then go on into the next room where you will once again find the Professor. Go into first person view and snipe all of the birds in the nests.

Egg 113/150

Beulah This place has gone to the birds

The Professor will give you the egg after you kill all six of the birds.

Colour: White

A second load of birds will appear now so shoot them all again and then move on with the level and out the newly opened door. Talk once again to the Professor and he'll instruct you to use the bombs in the vending machine to destroy Rhynocs in armour. Make sure the cross goes green before throwing any bombs as otherwise you'll miss. Go all the way back through the level to where the unbreakable chest was and use a bomb on it, then head back here.

Go to the door here that is still electrified. Use a bomb to aim over the forcefield and destroy the red box. Go through and now shoot all of the six Rhynocs in boats on the water.

Egg 114/150

Tony

The egg will appear from the last boat.

Colour: Green

Remember to shoot down the balloon here to get the gems from it. Then go back to the main path and talk to the Professor by the doorway.

Kill the last few Rhynocs in the next area and you'll be taken to the Professor again.

Egg 115/150

Rowan

He'll give you the egg.

Colour: Green

Level complete. Head back through to Midnight Mountain and then back onto the rocket all the way back to Evening Lake to finish it off.

Starfish Reef

The third Sparx level now. You should have the hang of the controls by now. Located up the ladder in the first area of Evening Lake, talk to Zoe who will take you there to do this level.

Go up and shoot all of the starfish and in the next room you will need to shoot some more. Go through once they're all dead and then shoot some more in the next room to destroy the seashell they are coming out of. Head through to the

next room and shoot all of the starfish in here as well. Go through the north door to another couple of exploding starfish, once they're both completely dead head out and through the doorway to the east.

In here you will need to kill the eels that shoot at you. Go through here to the north and destroy the two seashells and then go through the door to the east. Shoot another eel in here and then a whole load of starfish and their seashell. In the next room you'll find several exploding starfish and a seashell dispensing them. To the south are some eels and a seashell making them too. Go through the door to the north and destroy yet more starfish in here.

Head back out again and go through the doorway to the east again. A ton of starfish will suddenly appear so shoot them and then head south. Go around to the west down here and shoot the seashell pouring out starfish and then head to the eastern one too. Go through the doorway to the west now. Shoot the oncoming starfish and then the eels in a line, then another load of starfish. Go through the next door to face the big boss of the level.

This one will require a lot more maneuvering than previous bosses as it is quite fast and goes in crazy directions. Destroy the mini mantarays in fires at you as well as hitting it as often as possible. It may take a while but you should eventually kill it, the whole thing splitting in two as it gets to half health

Egg 116/150

Ahnashawn Beach Party!

Once the mantaray is dead, you'll get the egg.

Colour: White

Head through the doorway to the south and then go through the portal back to Evening Lake where Zoe will now tell you that you now have an extra health point, however strangely they forgot to add an extra colour for him. When you die and get reborn, Sparx will be yellow but not at full health as he needs another butterfly to get him there which won't change his colour and you won't be able to tell if he's at full health or not, but it will protect you for two hits before changing to blue now.

Fireworks Factory - Part 2

Now jump into the cannon near the start of the level and then proceed along to where the Agent 9 level is situated for what is generally a quite difficult mission.

Egg 117/150

Patty You're doomed!

Handel will set you off on the mission to shoot all of the Nijas ahead. At full health in here you have 100 points at the bottom if you completed the Sparx level beforehand. Anyway, head out of the first room and shoot the ninjas as they come out of the room, especially the ones with guns. Remember to strafe out of the way of any bullets they manage to shoot at you. Go into the room the ninjas were coming out of and destroy the box in there, then head back out and along the corridor to where many more ninjas will attack you.

Shoot them all and grab a butterfly if you need one. Head through the door here and into the next area. You're going to have to go out here and shoot the box over to the left whilst also watching out for the ninjas on the roof. Once the room is empty, head on through the door to the left of where you came in. Shoot the ninjas on the roof in here and grab another butterfly if you need it. The

next room has several ninjas in so shoot them and go through to the room after it. Shoot the box here to get rid of them.

This room here has a few ninjas in, as you go through you'll want to kill those hiding in the sides, once you shoot one, all of them attack. Go through the door at the end of this place and into the last room. This place is full of Ninjas so as soon as possible clear the room of them and destroy the box spawning them. Once clear, head through the other door, shoot the last ninja in here and walk up to the egg.

Colour: Green

Now you've got to get back.

Egg 118/150

Donovan You're still doomed!

From here the rooms will be called as if you are going through them for the first time from where you are rather than going backwards through them.

Go into the room beyond the door behind you and shoot all of the ninjas in here, there's a box directly to the left of where you come in. Now go through the next door and kill the several ninjas that will come through. Destroy the box at the other end of this corridor as well as all of the ninjas in it.

Go through the other end of it and to the left. Shoot all of the ninjas there making sure not to get hit. Then go through to the left of the exit to destroy the box out there. A large room looms upon you now. Go to each side of the door here and destroy the boxes to either side of it. Then go out into the room and destroy the box at the other end of it. Once the room is clear, head through the door to the right and shoot the ninjas that appear straight away. Go round the corner here a little and destroy the box here, turn into the room to the right when you get round here and finish off the ninjas in here too. Now go through to the final room here before the end.

Destroy the ninjas and their boxes really quickly before they kill you. Now once that's done head through to Handel to get the egg off him.

Colour: Orange

Complete. Head back to Evening Lake now.

Honey Speedway

Back here to complete the Hunter challenge, he's located right near where you start off, just around to the right and then to the left to talk to him.

Egg 119/150

Nori Hunter's narrow escape

Simple challenge this time. Just jump over all the logs and avoid the rocks. Hit too many of them and the UFO will catch you, but if you get to the end you will get the egg.

Colour: White

Anyway, with Evening Lake fully completed, head on back to Midnight Mountain to complete the game off.

Crystal Islands

The portal to this place is located just along to the right and over the bridge when you come into the world.

