

Spyro 3: Year of the Dragon FAQ/Walkthrough (w/ Wayalla)

by Gbness

Updated to v0.95 on Sep 22, 2003

Spyro: Year of the Dragon FAQ/Walkthrough

Version 0.9

Copyright 2003 Gbness and Wayalla

Email: Gbness@aol.com and wayalla1@yahoo.com.au

I. Version History: Here is the version history for the guide.

Version 0.95: Midnight Mountain Home and Agent 9's Lab are finished. I also added some stuff that we forgot in even Version 0.5. Well, we're almost done now.

Version 0.9: Thanks a million, Wayalla. Now, I have the third world, to replace that in which I have done. Now, I just have the fourth world, and the guide is done!

Version 0.83: I just realized what I'm working with! Well, the Evening Lake Home World is done. I'm going to work on the worlds a little later. (A day or two.) A speedways section has been added and some missing stuff in the second world has been added.

Version 0.82: A minor update, now covering the other Sparx Worlds, and now there is quick access to bosses! Soon there will be one for speedways too, but remember that all bosses that have not yet been covered in the walkthrough will not be in the bosses area.

Version 0.8: The codes and secrets are complete, and so is Spider Town in the Sparx Worlds. The next update will probably cover all the Sparx Worlds and probably the third world, so be sure to check it out at all times.

Version 0.7: This is another small update, now covering the codes and secrets for Spyro 1, and a bit of the skateboarding tips is done. Also, the Crawdad Farm in the Sparx Worlds is done.

Version 0.6: This is a small update, covering the history of this guide so far, and the skill points.

Version 0.5: This is the first, uncomplete guide for Spyro: Year of the Dragon.

I just covered the first worlds. I've been so busy lately I've hardly had time to work on anything.

Table of Contents:

- I. Version History
- II. Introduction
- III. Legal Disclaimer
- IV. Email Rules
- V. IM Rules
- VI. Characters
- VII. Basics
- VIII. Walkthrough
- IX. Skill Points
- X. Sparx Worlds
- XI. Codes/Secrets
- XII. Skateboarding Tips*
- XIII. Bosses
- XIV. Speedways
- XV. History
- XVI. Review
- XVII. Outro
- XVIII. Credits

II. Introduction: Hiya. It's RichardB, with a friend of mine, Wayalla. This is the first guide I'm doing as a co-up guide. I'm doing a guide for Spyro: Year of the Dragon. This is the third game in the Spyro series, the hands-down best platformer on the PSX. In fact, this series is the very best platformer that has ever graced video games, outmatching Mario dead in his tracks, in my opinion. This is my personal favorite of the Spyro series, so you can imagine that I love this game to death! This is surely one of my very favorite games of all times. And let me tell you, it really gives back the series some grace, after Spyro 2, because in my opinion, Spyro 2 never lived up to Spyro the Dragon. Now, we've got the ultimate game of the series, Spyro: Year of the Dragon. It's ten times better than Spyro: Enter the Dragonfly, which is hardly my opinion. So, you probably could have guessed now, couldn't you? :) Well then, I guess you also know that there are SPOILERS in the guide too.

*: UNDER CONSTRUCTION.

III. Legal Disclaimer: You are NOT permitted to put this FAQ on your site without my permission first. All you have to do is email me or IM me saying you want this FAQ on your site, then you can tell me your site and the chance is high that I'll let you. But if you put this FAQ on your site without my permission I swear you will regret it. If I let you, not ONE word should be changed from this FAQ! NOT ONE! Got it? Good.

IV. E-Mail Rules: I love getting good emails, so you're free to email me with a question any time, and I will answer questions already answered in this FAQ. But these are the rules:

1. Don't send me a question for something that this FAQ shouldn't list anyway.
2. If you email me try to make it neat. There's a much higher chance I won't respond to you if the email has ALL CAPS, no caps, and no short talk like i instead of I, ur instead of you're, etc.
3. Don't send me advertisements. They will be ignored and deleted.
4. No silly stuff.

If you follow these 4 rules there's a 99% chance I will respond to you within

12 hours.

V. IM Rules: I also like getting IMs, but don't send them to me too often, or they may be ignored. I am on often, so feel free to IM me, but keep it light. The same rules apply.

VI. Characters: Here, I'll introduce the main characters of Spyro: Year of the Dragon.

--++--++--++

Spyro

--++--++--++

Well, I think we all know whom Spyro is, don't we? Spyro is the main character of the game. He is a small purple dragon, and he's our hero. He's brave and strong, despite how small he is, and he is not to be underestimated, he has already killed two evil villains before, so he's ready as ever! In control, Spyro can breath fire and charge into enemies, he always comes accompanied by the dragonfly Sparx, and he can also climb ladders, do headbashes, and swim. Hooray for Spyro, the bravest dragon in the Dragon World!

--++--++--++

Sparx

--++--++--++

Sparx is a dragonfly, and ever since the first adventure, Sparx has been a true friend to Spyro. He is the one who actually picks up Spyro's treasure, and he's also Spyro's health gauge. When Sparx is yellow, Spyro has four hits left. When Sparx is blue, Spyro has three hits left. When Sparx is green, Spyro has two hits left. When Sparx is gone, Spyro has one hit left. Get hit without Sparx, and Spyro is dead. There is occasional fodder across Spyro's world, so if he flames fodder, they turn into Sparx's butterflies. When Sparx eats a butterfly, he feels better, as he loves butterflies so much...

--++--++--++

Hunter

--++--++--++

Ever since Spyro went to Avalar and met Hunter in Spyro 2, he has been one of Spyro's friends. Hunter is very athletic and loves to challenge Spyro, so when he asks you to challenge him, you don't have much of a choice, do you? Plus, Hunter really knows how to hunt down eggs, but he usually doesn't give them to Spyro for free, you have to challenge Hunter, but this is always challenging and entertaining.

--++--++--++

Zoe

--++--++--++

Zoe is the kindest fairy in the fairy worlds. She is small, so she failed to carry the eggs back when Bianca stole them, but she is useful in other areas but that. Whenever she gives Spyro a zap, she is saving his progress. If Spyro is killed, then he is returned to exactly where Zoe left him. Even so, this only works inside a level. If all of Spyro's lives are gone, then Zoe's zap won't be useful, you'll just have a GAME OVER.

--++--++--++

Moneybags

--++--++--++

Moneybags is basically the opposite of Zoe, Hunter, and Sparx. He's greedy and is always looking for some way to get gems. He also seems to have some crush on the Sorceress too. For a price in gems, Moneybags will do something for Spyro, like open up a portal or a bridge. Although he can be helpful, this bear is extremely greedy and will appear in tons of places.

--++--++--++
Professor
--++--++--++

Unfortunately enough, the Professor plays an extremely small role in this game. He was a great friend in Avalar, but he's been studying in Avalar for things from the Dragon World, and his lab has been severely damaged. His very favorite student was Agent 9 the monkey, who is a proud member for you.

--++--++--++
Bianca
--++--++--++

Bianca is the apprentice to the Sorceress and is very skilled with magic, although she has yet to learn more powerful spells. Early in the game, she makes tons of threats to Spyro. In the beginning of the game, she let some rhynocs into the Dragon World. This just happened to be the Year of the Dragon, where the dragons celebrate the birth of new dragons. She and her rhynocs stole all the eggs from the dragon world. But even so, she is not really what she seems...

--++--++--++
Sorceress
--++--++--++

She has commanded the Forgotten Worlds for over a thousand years. Little is known about what her true ambition is, but whatever it is, I won't spoil it for you. But no matter how you look at it, the Sorceress is purely evil.