Talk to The Marvelous Magnifico who'll tell you about the problems of the land, nothing important though. Jump into the water and kill and collect everything here. Out of the water and flame the tree things. Then glide down towards another area. Kill the things here and then go into the cave here. Jump into the water and collect the gems and things in it.

Talk to The Great Zamboni and then use the floating crystals to get on with the level. Out here kill the tree things as well as the large bear. Glide off towards an egg on the right.

Egg 120/150

Manie Glide to the island

Walk over to it.

Colour: Green

Head all the way back to where you were before the egg and then glide over towards The Fantastic Frederico who'll start a whirlwind, but ignore it for now. Kill all the stuff around and collect all the gems including the ones in the water. Then go talk to the Fantastic Frederico again and use the whirlwind this time.

Pay Moneybags the 1000 Gem donation he wants to extend the bridge. Go over the bridge and talk to The Astounding Arturo. Kill the bear and then go into the water and kill everything in there too. Then go talk to the Astounding Arturo again to get him to perform his new trick. Go along over the floating crystals to talk to the Magnificent Marvello.

Egg 121/150

Lloyd Reach the crystal tower

Talk to him.

Colour: Blue

Go through the portal to the left side of him.

Egg 122/150

Elloise Ride the slide

This one can sometimes be really annoying. You need to control your slide all the way to the bottom of the ramp, collecting gems as you go as well. Don't over press the directions as you will just end up dead. Once you finally reach the bottom just walk up to the egg.

Colour: Blue

Head out of here. Go round to the right of the exit and glide down to a locked chest. Into the whirlwind and then go straight into a Bentley level.

Move the large boxes so you can get to the unbreakable chests, then head along and talk to the Amazing Randini.

Egg 123/150

Hank Whack a mole

Usually simple, sometimes annoying. Smack only moles here and avoid hitting his gnome friends. One hit of a gnome and you fail. Twenty moles in 1:05 is quite tight but you should be able to do it.

Colour: Grey

That done, collect any gems you haven't got and head back out to the main part of the level with Spyro.

Head to the left and go through the flying powerup. Chase after the thief here, flaming as you get close to him.

Egg 124/150

Max Catch the flying thief

Flame the thief

Colour: Grey

Go back into the powerup and fly over to above the first building of the level.

Egg 125/150

Grace Fly to the hidden egg

The egg is located right on top of the doorway.

Colour: Green

Up here flame all of the exploding vases then head all the way back to the flying powerup as you'll have lost it by now. Fly back to here and onto a platform at the end to get the key. Back to the locked chest to open it up. Again you'll need to go back to the powerup to fly around the level to get the last gem which is located on top of a building over to the left of the powerup. Once complete, head home.

Desert Ruins

Located straight over the bridge in front of you.

Talk to Gus right off and he'll ask you to save his girlfriend Tara. Jump over onto the platform in the green lava and quickly jump onto the next part as it will sink. Here kill the scorpions and go round onto the large hand. Then charge into the thing heating up the metal pathway nearby. Repeat for a second one further on and then glide over onto some more sinking platforms. Across here, go to the right and repeat with another heater thing.

Glide across to the scorpion here and kill it. Go left now and jump over some of the green lava again. Up the ladder and glide down to the left where there is a Sheila the Kangaroo level.

Egg 126/150

Lester Krash Kangaroo I

Nice and easy side-scrolling adventure here. Wander along the path killing scorpions and just make it about halfway through the level to get the first egg.

Colour: Orange

Continue along the level until you reach the next egg.

Egg 127/150

Pete Krash Kangaroo II

Walk up to it.

Colour: Green

Now exit and back to the main level.

Glide over to the right and into the cave there. Glide over to the sinking platforms and go all the way in.

Egg 128/150

Nelly Sink or singe
On the first solid platform in here.
Colour: Green

Go through further and smash down a wall to get to a passageway with a key at the end. Go back all the way to the locked chest and open it. Next go back to just before the Sheila portal.

Go up the ladder and along the pathway here to collect some gems and things, turn and glide down to the right. Along the hand and to an egg.

Egg 129/150
Andy Give me a hand
Walk up to it.
Colour: Brown

Head back up the ladder again and this time turn around straight away. Glide over to the hand you can see and again over to the chest there to get the gems in it. Head all the way back down and towards the building.

Go inside and talk to Moneybags and pay him the 800 Gems he wants to open up the tomb. Go through and kill the scorpions and heater things. Head around here and up the heatable ladder. As you go up, make sure to keep off the ladder about to be heated. Kill the heater at the top and then go along a bit and into the hole here.

Go through the portal and swim over to Hunter.

Egg 130/150
Sadie Shark shootin'
Blast some sharks. Shoot all eight of the sharks to complete.
Colour: Orange

Once you've gotten that egg, you should now go around collecting all of the gems here now, you can use the mantaray for fun which is useful for going fast and being able to smash all the chests around. Once that's all done, head on out again and back to the main level. Glide down to the 25 gem and the extra life nearby, then out of the door to the outside.

Tara will burst down a door and give you an egg.

Egg 131/150
Marty Raid the tomb
Just watch and you'll get it.
Colour: Green

No reason why she would go through the portal now, but she does anyway. With that all the level should now be completed so head on home again.

Haunted Tomb

To the left and forwards you will find this level.

Talk to Dan who'll set you a riddle which you'll need to have solved by the end of the level. Well collect all the stuff in here and then step onto the button to get to the next room. Go through the door and as the Earthshaper throws something at you, dodge it and then pick it up. Take it back to fire at the sarcophagus in the first room.

Back out again and use the things the Earthshapers throw at you to destroy both themselves and the sarcophaguses. Head over to the left and kill the two Anubis door guards to get past, they die with a simple charge attack. Press the button a bit back to actually open the door though.

Here you'll need to do a bit more killing of things with those rocks again. Press the button when you're ready and head through the door. You'll need to dodge loads of falling rocks now to get past, do so. Kill some more of the Earthshapers in here as well, and go up the short ladder.