--++--++--++
Sheila
--++--++--++

Sheila is a female kangaroo whom Spyro meets in Sunrise Spring. She can do a really powerful kick, and as you've probably expected, she is very talented with jumping. Just like Spyro can headbash things, Sheila can stomp things in a similar way. She can jump very high, so she is very useful when you have to use her... she is also like a mother to the billy goats.

--++--++--++
Sgt. Byrd
--++--++--++

The name is Byrd... James Byrd. Ah okay, Byrd is the first flying penguin, and is a captain of some birds. Yes, you heard me. Without him, the birds are doomed. As for him, he can fire a big bullet from his guns.

--++--++--++
Bentley
--++--++--++

Bentley the Yeti is extremely powerful and always carries a super powerful looking club with him. He has a little brother named Bartholomew who is in constant need of help. Bentley's club is so strong he can break some of the

strong chests around, and basically anything except walls will be broken if Bentley's around. The only reason that Bentley would put down his club is to put on a pair of boxing gloves.

--++--++--
Agent 9
--++--++--

This crazy monkey is quite an excellent pupil to the Professor. He always has a gun in hand and can shoot at huge distances and at high areas like Sgt. Byrd can. Whenever Agent 9 hears the name "rhynoc", he goes totally nuts. Although he is a loud-talking rascal at some times, he is quite an excellent character for you to use when he is needed.

VII. Basics: These are all the basics of the game, like the control, and everything you'll need to know to play this game:

SPYRO CONTROLS:

Move: D-Pad, Left Analog Stick
Jump: X
Charge: Square
Glide: X + Triangle
Look: Triangle + D-Pad
Flame: O
Options: Start
Atlas: Select
Headbash: X + Triangle

SHEILA CONTROLS:

Move: D-Pad, Left Analog Stick
Kick: Square or O
Stomp: X + Triangle
Jump: X
Air Jump: X + X in mid-air
Double Jump: X + X on ground

SGT. BYRD CONTROLS:

Move: D-Pad, Left Analog Stick
Fly: Hold X
Strafe in Air: L1/R1
Fire: O
Pick Up Items in Air: X and drop
Release Object in Air: Square
Drop Camera: X in air

BENTLEY CONTROLS:

Move: D-Pad, Left Analog Stick
Jump: X
Smash: X, O
Spin: Square

X: Body Blow (Low)
[]: Quick Jab (High)
O: Big Hookaroo (High)
/_\ : Block High (Bentley blocks low automatically.)

AGENT 9 CONTROLS:

Move: D-Pad, Left Analog Stick
Jump: X
Shoot: O
Throw: Square
Aim Throw: Square (hold)
Strafe: L1/R1
Sniper Mode: /_ \ (hold)

SPARX CONTROLS:

Move: D-Pad, Left Analog Stick
Shoot: O
Charge: []
Strafe: L1/R1

HEALTH:

Spyro's health meter is Sparx, the little dragonfly that follows him around the world. If Spyro is hurt, Sparx will feel the damage and change color. He gets more health by feeding him butterflies, so take care of him well! Here is how he works:

Color: Feeling:

Gold: Very good!
Yellow: Good.
Blue: Shaky.
Green: Bad.
N/A VERY bad.

Sparx can also gain another hit point by completing the level Starfish Reef. When you complete that, you'll get the ability to have Sparx "Gold." If you simply start the game or lose a life, Sparx will still always be Yellow, so you'll have to flame another small innocent little creature to increase it to Gold. That's all for Sparx.

GEMS:

Gems are all over the world of Spyro: Year of the Dragon, and collecting all of them is the way to go. Gems can sometimes be given to Moneybags for him to do a small favor for you, and they can sometimes open portals. Here are the five kinds of gems you'll find in Spyro: Year of the Dragon.

Red: 1 Gem
Green: 2 Gems
Blue: 5 Gems
Yellow: 10 Gems
Burgandy: 25 Gems

Gems are found by collecting them across the game in every nook and cranny of most worlds and they are also usually hidden in treasure chests. There are tons of treasure chests in Spyro: Year of the Dragon. They are:

Chest: This is your normal chest. To open it, you have to charge or flame it. Simple as that.

Jar: These are very common chests. To open them, you have to charge them. Not altogether difficult.

Fireworks Chest: These appear in Charmed Ridge, or at least that's the only level I remember them appearing in. Correct me if I am wrong. These can be rather dangerous though. Flame them, and they will start smoking. Run away while they're smoking, and it'll explode and give you a few gems. If you charge them you'll get the gems but you'll take damage.

Bulls-eye Chest: This is a pretty simple chest. You'll find these in only a few levels (8 or so), and they have a red and white bulls-eye on top. If you've played Spyro 1 and 2 these should be familiar. All you have to do is headbash them.

Mystery Chest: I HATE THESE CHESTS. These are very rare, only appearing in 2-3 levels. Basically, you have to flame one, then it'll appear in a different area. You have to track these areas back to the entrance where you can flame these and get the gems inside. They're lots of trouble.

Sealed Chest: You cannot open these with headbash, flame, or charge. The only way to open these is to find a rocket, or in some rare cases you can use supercharge or superflame to destroy these buggers.

Locked Chest: A rather simple chest. These are rare, but you can't open these unless you have a key, which can be found in another area. They contain lots of gems!

LEVELS:

There are five types of levels in the game: Regular, Friend, Speedway, Boss, and Bonus. In Regular levels, you're basically just Spyro, going to complete the level. In Friend levels, you play as Sheila, Sgt. Byrd, Bentley, or Agent 9. In Speedway levels, you have to do Time Attacks, Racing, and even Hunter challenges to get your eggs. In Boss levels you simply have to fight a boss to get the egg and they only appear in between levels. In Bonus levels, you play as Sparx. Here is a list showing the levels and their type:

LEVELS:	TYPE:
Sunrise Spring Home	Regular
Sunny Villa	Regular
Cloud Spires	Regular
Molten Crater	Regular
Seashell Shore	Regular
Sheila's Alp	Friend
Mushroom Speedway	Speedway
Buzz's Dungeon	Boss
Crawdad Farm	Bonus
Midday Garden Home	Regular
Bamboo Terrace	Regular
Icy Peak	Regular
Enchanted Towers	Regular
Spooky Swamp	Regular
Sgt. Byrd's Base	Friend
Country Speedway	Speedway
Spike's Arena	Boss
Spider Town	Bonus
Evening Lake Home	Regular
Lost Fleet	Regular
Fireworks Factory	Regular
Frozen Altars	Regular
Charmed Ridge	Regular
Bentley's Outpost	Friend

Honey Speedway	Speedway
Scorch's Pit	Boss
Starfish Reef	Bonus
Midnight Mountain Home	Regular
Desert Ruins	Regular
Haunted Tomb	Regular
Crystal Islands	Regular
Dino Mines	Regular
Agent 9's Lab	Friend
Harbor Speedway	Speedway
Sorceress's Lair	Boss
Bugbot Factory	Bonus
Super Bonus World	Regular

VIII. Walkthrough: My walkthrough will be different from the current ones, as mine is a bit more detailed, so if you're looking for that type of guide, this is the correct one to use. Appreciate it! You'll love the game.

A NOTE: This walkthrough will be written in two different "styles." Gbness will do the first world, Wayalla will do the second, third, and probably the fourth. Gbness will make the guide a detailed walkthrough, while Wayalla will tell you where the eggs are. Also, Wayalla will do the bosses. Gbness will do skill points, skateboarding tips, and Sparx Worlds.

Sunrise Spring Home

Gems: 400
Eggs: 5

You start off at Sunrise Spring Home, after seeing the beginning scenes. Ignore Hunter, just collect the gems around here, and then go forward and to the left. You'll find your very first dragon egg, Isabelle. After you've got him/her, continue forward and Bianca will appear from a rainbow in the sky. She'll try to encourage you to give up, but don't listen to her, this is the beginning of our quest. Behind Bianca, you may have noticed the Sunny Villa portal. Well, we should opt to complete Home first, right? Go forward and you'll see Moneybags next to a kangaroo. The kangaroo is in a cage and apparently the Sorceress paid Moneybags to guard her. Well, Moneybags is willing to let her go for 300 gems. But do you really have that many gems? I doubt it. Get the gems and go up the steps to Hunter. He'll tell you to get to the portal in the distance, you have to learn to glide. Let him glide over, but don't follow him yet, glide over to the platform on the right to gather the gems. Then jump off and go back up the stairs to where Hunter was, and glide to the portal. This is the portal to Cloud Spires, but don't go there yet, we want to master this place. Now, Hunter will teach you how to hover and he'll jump to the other side. To hover, just glide by jumping, pressing X again, and then at the end, press Triangle and you'll be next to Hunter. If you've played Spyro 2 you'll be familiar with this. Hunter will give you a new dragon egg. He apparently saw something shiny at the bottom of that hole, but he heard water running too and as a cat, Hunter despises water. So jump down there. There are gems in here and a Superfly powerup. Zoe will show you to this. Get the gems in here first, then just use the powerup to go to the end, where there's a new egg. But don't leave yet! Hop down, and use the Superfly powerup again. Stay in the air, then go out from where the new egg was, then head to the left IMMEDIATELY to get an extra life! Very useful. Now go down to the grass. Continue on, collecting gems, and you'll see a guy called Rocky, and you need 10 eggs to continue on. Well, one's right here, just look behind the portal. There's a cracked up rock. Do a headbash by pressing X then Triangle, and you'll get a new egg. After you've got it, you

may have noticed the lake. Hunter is here, but he would never go in there, like the wuss he is. Hop into the water and get all the gems, then you'll find a new dragon. Now get the gems around the room to the right next to the sign with Sparx on it, and then head back to where Moneybags was. Pay him the 300 Gems, and he'll release Sheila. Sheila will give Moneybags a good kick in the butt, and then Sheila will talk to Spyro about how the dragons used to live in these Forgotten Worlds. No one remembers or knows what happened to all of the dragons, and that all the magic went with the dragons, which explains why some of the portals around this place do not work. After Sheila's story, she'll go to her home. If you do not have all 400 gems yet, look around this place real quick to see if you've forgotten anything. Once you have every single thing in Home, it's time to go to Sheila's home, so we can have her in the areas she has access to.

Sheila's Alp

Gems: 400

Eggs: 3

Spyro and Sheila will talk a little, and then the billy goat Billy will tell Sheila that while she was captured, some rhynocs attacked him and his friends Bobby and Pete, and kicked them out of their houses. Collect the gems around here, and then as Billy says, do a double jump up there. You should see Billy's house nearby. Collect every gem you see, and then do a high jump. To do so, press X twice, and then press X again when you land to do a really high jump. At the top, Billy will give you a dragon egg. One down, two to go. Go into the cave. According to the billy goat Pete, the last time they tried to get past the moose, it knocked Billy clean through a wall, although I don't see why Billy would come here. :) It's just a kick that'll take care of it, as well as the wussy rhynoc. Now, you'll see Pete's house. He'll give you an egg and try to get Sheila to smash it on Billy's house. Now we just have Bobby to take care of. He'll remind Sheila how to stomp things, so now, do you see the rhynoc huts? If you just leave the huts be and kill all the rhynocs, more will come out of the huts, and it'll never stop, and the huts are too strong to be kicked, so just stomp on them, and tons of gems will appear for you, so be sure not to miss any. Collect everything you can while smashing every rhynoc in sight, and then Bobby will get to his home and give Sheila, or Spyro, a dragon egg. But don't leave yet! Do a high jump to get to the left cave, and do jumps to get to every gem in this room. After you get every single gem in here, exit through the portal, and we've mastered our first real level.

Sunny Villa

Gems: 400

Eggs: 6

The general will speak how Sunny Villa has been invaded. Kill all the rhynocs around here by flaming them and charging them when necessary, while looking everywhere for the occasional gems, and then go up the steps. A dragon egg is near here, and is in plain view, so you'll have no problem finding it. Go forth and soon you'll find some pillars. Glide across them, and you'll find an egg at the stream. Go on through alive, and Leo will give you another dragon egg. Now it's time for one of our mini-games, the skating one. Go down the steps next to Mayor Leo, and you'll be in a skate park. Hunter is here. He challenges you to collect a dragon egg by skating around and running over lizards. You may fall off the board if you're not careful, so be sure to stay on at all times and don't let Spyro fall off a ramp onto his head. When at the ramps, do careful jumps and you'll be just fine with getting all of the lizards. After you're

done doing this, Hunter will present you with a dragon egg, and he'll challenge you to a harder challenge with the lizards. There are still 15, but you have to catch all of them in a strict 3 minute time limit, and to make it worse, you cannot fall off the board, or Hunter will reset this. Be very careful not to fall off the skateboard, and try to know where all the lizards are, and you'll emerge victorious. You'll get another egg. If you want everything in Sunny Villa on your first go, go around skateboarding to get all of the gems. I recommend doing this, but it's your choice. Now, this will be your first time that you get to play as another character in a level where you usually play as Spyro. Around where Mayor Leo is, you can basically see an area to glide, near a sign with Sheila on it. Go in here, and you'll be in an area with Sheila. You'll be asked to find the beautiful Rapunzel, so hop to it. Jump down and collect all the gems. You'll be doing a lot of jumps with rhynocs right above you, so be very careful. Get through this area by looking everywhere and collecting gems, with double jumps and high jumps, and then eventually you will come to the top of the tower. At this area, you'll find Rapunzel, and she'll give you an egg. Now you've got all the eggs, and hopefully all of the gems too! Now exit this area to go back to Spyro, and then just go home!

Cloud Spires

Gems: 400

Eggs: 6

There is some fairy of some sort named Nimbus here. He says the rhynocs have shut down the cloud generator and he'll never see a rainbow again. I think we all know what to do. Take care of the big flying guy around here with your flame, and you'll see a red button to the left. Flame it to activate it, then jump up and you'll go up. Another one of these guys will tell you to glide across. I think you already know how to glide. When you're over here, get the gems around this area, and go up using the whirlwind. Just go straight from there across all the rooms. Moneybags is here somewhere, and he wants another 200 gems. Well, give the greedy bear the money, then he'll activate the bellows. You'll eventually come to Cumulus. He'll tell you that the egg was clogging up the cloud generator. He'll give you the egg. Now jump down the hole. You'll be told to fly around flaming the evil spirits that are blocking the bells. Don't bother with that yet, first get the gems around here! If you do so, you may notice there's a blue thief around here, carrying an egg. Is it really necessary to explain what to do with him? If you guessed to catch him and flame him, you were right. :) After that's done, go back up and talk to the guy. Use the Superfly powerup, and then go to each bell, one by one, while collecting the gems, and flame the devil spirits. Now you'll get an egg for your hard work. Get all the gems in this room, as it can be tricky to get all of them. Then go back up. Enter through the door there, and we'll see a similar looking guy. He'll say that the sun has gone out. They can make a new one with the little sun seeds in the lava, but they keep going out before they can put it in the pot. Once you have three little sun seeds in the large pot, you can make a new large sun. But before we do that, get the gems around here, for crying out loud. These are VERY easy to miss, so make absolutely sure that you get them all! After you've searched every nook and cranny around here, go back to where the little suns are. Stand on the button to get the sun out, then flame it when it's about to go out. The only way to move the sun seeds around is to flame them, so do so until you get one in the pot. Be sure not to go the wrong way, because each sun chooses a different path, each getting longer, so be very damn careful, and then after you've done this, the guy will make a comment on the sun being what he calls a sun, and mistake an egg for a sun seed, or a dud. Anyways, you'll get the egg. Now go back, and return to where Moneybags is. Look around for a ledge near here, then glide over and you'll find Stephanie, or shall I say, an egg. After you've got the egg, you'll see a