Egg 132/150

Christine Climb the wall

Walk over to it.

Colour: Orange

Through the door by pressing the button back a bit and past some more falling rocks. Kill one Earthshaper here and press another button. Through a door and kill some more, both an Earthshaper and a sarcophagus, then go through the portal.

Egg 133/150

MJ Tank blask I

Slightly difficult thing here. A demolition hovercraft competition will be going. The answer is twelve years. Fire at the four other hovercrafts, remember to slide a lot to avoid their attacks. Each time you die you lose a life amazingly. Complete to get the egg.

Colour: Green

The championship round now.

Egg 134/150

TJ Tank blast II

Slightly more difficult as there are more opponents, you just need to keep more on your toes and to go around the whole arena rather than just the first area as they will all be hiding ready to attack when you come near them. Once all ten are gone, you win the egg.

Colour: Blue

Out again and go up the nearby ladder, slide down here until you get to the egg.

Egg 135/150

Malcolm Snake slide

You should automatically get it when you get to the end of the slide.

Colour: White

Glide back down to the mainland again and work your way back to where you were just before. Go along past here and talk to Allgeier. He'll ask you the riddle again, the answer is egg.

Egg 136/150

Will Release the temple dweller

He will now give you the egg.

Colour: Blue

Allgeier will now run off through the portal. Go to the right now and through into an Agent 9 level.

Egg 137/150

Roxy Clear the caves

Not too difficult really. Ali will tell you all about the five deadly trials of King Rover. The answer to the riddle is footsteps. As soon as you get to the middle, start shooting all of the snakes, avoid them as much as you can as they will hurt you.

The second room has baskets of which you will need to destroy as they will keep regenerating the snakes. All fifteen snakes need to be killed before you can get to the third room.

In the third room you've got mummy Rhynocs now as well as snakes and baskets. Shoot them all quickly to get through to room four.

You now have the Sarcophagus which also need shooting to prevent the mummies from regenerating, twenty things to kill in total.

Room five has some Earthshapers as well, these need to be killed via use of their rocks that they throw at you, kill everything else first then use the rocks like you used the bombs in Agent 9's Lab. Once you've killed all 25 things here, you get the egg from the last room.

Colour: White

This should now complete the level for you. Head on back to Midnight Mountain now.

Dino Mines

Located just outside here, near where you headbashed the ground.

Straight off, glide around the corner here and grab the egg.

Egg 138/150

Dan Leap of faith

It's gonna be a leap of faith as the title says, just make it around the building and press Triangle to get the best height on it at the last moment, but before you hit the side and fall to your death. Remember to flame the cactus here as well for a gem.

Colour: Blue

Go back to the main land and kill all of the dinosaurs around here, go talk to Sheriff Wyatt in the jail, then head around to the left and out here, kill some more dinosaurs and flame some more cacti to get the gems out of them.

Across the bridge here and into a building with triceratops in shooting at you. Go through it and out to kill some more dinos. Jump into the water here and swim through, charging into all of the seahorse Rhynocs as you go. Smash into a wall on the way as well.

Egg 139/150

Romey Swim through the wall

Go up to it to get it.

Colour: Green

Continue along through the water and out the other side.

Kill the green T-Rex out here and flame the cactus. Head to the right now and flame the blue dinos here as well. Head over the bridge here and around all the way up to the ladder, head to the left and charge into the wall, freeing the

Sheriff.

Egg 140/150

Kiki Jail Break!

He'll give you an egg for freeing him.

Colour: Grey

Now head back and up the ladder. Dive down into the water and then into the portal here.

Egg 141/150

Elliot Shafted!

Deputy Holiday will tell you about an egg at the end of the mine shaft. All you need to do to get to the end is get to the end. Avoid all the falling things and just concentrate on getting there without hitting anything other than the seahorse things if you want to.

Colour: Blue

Swim back out through the portal. Up to the surface and glide off down to the Agent 9 level below.

Egg 142/150

Sharon Gunfight at the Jurassic Corral

A simple kind of first person shooter level this time, no moving by yourself, just shooting. Shoot everything that pops up as you go along, make sure not to let anything get enough time to attack you. Eventually you should finish it up and get the egg.

Colour: Orange

Now explore the rest of the area grabbing all of the gems that you couldn't get before, there are also ones behind the windows here too.

Inside one of the buildings where several dinosaurs popped up in, is an egg behind the ledge which blocks the view of it when you're outside.

Egg 143/150

Sergio Take it to the bank

Walk up to it.

Colour: Orange

This should now complete the level for you so go back to Midnight Mountain yet again, this time to go finish up before the Sorceress.

Harbor Speedway

Harbor? Pah! Harbour it should be. Anyway, the portal is located over the bridge in front of you and past the Sparx sign. It's a big lighthouse.

Egg 144/150

Kobe Time attack

Fly the same way as the seagulls flaming 'em, then through the archehs, then flame the lobsters, then after the boat riding fish.

Colour: Green

Select the race now.

Egg 145/150

Jessie Race the blue footed boobies

Same as all previous races really. Go through every single blue star possible and flame the seagulls as you go past them. It might be a good idea to charge along on the boat as you get to it, but I really ca't tell whether you go faster or not. You should be aiming for being in second place at the start of the second lap in order got you to get a first place achievement even by the start of the final lap, keep in first place to win. Anyway once you've gotten tha first place and through the winning posts, you'll be given the egg by Sparx. Oh, and remember, don't quit till you win.

Colour: Blue

And now back to the Time Trial option to do the Hunter mission.

Egg 146/150

Sara Hunter's pursuit

Go find Hunter who is located insdie the large lighthouse. His challenge this time is to fly through the smoke rings chasing the UFO until it crashes. You'll need to get through the rings before they vanish.

Colour: Green

Sorceress's Lair

And now for the battle you've been waiting for. It's you vs. the Sorceress. Her lair is located right in the middle of the world, go through the large doors that Bianca will have opened for you earlier.