whirlwind around here somewhere. It's on the right, near the gems, to be specific. Get the gems, and then go up. Note that if you don't have Henry, or the first egg, then this whirlwind will NOT appear. So don't try until then. Go up the steps and glide around a little, with hovers when needed, then at the end, glide to the left to obtain about thirty gems, and an egg. Sweet success for this level. Now, let's tackle the most difficult level so far, Molten Crater.

Molten Crater

Gems: 400

Eggs: 6

Talk to Rocky and he'll tell you that some rhynocs have attacked. Flame the warthog or whatever it is, while taking care of everything, as well as the gems. You can't go through the barred area yet, so don't try. Flame everything, while searching everywhere for gems, and you'll see Rikki, or a dragon egg... you'll find Zoe, and she'll tell you to flame small creatures like the slug below to get more health. Get past everything and glide to the steps and you'll find Rocky at the Tiki Lodge. He'll give you your egg and that's for this level. You might not want to do this level as you need Sgt. Byrd to do everything. Before you go talk to Moneybags, get all the gems down here, and get the key. Now return to the beginning of the level and use the key in the lock. You'll get quite a bunch of gems. Now go back to the Tiki Lodge, and glide over to Moneybags. Pay him 200 gems and he'll open the door. He'll also inform you that a thief has stolen an egg. Go in here, and you'll see a yellow thief on an inactive supercharge. Charge after the thief. It is difficult, but it much more than possible. After you've got it, a red thief will show up and steal another egg. Spyro never gets a break, does he? Well, this thief is super fast, but we have supercharge now! Run as fast as Spyro can run, and you'll get the egg. Get all the gems here, but don't stop yet, charge the wall with an X in it, and you'll get an extra life and a Skill Point. Make sure you have everything, then leave this area. Now get out of Molten Crater. The rest of the guide for this level is assuming you have Sgt. Byrd, who is unavailable at this time. To the right, there's an area that allows you to play as Sgt. Byrd. Talk to the guy here, then start flying to the red X. Don't go to the large red cracks, just shoot the X. You'll find an egg. Now fly around here and pick up the tiki heads by stepping onto the heads, and flying them onto the empty bodies. They are hard to find in some cases here, so be careful. Once you've got all five of them on the bodies, you'll be given a dragon egg. You might want to exit the area then enter, then get all the tiki heads and place them on to the large middle platform. It must be arranged like this:

```
    X X
      X
    X X
```

Now that that is done, we're done with Molten Crater. Exit this level, and we're ready to go to Seashell Shore.

Seashell Shore

Gems: 400

Eggs: 6

Talk to Sebastian here, and you'll be informed that his seal friends went for a ride, and an octopus attacked. Ouch. Look around here for everything you can, while taking down everything, then charge through the beige wall. Take down the

octopus, while searching in every little area for everything, and then you'll be on the beach itself. There's a bridge around here, so just jump down into the water while crossing it, and you'll find a dragon egg. This level doesn't have any difficulty to go through, so eventually you will find the octopus. Flame it, and then it will die and you will get a dragon egg. Go back, and enter the blue-green tunnel. One of the characters, Sandy, is here, telling you to go through the tunnel, clearing it out. We will have to defeat all the rhynocs here. This is difficult, as you are going really fast here, and there are tons of mines here, to make it worse! Be very careful to charge through the rhynocs while avoiding the mines, and Sandy will reward you with a dragon egg. After doing this, get out of this area, and swim to the very, very top of this area. You will be at some dry land. Collect the gems around here, and then enter this area. Smelt encourages you to duel with Bluto. If you win, you get the dragon egg from him. If you lose, you have to work for him for a month, ah, I'm just kidding, you're Spyro the Dragon, he wouldn't have to do that. To damage his shark sub, you need to fire at him with the missiles in the boxes around here. Avoid his attacks, (he charges at you and shoots at you), and get the missiles. When you have them, fire them at him. This fight is really simple, although Bluto can heal his shark sub. (What a cheater!) He rarely does this though. After you've done this, you'll get another dragon egg. Great. Now, go back to the middle of Seashell Shore. You'll see a Sheila portal. Go in here, and three seals will ask you to blow up a rhynoc fortress. This is probably the hardest challenge in the first world. But before we blow the fortress up, go back and do a double jump. There's a cave, with an egg and some gems. After you've collected this, go to the fortress, and kick some rhynocs to their death. To destroy the brown guns, all you have to do is kick them. To take out the green turrets, though, you'll have to get on them and stomp them. Although I think that basically you just have to destroy the guns and the turrets are destroyed... but stay away from the rhynocs. They are super-annoying, and will definitely hinder your progress through this assault. Eventually, the fortress will go down, and you'll be given an egg! Okay, hopefully you have all the gems. If so, then that's that for this level.

Mushroom Speedway

Gems: 400

Eggs: 3

This is your first speedway. Let's handle the time attack first. The best way to do this is to go through the rings first, then flame the dandelions, then get the spiders, and then the butterflies. Instead of doing the butterflies in the way they are flying, fly in the opposite way. This way, there's a very small chance of you making an accident and losing. After doing this, we should race the butterflies. You have to go straight, following the red dots and the green rings, and get to the end before the butterflies do. Flaming them is useful, while flying through the blue stars is a MUST! Make sure to do this! Getting the red rocks and firing them at the butterflies is very useful as well. After you've tackled this, Sparx will give you another egg. Now, for Hunter's challenge. Go through Time Attack again, and at the seventh dandelion, go to the right, and you'll find Hunter at the back of a mushroom. You will have to fly around and blow up some sheep. There are 7 of these little buggers, so just shoot them all down, and you will be awarded an egg. That's it for our first speedway.

!BUG ALERT!: If you don't do everything on your very first go through a speedway, you will not be given your eggs. Be very careful for this not to happen and do this on your first way through.

Buzz's Dungeon

Gems: 0

Eggs: 1

This boss, is of course the easiest between World boss in the game, because it is the first world boss; But it can also be a bit hard for new people to fight him. If you die about 3 times fighting Buz, then my advise is to go back to Seashell shore. The reson for this is for the shark fight. Go back there and fight that shark. This will give you the learning of the controls when the camera goes weird, and will learn the art of outrunning. If you die in the shark fight section, you do not lose a life, so it is good place to practise. Anyway, the fight. Sheila is here to help you in this match. As you start, the monster will charge at you. Charge back. You will lickley be pulled back. Charge into the enemy again, and then just knock Buzz into the lava. Sheila will then stomp on it's head. That will take off some health from it. It will then start rolling at you. Charge along the outside of the the arena, but do not fall into the lava. After awhile, Buz will stop charging. Because you are near the outside, you have a quick chancw to kncock him into the lava. Charge at him, and he wil jump to the left or the right. Keep knocking him into the water. Keep doing this, and after awhile, Buzz will have some fire around him when he lands in his new position. You cannot charge him here. Wait just by him until the fire ring is gone. Once it is gone, then charge into him and he will fall into the lava. Sheila will headbash him. Do the outrunning thing again. When Buzz starts to blow fire at you, just jump and wait to the fire ring is gone from around him, and then chrage and he will fall into the water. You need to get 6 total hits by Sheila on Buzz and then he will die and you be taken to the next world.