Egg 147/150

George Defeat the Sorceress?

Not too difficult boss battle really. As each of the invisible things land on the ground after Agent 9 shoots the balloons, jump onto them and fire at the Sorceress, making sure not to get hit as she tries to attack you. First it's a stationary cannon that Agent 9 drops which has only nine shots to hit the Sorceress with before dissapearing again. After three successful hits, Agent 9 will drop driveable cannons. Then after a while he'll start giving you flying saucers to fly around shooting for as long as you can go without getting hit by the Sorceress. Shoot her until she is defeated. The egg will fly off towards you.

Colour: White

With the Sorceress defeated you will be taken off to a cutscene in the Dragon Realms where Bentley interviews you much like you were at the end of the original game. Just watch out for Spyro's eyebrows, they seem to have gone a bit crazy here.

Midnight Mountain Home - Part 2

Head out and around until you find Moneybags on a bridge between Crystal Islands and Desert Ruins.

Egg 148/150

Al Egg for sale

After talking to him, chase after him and charge into him at every oppourtunity. Keep doing this until you get all of your gems back off him and he gives you the egg he had on him. Strange thing really, he says he's off to Spooky Swamp, but goes into the Crystal Islands portal.

Colour: White

Bugbot Factory

It's not all over yet though head on over to the Sparx sign near to Dino Mines and Harbor Speedway.

Go up and chase down the bug with a key. Shoot it and it'll drop the key for a second, just enough time to grab it. Then go up through the door to the north and shoot all of the ladybirds as well as the ladybird maker, go on a bit further to kill another one. Get the key here and go through the north door.

Shoot the ladybirds here and go to the left, then go the other way. Chase after the key thief and then use it to go through the door in the north-west corner of the room, shoot the ladybird maker thing straight away. Next go and grab another key off another key thief in the middle of the large room. This key gives you access to the room in the east side of this room.

Another load of ladybirds here and the place in the centre of the room will also turn off. Chase after yet another key thief here to get through the doorway in the southwest corner, but remember to grab any other gems beforehand.

Ladybirds galore. Head round here and then to the south as you get to a turning. Destroy the ladybird maker and then carry on past where it was. Shoot the green things here and then go to either side next. Destroy the ladybird makers in both sides and then chase down the key thief here as well. Go back up and then to the right at the top to get ready to fight the final Sparx boss.

Egg 149/150

Anabelle Shut down the factory

Not too difficult really, just keep shooting it as much as possible and it will slowly reduce in size, also splitting in two quite quickly. Just stay around the area near the door and keep shooting away until both ends are destroyed and you get the egg.

Colour: Green

Now Sparx can warp you to any level and has the ability to smash open baskets for you. All's done now. 149 eggs, 15000 gems. This means that you can access the fabled Super Bonus Round, located in this world, just go along past the Harbor Speedway and glide down to an area with loads of lizards on.

Super Bonus Round

The final supreme level of the game. With 5000 gems to collect it might seem pretty big, however it's not all that much as you get a lot of them from each thing you do. Head straight forwards and talk to Bianca. She tells you about the thieves in the level. Chase after all the ones you can see to get a lot of gems from each of them. Gathering certain amounts of gems will allow you to access different challenges within the level through the large doors that will open for you.

The first of those is behind the 16000 gems door. Here you have to use a mini-sub to lock-on and destroy several thieves in other subs. There are seven in total, when you've gotten all of the you will have over the 17000 gems you need for the next doorway.

Just across from the 16,000 Gem door, is the 17,000 Gem door. This challenge involves you racing several Yeti's. The best way to win here is to perform a massive backflip combo on the first ramp you get to, and using that turb boost

to get all of the way around the course, then on the second lap, repeat the jump again to get the same boost. And again for the final lap, taking you all the way to victory, as long as you stay on track the whole time it should be easy. Remember to go back around getting any gems you've missed on your goes round.

Now with enough gems to open up the 18,000 Gem door which will now allow you to fly after those thieves in the air collecting the last of the gems from this world, bringing your total all the way up to a nice round 20,000 gems. This will open up one last door in the game for you. Found right up near the top of the level, head on through for the grand finale of the game.

Egg 150/150

Yin Yang Woo, a secret egg

The title doesn't really explain much, but you've got to fight the Sorceress for one final time in order to get her last egg. This time you're set up in a flying saucer from the very start, just keep firing at the Sorceress until she's run out of life.

Colour: White

And that my friend, is that. The whole game completed. 117% gained. The only thing left to do is gain the Skill Points in order to unlock the full epilogue.

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

Skill Points are given only to those who can do the most amazing things in the game, and those that read guides like this. Here is a full list of all twenty skill points as well as how to complete them.

Sunny Villa - Flame all trees

For this first Skill Point, all you need to do is flame all of the trees in Sunny Villa. They are short trees dotted around the level in plant pots.

Sunny Villa - Skateboard course record I

As the name suggests, you need to beat the course record in the skate park, which should stand at a rather small 3,000 points to beat. Just do loads of tricks to get it.

Molten Crater - Assemble tiki heads

For this one, go into the Sgt. Byrd level and instead of putting all the heads on their bodies, simply drop them all in one place so they start dancing for a short period of time.

Molten Crater - Supercharge the wall

I'm not really sure you need to actually supercharge it, but the wall in question is located in the part of the level where the two thieves ran along the super-charge ramp. It's around there on the ground nearby, it should be too hard to locate.

Seashell Shore - Catch the funky chicken

In the last part before the end of level portal, there is a normal looking chicken swimming around in the water. No idea why it's a skill point to get it but it is.

Icy Peak - Glide to pedastal

Go to the area where the two thieves ran around the track and go up to the top of the tower in there. Now glide down to where the red thief waited for you to beat the other one, land on the tower to get the skill point.

Enchanted Towers - Skateboard course record II

Another skateboarding record this time. You need to get over 10,000 points to claim it, this will involve a lot of combos and all the skate boarding skills you have.

Spooky Swamp - Destroy all piranha signs

Simple one again, simply go around and flame all of the piranha signs in the level to get it.

Sgt. Byrd's Base - Bomb the gophers

As you go around the level you might notice several gophers running around a hole, now either take a bomb or just shoot them as they run around outside their holes. Once all of them are dead you get the point.

Frozen Altars - Beat yeti in two rounds

This one might be difficult. First you need to get to the second fight with the Yeti and then you need to beat it in two rounds. Avoid his hits and smack him as fast as you can repeatedly until he's knocked out in two rounds or less.

Lost Fleet - Skateboard record time

Not points this time, but time. You'll need to get around in less than 1:45 in order to claim this skill point.

Fireworks Factory - Find Agent 9's powerup

Clear the first room here and the first box you can see through the door, go through again and destroy a second box. Now go back a bit and just before you go into the first room again make the doors open and go into sniper mode. Look up to the roof and shoot the red box up there. You'll get a skill point and a gun will appear in the middle of the room. This gun gives you a nice rapid fire action with a 500 ammo limit.

Charmed Ridge - The Impossible Tower

Go along through the level all the way to the place where there was an egg on a tower, here go over to the left and get as close to the tower you can see over on the left. Glide over to it and land on it to get the skill point.

Charmed Ridge - Shoot the temple windows

While in the Sgt. Byrd section, simply shoot out all of the windows in the room.

Bentley's Outpost - Push box off the cliff

Right near the end of the level when you have to push a box out of the way, instead of leaving it push it all the way off to the right.

Desert Ruins - Destroy all seaweed

Go into the portal which takes you to Hunter and the manta-ray, use it to shoot all of the seaweed in this area.

Haunted Tomb - Swim into the dark hole

Go through the level a short way until you reach a rather short and pointless stream, swim down into the darkness at the end of it to get the point.

Dino Mines - Hit all the seahorses

Go into the part where you go down the tunnel real fast, you'll need to hit each and everyone of the seahorses down here to get it.

Dino Mines - Hit the secret dino

In the Agent 9 section of the level, while you're in a gun-fight with the Bailey gang you might notice a dinosaur walking along in the back, it's a

darker green than any of the others and won't attack, simply hit it as it tries to walk off behind a building.

Agent 9's Lab Blow up all palm trees

Simply that. Use the bombs to blow up all of the palm trees in the level.

Once you've got them all you'll have an extra special extended epilogue with some extra info on the characters of the game.

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

All of the cheats for Spyro: Year of the Dragon, just pause the game and enter them there.

2D Spyro

L, R, L, R, L1, R1, L1, R1, S, C

99 Lives

R2, L2, R2, L2, U, U, U, U, C

Big Head Spyro

U, R1, U, R1, U, R1, C, C, C, C

Black Spyro

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

Blue Spyro

U, L, D, R, U, S, R1, R2, L1, L2, U, R, D, L, U, X

Easy Mode

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

End Credits

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

Extra Hit Point

C, R1, C, L1, C, R2, C, L2, C

Green Spyro

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

Hard Mode

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

Pink Spyro

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

Red Spyro

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

Squid Skateboard

U, U, L, L, R, R, D, D, S, C, S

Treasure Finding Ability

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

View Credits

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

Yellow Spyro

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

And here are all of the level warp and movie playback codes, simply enter the following code and then the corresponding button to do what you want:

U, D, U, D, L, R, L, R, S

Sunrise Spring Home	X, C
Sunny Villa	X, X
Cloud Spires	X, S
Molten Crater	X, T
Seashell Shore	X, R
Mushroom Speedway	X, D
Sheila's Alp	X, L
Buzz's Dungeon	X, U
Crawdad Farm	X, R1

Midday Garden Home	S, C
Icy Peak	S, X
Enchanted Towers	S, S
Spooky Swamp	S, T
Bamboo Terrace	S, R
Country Speedway	S, D
Sgt. Byrd's Base	S, L
Spike's Arena	S, U
Spider Town	S, R1

Evening Lake Home	T, C
Frozen Altars	T, X
Lost Fleet	T, S
Fireworks Factory	T, T
Charmed Ridge	T, R
Honey Speedway	T, D
Bentley's Outpost	T, L
Scorch's Pit	T, U
Starfish Reef	T, R1

Midnight Mountain Home	R, C
Crystal Islands	R, X
Desert Ruins	R, S
Haunted Tomb	R, T
Dino Mines	R, R
Harbor Speedway	R, D
Agent 9's Lab	R, L
Sorceress's Lair	R, U
Bugbot Factory	R, R1

Super Bonus Round	D, C
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Title Screen	L, C
An Evil Plot Unfolds...	L, X
A Powerful Villain Emerges...	U, D
A Desperate Rescue Begins...	U, L
No Hard Feelings	U, U
The Second Warning	L, S
Bianca Strikes Back	L, T
Byrd, James Byrd	U, R1
Hunter's Tussle	L, R
Spike Is Born	L, D
A Duplicitous, Larcenous Ursine	U, L1

An Apology, And Lunch	L, L
A Monster to End All Monsters	L, U
The Dancing Bear	R1, T
The Escape	L, R1
Deja Vu?	L, L1
A Familiar Face	U, C
Billy in the Wall	U, X
One Less Noble Warrior	U, T
THE END	U, R

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

In the Spyro Reignited Trilogy they added Trophies / Achievements to earn.

There's one trophy for each level and a second one for each homeworld, and please note that they can only be done in the level described. A lot of the trophies you'll just get in the process of completing each level but a few require very specific actions.

None of these are missable but you may need to exit and re-enter a level to try again if you've defeated too many enemies in the wrong way or something like that.

 Party like it's 2024

Platinum
 Win all trophies in Spyro 3

While you don't need to get 100% to get this Platinum trophy if you are trying to get everything you will, along the way, earn almost every trophy. Out of all of them there's maybe one or two you might not do normally (an extra long glide and freezing a lot of enemies) and one that seems to be a bit temperamental whether it'll be awarded or not (shooting vultures).