Crawdad Farm

Gems: 200

Eggs: 1

To access Crawdad Farm, go back to the first world after having beaten Buzz. There is a sign with a picture of Sparx on it. Zoe is there. She will tell you that she saw an egg in a small area that only Sparx can access. Well, it's time to tackle the Crawdad Farm. Unfortunately, Sparx is quite small. This area will be viewed from a top-down viewpoint. Ah well, this is still challenging and fun. To strafe, use R1 and L1, to fire, use O, to charge, use Square. The controls are quite simple, although Zoe WILL put you through this test. More rules are that eating green butterflies will increase your health, and eating other colored butterflies will give Sparx special powerups, many in which are quite valuable. Okay, now we'll begin the level Crawdad Farm. The level is pretty straightforward through the first few parts, so just get to the large area by shooting at the crawdads, and when you get to their regeneration boxes, just shoot them with a powerup. Soon you'll get to the middle area. There's a red key around here, so head to the northwest and use the red key. Go forward taking everything out, and you'll find a green key. Make sure to do everything, like taking out crawdads and getting gems. Now, go to the west of the large area and use the green key. You'll find the yellow key, so activate the switch and destroy everything, while getting every gem there is, and head to the northeast and get the blue key. After getting it, go to the east of the area and then use the blue key. This level is near complete, until we get past those large enemies and face the Crawdad Boss... It is not very hard at all. Avoid his fire while you strafe to avoid them and shoot at his arms. After they are destroyed, be very careful to avoid the attacks, and then just shoot his body, and then he'll start shooting fire from his small, bare body. He's getting weak. You'll have to move around and strafe to avoid the fire now. Just shoot

at him and soon this boss will be dead meat and you'll get an egg for your hard work.

Midday Garden

This entire section was created by Wayalla and spellchecked by Gbness.

MINGUS

You will find this little guy in the ice cavern. From the air balloon where you came into the midday gardens from, run out into the open. If this is your first time out in this open section; Bianca will come down. She will tell you that you are a brave little dragon and all that sort of stuff. It really means nothing. Head to your right from there. Keep going up, and then turn to your left and take a right into the icy cavern. Now, ahead of you will most likely be the level Icy Peak. Don't go into this level just of yet. You need to find the egg first. Head to the left. Watch out that you don't slip into the level; because the ice is very slippery. You will often slide, but really getting to the egg in the little cave on the left should be no problem. Grab the egg and the gems.

DAVE

A nice and simple one to get here. From the start where the balloon is located; head forward. When you are out in the open, listen to Bianca if you haven't already. When she is gone, jump into the water in front of you. Once you are under, head to your left. Under the water will be an egg, and this egg's name is Dave.

TRIXIE

This one can be a bit hard to obtain, but if you know the few rules of catching the egg thieves, then obtaining this egg can be pretty easy. From the start of the level, just jump over the water you see in front of you. Keep going forward, and a bit to the right so that you don't go up the stairs to where Hunter is. Keep going, and when you see Moneybags; ignore him for now. Head around that little house, by going to the right. You will probably now hear the "nah nah" from the egg thief. When you can see him, start charging after him. He will take off, and run around that same path. He is just a bit slower than you. As I said before on my speedy thieves technique, try to take a little shortcut to get them, because they usually take the middle of the path. Because there is no walls on this, then shortcuts look easy to make. But, only do little shortcuts, and when you do take them, make sure that the guy will still be behind you. If you cross in front of him, well he isn't going to be that stupid and run straight into you. He will trun around and run back. Just take the little shortcut and use the rest of your speed to get him.

MODESTY

This one is once again hidden. When I first tried to get this one when I first got the game, I had no idea that you could climb things; so I was stuck for a bit and looking all around the place. See I never had Sypro 2 to teach me these things. I eventually found it when entering Spooky Swamp, though. Anyway, from the start. Run out and jump over the water. Keep charging forward, and to the right so that you miss the barrier type thing. Ignore Moneybags and take the path to the left. Take the stairs up, and you will see Zoe will the Superflame powerup. Ignore this for now, but come back to it later as there is an egg to gain from that. Keep going forward and aeound to the left. You will then be by a waterfall, and will see afew things that you can climb. Climb up it, and then jump when you can climb no farther. At the top will be your reward; An egg.

MATT

I'm not really sure about the requirements of this challenge. You have to flame flowerpots, but I'm not sure if you have to flame them all, or if you just have to flame the one which has the egg in. I'm not really sure about this one. The one I flamed that had the egg in was the one near the waterfall. Any help on this would be appreciated. Anyway, from the start of the level, head forward. Jump and glide over the lake and keep going forward and to the right so that you miss the barrier. Head to the left, ignore Moneybags and head up the steps that are on your left. You will then see a powerup with Zoe next to it. Run up to the platform and speak to zoe. She will say that it is a superflame powerup. By pressing the circle button you will fire a gigantic flame ball that goes really far. Go through the powerup, and then flame the flowerpots. If you have to flame all the flowerpots, then there are four to get. they are all mainly in this little area, and if you run out of superflame, then you can just go back and get some more from the same powerup.

=====
-----> BAMBOO TERRACE <-----
=====

TOM

This is the egg that you obtain just for completing the main objective in the level; which is usually just solving the town's problems. Talk to the panda at the very start of the level, and she will describe what the town's problem is. What has happened is that the rhynocs have taken over this town too (Well, actually, they take over every town) and have harassed the workers all day so that they can't get the bamboo to work on the worrygig to take you to the next world. You must free the Pandas and let them get back to their work. From the start of the level, head forward and kill the few enemies here, and help the panda. The two pandas that you helped will then push the big boulder from the door open. They probably stuck it there so that no more rhynocs can get through. Once that is open, go through it. There are three pandas that you have to help in this section, one in the middle, one on the left, and then one on the right. Go up to the enemy, and flame them or charge them; Do whatever works. When all three pandas have been saved, then they will stand on each other and hit the switch so that the next boulder will be gotten rid of so that you can get through to this section. Run out of the little room and go to your right. Kill the enemies when you encounter them. You will now have to jump across the waterfall section. Use the little platforms in the middle. Jump normally to the first one, but getting to the second one you must glide; otherwise you won't make it. Glide across and go into the next little room where there will be a Panda. You will obtain the egg and the emergency bridge will now open for you, so that you can get very easy access from the start of the level, to the near end of the level. A new portal will be available to you because of this, also.

DWIGHT

Bah, this is the easiest egg in this level to get. Speak to the first panda about the problems, and then help the few pandas in this section. When they push away the boulder that is blocking the door, go through the gap to the next section. Don't worry about all of the enemies just ahead of you, turn and look to your left. You will see a little island. Just jump and glide to it. It isn't that far away, so you can easily make it without dying at all. You might need to hover at the end of the glide, but that's usually, not all of the time.

MADISON

From the start, free the pandas and let them push the boulder out of your way so that you now get some access to the second part. It will be easier to free all of the pandas in this area, so kill the enemies and free them first. Then look towards the boulder, and head to the left around the little house and go to the left again. It's a secret little platform. Jump up on the platform, and

keep jumping up to the top. You need to make a huge jump and glide and then hover over to that little cave where the egg is hidden. Sometimes, you will not make it. The little cave is hanging over about 75 percent no land (which will mean death if you don't make it) and 25 percent land. So, when you jump and glide, aim for the left side of the cave as that if you screw up the hover, you will fall down on the the ground, therefore not dying. So, then you can try to get over there again, but you will nto lose a life because of how smart you were. You will need to hover at the end, and the egg is in the cave.

PEE-WEE

Ah, this egg is very hard to get. He is being taken around Bamboo Terrace by an egg thief. You need to chase this guy down so that you can get the egg. First, you need to know his location. Make sure you have the emergency bridge open. If you want to get it open, you have to get the main objective in the level done, and get that egg. When you have rescued the pandas, you will get an egg, the escape portal to the homeland will come up, and the emergency bridge will come open. So, from the start, head to the right, go up the emergency bridge and turn left and you will see the egg thief. This is a very hard egg thief to catch, because jumping can cost you a little bit of time. Just chase him around, and when you are on the main land near the huts is where you should try and take those little shortcuts around the place to chop him off so that you can kncok him over and get the egg. You can take a little shortcut over the edge of the end of the emergency bridge. Otherwise, just keep on charging.

RUSTY

This egg can be a real pain to get. From the start, make sure that you have the emergency bridge open. If you don't have it open, then there is absolutely no way at all that you can get to the portal where this kind of mini game is. If you have it open, from the start, run to the right and over the emergency bridge. When you are in the middle, turn to your left and you will see a portal. Go through this portal. Talk to the panda about whats going on. You need to kill the rhynocs who are guarding the pandas' houses before the pandas get up there. If the pandas do get up there when a rhynoc is up htere, then you will fail. You get a little boat to go around the homes on. Spyro will also have a Superflame; this is what you need to get rid of the rhynocs. The boat will manuever itself around. When you see a rhynoc, press the O button when the aim is near him. The bullets will usually lock on to the rhynocs and one hit will kill them. Sometimes fire two because one can miss. Do not hit the pandas with fire either, or you will fail. Just go around doing this to the rhynocs. When you have gone around once, this time it gets a bit different. Two pandas are in the middle of the bridge, and rhynocs use umbrellas to sail down. There are two on each of these. So, look up and you will see two floating down and will land on the bridge. What you do is fire about 3 fire bullets at the rhynoc on the left (or right, it really doesn't matter) but make sure the rhynoc is still in the air. Then concentrate on the other enemy. Fire 3 rockets at him. He might be on the bridge now, so fire away, but do not hit the pandas. Once you do all 4 of them, you are finished.

BRUBECK

(This has been written by Gbness.) Around the exit of the level, you can see a gate sealed; a sign next to it has Bentley on it. Enter this area, and Bentley will talk to Spyro, and you will take control of him. Talk to Bartholomew, and he'll tell you that he saw some rhynocs take a dragon egg to the top of the peak. So, what are we standing around for? There are a lot of those big rhynocs that could have only been flamed here, so give them the old one-two with Bentley's club, and head up. There a lot of rhynocs around this peak, and they all either throw wooden crates or TNTs. For TNTs, spin your club and the TNT will be spun back. You will have to do a lot of jumps around here, and the second to last area is a bit tricky. You cannot make the jump up, so head back and go to the right while taking out the rhynocs on the way and collecting all

the gems, and then go to the left and you'll be at the top, next to a couple rhynocs and the egg. Now, we've done it all.

-----> ICY PEAK <-----

CHET

Once again, you get this egg by completing the main objective in the level, which is to just get up to Doug while destroying all of the ice things that are in your way. This can be a tricky job because of the enemies that you have to face, and especially the slipperyness of the ice versing the TNT guys, who can sometimes attack in 3's. That happened to me once, but only because I entered in the area where there was three of them. Anyway, from the start, speak to Bob (I think his name is that) and he will say that the fishing holes are blocked by all of the ice. He has been shooting that cannon for ages, but is crap at shooting and has basically hit nothing all morning. What you have to do is get on the cannon. The controls for the cannon are as followed: Up moves the actual turret down, and down moves the turret up. Seems a bit confusing that, but it really isn't when you are in game. Press the circle button to leash out a cannon. Fire at the ice, and with your skills, you should hit the ice block really easily. When that is done, Bob will say about that you have beginner's luck. He's just jealous, because he sucks. Anyway, collect the rest of the gems around here and slide across the ice. Don't hit those TNT boxes, or you will be sorry. Just flame them, and they will be pushed away and will be ignited. Soon they will explode, get away from it and you will be fine. Move up the stairs to where the broken ice block was. Keep running up. You will need to jump and glide across this next gap. I don't think you need to hover. When you are in here, flame the TNT boxes so they ignite, and are moved away from you. Run across, and watch out for those enemies with the picks. Slide across the ice, and when you are near them; Flame them. You cannot charge on ice. Watch out for the TNT boxes again. Move up around the right to the cannon. Jump on the cannon and you once again need to fire and destroy thye ice blocks. First turn around and destroy the statue on the thing out there. Shoot the birds down if you want to. Them move back around and target the wall to the left, to discover a rhynoc. Shoot another cannon at him and fire two cannons as the ice blocks to destroy them. Remember the controls, and the circle button is to shoot. When the blocks are destroyed; Go through them. Run to the next section, and slide along the ice. Watch out for the TNT, try to blow them away when you are near them; But don't slide into them. Turn the corner, and run up and defeat the few Rhynocks and the TNT and also the gems on the ice. When you have done all of that, run up the stairs to the right, and into the next tower section. Run forward, ignoring all other exits. Then you will see doug at the end. Turns out that he put the blocks up to block Bob from getting to the fishing holes before he did. He will give you the egg, and you can now transport back to the beginning of the level.

MAYNARD

Just after the tower where you have to glide across, you will see a cannon. Use this to destroy the two ice blocks that have been set up by Doug. Blow up the cave on the left, and shoot the rhynoc. Turn back, and then look to your upper right. You will now see the egg that you have to get on the ledge. You cannot get it from where you are just now. Once you have destroyed the ice blocks; Head up there. It will be better to eliminate the enemies on the ice first to do this bit. So, do that. The enemies with the TNT should be flamed away, and usually go over the cliff. Eliminate all the TNT in this little section. Then, turn to your right. Jump up the stairs, and over the gap and then turn the corner and come into the little cave. Now you are at where you could see before when you were on the cannon firing. Maynard is sitting on the ledge there.

CERNY

What you have to do here is help Nancy the skater. First, let's find the portal to it. When you are in the last section with the TNT and near the tower where Doug is; look to your left. You will see Moneybags up there. You will need to get up to the little tower where Doug is located and then jump across to this section where Moneybags is. Go up to Moneybags the bear and he will ask you if you want to pay some money to him if you want to see Nancy the skater performing in here. Well, if you want to get this egg, then you will have to pay Moneybags. Do so, and then go in the portal. You will be in a section with Nancy the skater and it looks like a few hockey players are ready to come out. Go up to Nancy, and she will tell you what is going on. She is trying to a dance, but the rhynoc hockey players keep coming out and knocking her over. You must try and protect her so that she can do her dance routine for the judges. Accept the offer if you want to get the egg. Rhynocs will come out and try to knock her off. They have hockey sticks and want Nancy out of the way. What you have to do to get rid of them is flame them. When someone is near Nancy, press the Circle button to flame the rhynoc. Try not to stay directly next to Nancy, as sometimes enemies come from different ways, and sometimes Nancy can get in the way, and the fallen won't get to the enemy. Just keep flaming them when they come. The first two that come are single lots of enemies, and then the rest have about 2 people that came at nearly the same time, and then the very last one has 3 enemies that try to hit her. Flame them all, and roses will come from the judges. Then you will get this egg.