 The Money's In The Bag - Sunrise Spring

Silver / 30
 Free Sheila the Kangaroo

It'll cost you 300 Gems to free her from Moneybags' cage. There's exactly 300 gems in the Sunrise Spring homeworld so you can free her without even going to a single other level.

 Moving Up In The World - Sunrise Spring

Gold / 40
 Launch the Transporter Balloon

Requires you to reach the Return Home portal in each of the five main levels of Sunrise Spring.

* Sheila's Alp

- * Sunny Villa
- * Cloud Spires
- * Molten Crater
- * Seashell Shore

 The Villa Bully - Sunny Villa

Bronze / 20
 Defeat all Coward Rhynocs

The coward Rhynocs are the small ones that run away from you and do not attack. They are only found in the main section of the level, there are eleven total with none in Sheila's section or the skatepark.

 Head in the Clouds - Cloud Spires

Bronze / 20
 Glide for 5+ seconds (and land safely!)

One of the very few Year of the Dragon trophies that requires some extra effort. First go to the upper area accessible by a small whirlwind that turns on after you have opened the Return Home portal, keep going to just past the first two flamethrowers and then jump and glide down towards the beginning of the level so you go past the tall whirlwind. You should have enough height to get the five seconds of air time in before you land. There are probably a few other places in the level where you can just about get enough time but this jump will definitely do it.

 A Key Move - Molten Crater

Bronze / 20
 Unlock the locked treasure chest

And straight back to one you can't miss if you fully complete the level. The key is on the bottom ridge of the Return Home portal platform on a small bit jutting out by the lava, if you go on the wooden bridge after the Return Home portal you can see it down on the left. The chest is on your left at the very start of the level.

 Bye Bye Bluto - Seashell Shore

Bronze / 20
 Defeat Bluto's nuclear shark submarine

Swim through the top of the final area before you open the Return Home portal to reach the doorway to where you go fight Bluto. Shoot him when he pops up out of the water with the torpedoes you pick up from the floating crates. Pick up a bunch and then, when you get the opportunity to, fire them all as quickly as you can at him. If he pops out of the top of his sub and starts hitting it he's repairing it, you can put a stop to that by attacking him.

Stomping Target Practice - Sheila's Alp

Bronze / 20

As Sheila, destroy all headbash treasure chests

Mostly just got to look for the high up caves where some of them are hiding.

- * In the high up open cave above the level's first Rhynoc
- * In a bouldered off high up cave just as you get inside
- * Two next to each other behind some boulders in a medium high up cave just before the second goat house
- * On a raised platform in the area with the mushroom Rhynoc houses
- * In the cave high up behind the Return Home portal

Star Power - Mushroom Speedway

Bronze / 20

Fly Through 4 Star Speed Boosts In One Lap

I don't know how you'd even come close to winning this race without doing this anyway. During the Race the Butterflies challenge along the path you'll see blue stars that you can fly through to boost your flying speed for a short time, there are five on each lap so even if you don't go for the ones that are slightly off the path you should easily get this.

Buzz Off! - Buzz's Dungeon

Silver / 30

Defeat Buzz

Yeah the trophy is to just beat him, there's no need to do it perfectly or without flaming any sheep or any extra kind of challenge whatsoever.

The basic strategy for beating Buzz is to charge at him and knock him into the lava six times. The pattern changes every two bits of damage. To begin the fight you charge straight at him, keep walking towards him but watch where he lands when he side-jumps so you can then quickly charge at him again. If he starts running at you the bounce back might not be as good so just keep repeating that until he falls in the lava. Once he goes in run over to the far side of the arena and get ready to run to the side in an arc when he starts rolling towards you. Once he's done that repeat the first part again.

After the second bit of damage he'll now produce a ring of fire around him when he lands after being charged so don't be too quick. Instead just slowly approach him and just wait for the fire ring to vanish before immediately charging into him. If you're finding that he reacts too quickly and you're only getting a tiny rebound then instead let him bounce you away (you don't take damage from that) and then quickly charge back at him and you'll get the full sized rebound.

After two turns of that he'll add a triple burst flame breath attack after the fire ring which actually makes it easier as you now have plenty of time. Wait for the first two blasts and then jump and glide towards him over the third, charging at him while in the air.

Who's Your Crawdaddy? - Crawdad Farm

Bronze / 20
Defeat the Crawdad King

After you've beaten Buzz return to Sunrise Spring and talk to Zoe just outside of where the balloon is located to enter the first Sparx world. The Crawdad King is the extra large final enemy of the level that you need to defeat to open the portal out of there.

A Byrd In The Hand... - Midday Gardens

Silver / 30
Free Sgt. James Byrd

Byrd costs 700 gems to free, you can find where Moneybags is keeping him by going directly straight forwards from where you enter Midday Gardens.

One Small Step For Dragon... - Midday Gardens

Gold / 40
Launch the Transporter Whirligig

As with the first world you need to reach the end of each of the main levels of Midday Gardens and then set off in the Whirligig for Evening Lake.

- * Sgt. Byrd's Base
- * Icy Peak
- * Enchanted Towers
- * Spooky Swamp
- * Bamboo Terrace

Cannon Fodder - Icy Peak

Bronze / 20
Destroy 6 icy things using the cannons

On each cannon just look around for the ice blockages and blow them up. At the first cannon there are two (the main blockage and one on a whirlwind to the right), at the second cannon there are four (a whirlwind behind it and two caves in front with a second ice block in the cave on the right), and at the third cannon there are three more which are unnecessary for the trophy as you should already have it by that point. Four are necessary to reach the end of the level and there are five optional ones of which you only need to smash two.

Balloon Buster - Enchanted Towers

Silver / 20
Destroy all the balloons

The four balloons are holding vases with gems in so you'll want to do this anyway. Rather than trying to hit them with the green lava balls just wait until you get to the Sgt. Byrd section to shoot them down using his rockets.