BETTY

This one can be really tough to get; but if you can't get this one, you will basically have no chance of getting the next egg thief. There are two egg thieves that you have to catch, but one doesn't come to later. This portal to get to this egg can be hard to find. So, I will tell you where to find it. The tower where you meet Doug at the end of the level has a lot of paths leading off of it. It has the main one where you go and see Doug, it has one that has a cannon on it looking down to a statue, which is where you have to go to get another egg. On the right side of the tower is another exit. It doesn't really look like somewhere to go, but it is. Look down. There will be secret steps down that you can see normally looking forward. Run down these steps, and then run down and go in the portal. Once in there, you will hear the nah nah chant from the egg thieves. The second egg thief doesn't come out until you have got the first one gotten rid of. The supercharge for this is turned on. Charge along and jump the gaps when they come and run for the egg thieves. The main thing to remember is to try and take the inside of the track to get closer to them. Jumping the gaps will hurt your speed, and the egg thief will get away. Do not glide across the gaps. Because you have the supercharge, hold down the square button when in the air, and Spyro will charge towards the ground. If you fall off, don't worry; you don't lose a life in this area. Hit the egg thief and he will give up the egg.

SCOUT

This portal to get to this egg can be hard to find. So, I will tell you where to find it. The tower where you meet Doug at the end of the level has a lot of paths leading off of it. It has the main one where you go and see Doug, it has one that has a cannon on it looking down to a statue, which is where you have to go to get another egg. On the right side of the tower is another exit. It doesn't really look like somewhere to go, but it is. Look down. There will be secret steps down that you can see normally looking forward. Run down these steps, and then run down and go in the portal. Once in there, get the first egg thief. For some tips to get him, look at how to get the last egg. Once you have got the first egg from the thief, there will be a new egg thief. This guy is really really fast. He is way faster than the last guy that you chased. I use a little trick to get this guy. Over one of the gaps, head into a little area on the left. It will have one of those chests with a lot of gems in it. Jump and

headbash it. Let it take you up, and you will then float over to an island. Grab the gems here. Then, press and hold the triangle button and then look down. You will see the egg thief on one of the edges. What you should try to do is to glide down there, and land right on top of the egg thief. So, jump and glide down. Hover when you think you are over the top of the guy. Charge at him if he just gets away. When he is gotten rid of, then you get this egg.

REEZ

Okay, this egg is the one out in the island. Get to where the last tower section is. This tower is the one that Doug is in at the end section of the level. When you are in this tower, there are many ways to go. Take the path to the left. This is the one with the cannon. Jump and glide down to the little cave section which on on the upper right. Glide, and land here. If you look to your left, you can now see the ice section where you have been in the level. If you want to get the gems under the ice, then jump off of here and do a headbash. Back to the egg. Keep on going forward and jump across the gap to the next little warp section which you couldn't get to from the cannon where you have to break the two ice blocks. The warp will take you out to an island with an egg and a few gems on it.

```
=====
-----> ENCHANTED TOWERS <-----
=====
```

PEANUT

From the start you may see a few of these flying monsters up high, flying. There is no way that you can get that high with Spyro. What you have to do is throw those lava rocks at them. Just aim the same way that you did when trying to open up this portal. When you throw it really far, it will not hit the target properly, it will drop a bit. If you are close enough to the target, then you will hit it in the circle. Jump across the lava, and head to the upper left. Run around, and then jump and glide down to the next section. Just battle throughout the level, and throwing the lava balls at the enemies that are up high. When you eventually get near the end of the level, you will see a big ststaue placed with a few enemies around it, and a few good guys. Speak to Jasper, and run around the sides of the statue and set off all three fireworks around here. This will set the fireworks alright, and will destroy the statue. Once that is done; Jasper will pop up, and give you the egg that he hid inside a statue. There will now be a portal leading you back to the homeland.

CAROLINE

Go down the portal to where you get to see Hunter. I think it is near where you end the level; head somewhere to the right. Sorry, I don't know the exact location of this one. Anyway, Hunter will be in this section, and is going to teach you the basics of skateboarding. Go up to him, and you are faced with your first challenge. First, you need to jump off the end of the ramp. Watch Hunter as he does it, and then do it yourself. Make sure you do it at the very end of the ramp. Next, Hunter will talk about rolls. Watch him do it, and then jump off the end of the ramp and press and hold the Triangle button and hold left or right. If you stack, or fail to do it right, you will just have to try the roll again; Not the whole challenge. Next, it is time to do a flip. Go off the ramp and press the X button at the end, and hold down the trianlge button and press up or down to do a flip, just like how Hunter did the flip. Next, Hunter teaches you how to do basic spins. The correct terminology for a Halfpipe is actually two vert ramps opposite each other (not the one that he takes you to). Do the spin and land it and you will be taken to the halfpipe. You need to pull off a 900. Just go up the ramp, and keep on spinning around. Do two and a half resolutions in the air; Thats a 900. Next, you will be taken to the ski ramp to try and do some tricks off of it. You need to score 500 points off of this ramp. Do not press the X button or you will use it as a vert

ramp. Instead, roll off the top and perform flips or rolls, or the lemons. Once you get 500 in the one go, you have completed the challenge.

ALEX

This one is gained by beating Hunter in the skateboarding race. It is in the same portal as the last egg that you got. First of all, you need to have obtained the last egg in order to access this challenge. So, use the tips and techniques above to get that egg. Basically Jump, roll, flip, spin, 900, score 500 points. Once that is done, you can access this challenge. What you must do here is beat Hunter in an score attack. You and Hunter both play in the one course and just battle it out for points. Points cannot be deducted from you once you have them. To win easily, go off of the big ski ramp. Use the ramp to get to it and perform a roll or flip or whatever when in the air. Ride down the ski ramp and let yourself launch off at the end. Now, use the twisted lemons and limes; They will give you huge amounts of points and will no doubt defeat Hunter. Go off the ramp and press and hold Triangle + Left and up, or left and down, or right and up, or right and down. Whichever ones of the above will either perform a lime or a lemon. You can also make a small fortune in points by doing a Crush and a Gulp. Just find the place where you did a 900 (the halfpipe) and perform that and it will give you a Gulp, or Crush. It depends on which way you spin and which move you get. Once the timer runs down and if you have the most points; then you win and get the egg.

LYS

This is a puzzle that will require a bit of thought. Wolf has dropped his ball down a hole, and then Wolf ran down there, trying to get the ball back. Unfortunately, he got stuck down there are you have the task of trying to get him back up to his Master. This can be a difficult task for some, but easy for others. It requires the use of you, the ball and the wolf for you to succeed in this challenge. From the start, grab the ball. Run into the room, and stand back and throw the ball onto the switch (note that if you get the direction wrong from Spyro's mouth when throwing it, if you are close enough, it will automatically home onto the switch.) When Wolf is on the switch, then run up the stairs and flame or charge the switch to open the gate. The next puzzle can be easily done. Stand on the switch, and throw the ball across to the other side, and then you can easily glide across. Next puzzle is probably the hardest one out of the lot, but a lot of people can still find it very easy to do. Get the ball from wolf. Run and stand on the switch which will keep the platform by the door down. Throw the ball onto that switch on that platform. Wolf will run after the ball. Once he is on the platform, but not yet on the switch, quickly jump to your right onto the thing that will soon be lifted up when Wolf will go onto the switch. When Wolf hits the switch, it will go up and you can flame the switch at the top and then use the steps to get up.