- * Two over the starting area
- * One near Ooga
- * One above a bone lizard near the exploded statue

Tucked in for a Long Slumber - Spooky Swamp

Bronze / 20
Defeat Sleepyhead

Very simple mini-boss, charge his bombs back at him and flame the little creatures he sends out. He's found through a door around the back of where you open the Return Home portal. To open his door you first need to light the tea candles found around the level.

Bottled Curiosity - Bamboo Terrace

Bronze / 20
Follow the question mark bottles to the end

It'll give you gems so again this is something you'll be doing anyway.

- * The first position is on a small island behind the Return Home portal building
- * Then it appears on the path between Return Home and the Bentley portal
- * Then next to the trio of pandas standing on top of each other next to the bridge they activated
- * At the other end of the water those pandas are next to
- * Just inside the red room as you head back towards the start of the level
- * Behind the round panda stone outside the front of the red room
- * Right back at the start

Byrd Bombs - Sgt. Byrd's Base

Bronze / 20
As Sgt. Byrd, bomb all treasure chests

Pick up the bombs to drop on the three otherwise unbreakable treasure chests.

- * There's one through the first door, you'll have to go further through the level and double back once you find the bombs. This is the one where the floor explodes underneath it when you bomb it
- * On the floor around the corner after you get outside again, underneath a hummingbird cage
- * On a high ledge past the Return Home portal

Rocket Racer - Country Speedway

Bronze / 20

Fire 5 missiles in one race

During the Race the Bi-planes challenge fly into the red stars to pick up a rocket and breath it out by using your flame breath. There are four to pick up on each lap so you can have this done early in the second lap. The last two are not on the best path but even if you skip them the other two are enough to get six shots off in the race.

No Dragon for Lunch Today! - Spike's Arena

Silver / 30
Defeat Spike

Again no special requirements for this, just beat it. For his first two health points you need to charge the glowing orange balls at him, line yourself up and charge into it to bounce it off his head. You can avoid his singular ranged attack by moving to the side.

After the two health points are taken Sgt. Byrd will start dropping in red ammunition, you will want to run over and grab it then run up to Spike and use your powered up fire breath on him. You can only hurt him once per go so don't stick around. Avoid his double shot attack and go for a second flame breath powerup attack. If Spike gets his hands on one of these be prepared to jump over the fire shockwave he sends out.

For the third phase of the fight Sgt. Byrd will start dropping purple ammunition, these fire a single purple ball at him when you try to use your fire breath. If he gets one though he'll start firing an electric beam attack that lasts quite a while, rather than just trying to go to the side charge sideways but also towards him to get behind him. A second purple powerup attack will finish him off.

Web-Be-Gone - Spider Town

Bronze / 20
As Sparx, defeat the Spider King

Return to Midday Gardens after defeating Spike, you have to have beaten the Sparx world in Sunrise Spring first as well.

A Small Cost To Bear - Evening Lake

Silver / 30
Free Bentley the Yeti

This guy will cost you 1000 of your gems, you can find him by swimming down into an opening in the central tower.

...One Giant Leap For Dragonkind - Evening Lake

Silver / 30
Launch the Transporter Rocket

For each level of Evening Lake reach the end.

- * Bentley's Outpost
- * Frozen Altars
- * Lost Fleet
- * Fireworks Factory
- * Charmed Ridge

Man the Cannons, Man - Lost Fleet

Bronze / 20
Use cannons to shoot down all vultures

If this doesn't pop for you by the time you've got all of the gems then try the level again but make sure not to die or go into any of the sublevels before shooting them all. When shooting them keep in mind that you can sometimes see vultures from one cannon that you have to use a different cannon to actually hit.

- * At the first cannon there is only one vulture you can hit
- * At the second cannon there are two you can hit
- * And at the cannon on top of the ending ship you can hit the remaining four

A Dozen Cold Ones - Frozen Altars

Bronze / 20
Use ice breath to freeze 12 enemies

There are plenty of enemies in the level to use this on.

Twin Dragon Destruction - Fireworks Factory

Bronze / 20
Defeat Twin Dragons (Boss)

This is the aim of the sublevel where you fly around with superflame shooting the long Chinese style dragons. Don't bother following them down the tunnels, instead try to cut them off as they come out the other end (but make sure not to fly directly into their heads or you'll likely get fireballed).

The Harder They Fall - Charmed Ridge

Bronze / 20
Defeat a giant

Wait for one of the cat wizards to make an unarmoured enemy large before flaming it. There's one right near the start of the level.

It's Totem Destruction - Bentley's Outpost

=====

Bronze / 20

As Bentley, destroy all the totem poles

There's a treasure chest at the top of them so this is something you'll be doing anyway.

- * Two just before the first gong
- * One between the first two seals
- * Two just before the second gong
- * One to the left after pushing the first box
- * Two next to the Return Home portal

=====

Real Star Power - Honey Speedway

=====

Bronze / 20

Fly through 12 star speed boosts in one race

During the race against the bumblebees you'll want to be flying through the blue stars to stand a chance of winning anyway. There are eight stars you can attempt to fly through on each lap so you can have this done halfway through the second lap.

=====

Scorched! - Scorch's Pit

=====

Silver / 30

Defeat Scorch

Same as the previous boss trophy, all you've got to do is defeat him. The general idea with this fight is to use the ammo that Bentley throws into the arena to shoot Spike while he moves to his next position.

There aren't as distinct phases of the fight as other ones but generally Spike will start out throwing Crab eggs, after a bit of damage he'll switch to TNT Rats, then after some more he'll throw either Fire Goblins or a Buzz boss at you. You defeat Buzz the same way you fought him in his own fight except it's just stage one and he'll die the first time you bump him into lava.

He'll also often throw out a burst of fireballs over where you're standing so watch the shadows to see where you can move to to avoid getting hit by them.

While avoiding the fireballs and killing the smaller enemies you should also be firing green rockets or red bullets at Spike when he moves from position as he'll drop his shield as he does that. The green auto-tracks so you just have to pointing in his general direction but the red bullets need to be shot directly at him which can be difficult when he's moving so you're most likely to hit him when he stops, but as he brings his shield up quite quickly you'll want to start shooting before he stops moving.

=====

Manta Erayser - Starfish Reef

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Bronze / 20

As Sparx, defeat the Manta Ray

Return to Evening Lake and climb up the central tower after you've defeated Scorch and completed the Sparx level in Middy Gardens.

That Monkey's Gonna (Make Them) Pay... - Midnight Mountain

Silver / 30
Free Agent 9

He'll cost you 1300 Gems to free if you do it in the intended order. If you defeat the Sorceress without freeing him and then chase down Moneybags (which removes him from all of his locations in the game and automatically opens everything he would usually ask you to pay for) you will still get given this trophy so don't worry about that.

8,000 Reasons to Kick Butt - Midnight Mountain

Gold / 40
Get revenge on Moneybags

After defeating the Sorceress you can find Moneybags on a bridge in Midnight Mountain.

Vanishing Act - Crystal Islands

Bronze / 20
Defeat all the Crystal Bears

The big blue crystal bears, there aren't very many and just require a simple flame.

- * Where you glide to from the first island, in front of the steps
- * After the first gem platform magic trick
- * Two more by Frederico's whirlwind trick
- * One where you land after the whirlwind trick
- * And one final one after Moneybags' bridge trick

Butterfly Hunter - Desert Ruins

Bronze / 20
Find both butterfly jars

Almost an actual thing to do but they're both by gems so it's not likely you wouldn't do it anyway. The first one is on the upper area just outside where you find Moneybags, and the second one is inside on a ledge you jump to from the top of the hole that leads to the underwater section.

A Sarcophaga-Kinda Guy - Haunted Tomb

Bronze / 20

Destroy All Sarcophagi

Use the lava rocks that the Earthshaper mummies try to throw at you. As the Sarcophagi drop gems you will, as usual, want to do that anyway. The ones in the Agent 9 section do not count for this.

- * One in the first room
- * One behind the first Earthshaper mummy
- * Three in the third room
- * One after the falling rocks
- * And one last one next to the portal to the hover tank area

Nice Shootin' Tex - Dino Mines

Bronze / 20
As Agent 9, defeat an enemy with a ricochet shot

You'll probably just get this accidentally if you're not getting absolutely perfect shots. Just keep firing wildly and eventually one will bounce off a wall and hit an enemy during the sequence.

Someone Set Us Up the Bomb - Agent 9's Lab

Bronze / 20
As Agent 9, shoot down all the balloons

The balloons are all up high so make sure to look up.

- * After the first electric doorway
- * Inside the first room where you snipe Rhynocs popping out in front of a screen
- * Two above the area where you get bombs
- * And two last ones in the area next to the boat Rhynocs

Hunt for Hunter - Harbor Speedway

Bronze / 20
Find Hunter

He's waiting for you in the ground floor of the lighthouse.

Sorceress Down! - Sorceress's Lair

Gold / 80
Defeat The Sorceress

Once you've gathered 100 Dragon Eggs you can face off against the Sorceress (possible to do the moment you set foot in Midnight Mountain). The general idea here is to jump on the outlined cannons and vehicles and use them to shoot at the Sorceress while avoiding her attacks.

Charge to the side to avoid her orange fireball attack, her blue electric ball

attack is easier to avoid if you're moving slowly. And if she runs towards you just charge away from her. Be careful when charging to the side as the arena has no barriers to keep you out of the lava so you'll have to watch out for that yourself.

While doing all that be on the lookout for the ghostly outline of a cannon, jump onto it and the Sorceress will start running away from the centre of the arena, it is at that point you should aim the cannon (it's generally set at the right height to hit her where she'll stop) and start trying to hit her. Once she stops you've got a second or two before she'll fire back at you and as you're in a stationary cannon you'll have to jump off to avoid it (if you run out of ammo you'll be thrown off it anyway).

Between phases she will fire a ton of blue balls into the air for you to avoid, they don't have shadows so just move far away from where you were standing.

After a few hits on her the drops will start to be cannons on wheels, these you'll have to drive after her to try and hit her as that makes it a little easier to hit but you could just stay quite far away and lead your shots well.

A few more hits from that and you'll start getting a flying vehicle that can shoot. This one will let you stay on it as long as you like as it doesn't have limited ammo but be very careful when flying directly towards her as getting hit will knock you off it and the orange fireball attack will hit you if you wait too long to veer off. The easiest moment to hit is right away so if you're having trouble flying it just immediately shoot when you get on and then hop off to try again on another one.

Debugging - Bugbot Factory

Bronze / 20
As Sparx, defeat the Metapede

Once you've defeated The Sorceress and completed all the other Sparx levels you can enter this final Sparx world and gain Sparx's ultimate power.

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

If you need to contact me for anything to do with this particular game (Spyro : Year of the Dragon) then send me an e-mail with a clear subject that has something to do with the game in it somewhere so that I won't just delete it, as I generally do that a lot. I would also like to know exactly what game it is that you are contacting me about as I have written a guide for nearly every Spyro game now so saying something like 'I'm stuck in this boss level, HELP!!!!' really won't get you anywhere.

My address is:

dark52(at)darkspyro(dot)net

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

Or at my forum:

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

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

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

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

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

v1.0 - 17/8/04

Finally finished up the guide that I've been working on for a few weeks now on and off, mostly off. Well, now that Year of the Dragon is out of the way, next is Season of Ice on the GBA then finally on to Season of Flame to complete my guide writing for the series.

v1.1 - 10/9/04

Very slight of an update. Fixed a couple of errors that I noticed and updated my e-mail address to my new one.

v1.2 - 29/1/19

Added the Trophies / Achievements for the Spyro Reignited Trilogy.

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

Thanks to Insomniac Games for making such a good end to the original Spyro trilogy.

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

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

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

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