=====
-----> SPOOKY SWAMP <-----
=====

MICHAEL

From the start, run over the first bridge, past the candle. Go past the second candle killing the enemies when they get in your way. You will now see a little ledge out in the water. Jump and glide over to this little ledge out here. The egg will be sitting out here, so get it. There are a few gems out here. Watch out that you don't fall in the water, because there are pretty nasty pirana's in this level, and bite nastily as well. Be careful about falling the water. Once done, glide back to safety.

THELONIOUS

From the start, kill the few enemies here and move forward. Jump and climb into the lamp and flame it. A little figure will come in from the bottom saying that

you have lit one out of four lamps. Keep going forward, and get the gems in the corner. Race over to the next lamp, go up inside it and light the candle. Jump out, and kill the enemies on the bridge. Glide over to the section with the mushrooms that look like that they are growing. Race over, kill the enemies and approach moneybags. Once you are here, pay him the money and run through the door. Keep going around to where Homer is. When you get to Homer, the egg will appear. Damn that Haiku is really annoying.

HERBI

Okay, this is a boss fight that you have to do here. it is pretty easy though, actually it is easier than Buzz, the enemy that you had to fight between the worlds, and have definitely won against if you are at the Midday Garden Worlds. What you first have to do is wake up the witch to do this, then light all of the candles. To light all of the candle, flame them. They can be found in little hut type things. Use your dragon flame and flame all four of the candles to light them up. Once they are all lit, go through the portal that opens. In here, you will have to fight the witch. You get no help from anyone (remember you got help from Sheila in the last world fighting the boss between worlds). The witch will start by throwing one bomb at you. Use Spyro's charge and hit it straight back at her. You have to try and hit her with this bomb, and it should be easy because you don't have to worry about any enemies around you. The second time around she will dispatch enemies to try and nip at you. Charge at them, and then return to the bomb. Charge at it when you think that you are in line with the witch. Hit it on the side a bit if you don't think that you are, and it may still hit her. Just keep hitting the bombs back into her.

PEGGY

In this objective, you must help the first twin to blow open the cage which holds the egg behind it. You get to use Sheila in this challenge. Go up to the twins, and they will tell you that they want to blow open the cage so that they can free the eggs. Unfortunately, they are blind and cannot see their way really well. You must help them. The mushrooms can be headbashed (jump and press triangle) and the rocks can be kicked (square or circle button). The first twin will stick to the main path going along. When you come across a mushroom; stomp it but stay on top of it. It may just pop back up once it has been down awhile. Remember that he stays really on the main path, so only destroy what is really in his way. He does a little loop around, so get rid of whatever is in the way there. Some mushrooms and rocks are either in your way, there for the second twin, or there just to trick you.

MICHELLE

You need to now help the second twin to get to the cage so that he can blow it open. To get access to this challenge, you first must do the challenge above. Once you have done that, you now get the opportunity to get this guy to the cage and let him blow it open with the bomb that he is carrying. Remember the same rule from before, the circle and the square buttons should be used to kick the rocks, and stomp on the mushrooms, which you may have to stomp again because they come up after awhile. This guy is faster than the last guy, and takes a weird route. He mainly goes for the rocks, so defeat the rocks around the outside of the level, and then he will work his way around the hut near the end and back to a few mushrooms. It may look like he is going to hit a few mushroom,s but he only goes for about 2 near the end. Clear the path, and let him blow open the cage, and you get an egg.

Country Speedway

Gems: 400

Eggs: 3

(This entire level has been written by Gbness.)

This is your second speedway, and it's a bit harder than the last one, although it's still really no problem at all. Let's handle the time attack first. The easiest way to take care of it is to go through the rings first, then go down and flame the tractors, then go straight to the cows and kill them, and then the planes. Instead of doing the planes in the way they are flying, fly in the opposite way. This way, there's a very small chance of you making an accident and losing. But be careful! If you do this method, there's a good chance that you will lose on time because it takes a few seconds to figure out a way to handle this. After doing it, we should race the planes. You have to go straight, following the red dots and the green rings, and get to the end before the planes do. Flaming them is useful, while flying through the blue stars is a MUST! Make sure to do this as often as you can! Getting the red rocks and firing them at the planes is very useful as well, because it will slow them down. After you've tackled this, Sparx will give you another egg. Now, for Hunter's challenge. Go through Time Attack again, and head to the center of the area. Enter the barn, and you'll find Hunter. You will have to fly around and blow up some space cows and some sheep UFOs as well. Hunter flies automatically and you cannot control him, just shoot everything down before they get to the villagers! If they do, that's a failure. So be careful and shoot them successfully, and you will be awarded an egg. That's it for our second speedway.

!BUG ALERT!: If you don't do everything on your very first go through a speedway, you will not be given your eggs. Be very careful for this not to happen and do this on your first way through.

Spider Town

Gems: 200

Eggs: 1

Since we know the basics, Spider Town really isn't all that much of a challenge to tackle. Go down, and shoot at one of those pesky spiders. Then get the key s/he's guarding. After you've got it, go straight and to the right, then use it. In a room above, you'll find another key and another spider. The spider is ripe for the killing. :-P Remember that there is a colored butterfly that will make you invincible here! Don't skip out on this, because when you are invincible then you will destroy everything you touch. Now head back to the main room. It's to the north, by the way. Don't be bothered by that spider regenerator, or whatever it is, because you can't harm it yet; it's protected by a shield. Go to the right, and head up, and you'll find yet another spider. Take care of it, and get the key it is guarding. Be sure not to be attacked by the spiders, as there are a lot of them around here. Now go back to the spider regenerator. Go up, where you can go now, and you'll find a switch to turn off the generator! Immediately press it, and then go back to the regenerator and destroy it. There is also a key in this room. Now go to the left, and you'll find another spider generator. This one isn't shielded, so you can just shoot it. Unfortunately, there is also another one here, which is shielded, so don't be bothered by it. Now go down and get the key. You can't go through that force field right in front of you yet, so don't try to do so. Instead, use it on the door to the north. There are two spider regenerators here. Destroy them both, and go to the left and find the key. Blast the spiders that come after you, while getting every gem in sight, and then go to the south to go through the force field where you found the last key. There is a switch to turn the spider generators off, so press it, and kill the spiders. After you're sure you've found all the gems you can, proceed and you will fight a boss... the Spider Boss. She isn't very hard, just be sure to avoid her fire and charge attacks,

while shooting her. She takes a lot of hits to go down, but it's nothing Sparx cannot handle. When you shoot at her, as you can see, the bar will go down very slowly. Remember that while she is charging, she cannot be hit, so instead of shooting, charge away by all means, or maybe strafe if you want. When her head is sticking out, shoot it. This will definitely be a long fight, but nothing that you can't handle. After the Spider Mother is dead, you will be given an egg, and you can collect all the remaining gems, then this level is complete!

=====
-----> SPIKE'S ARENA <-----
=====

MONIQUE

Spike can really be a pain to beat. The main problem that you will have against Spike is that you will probably keep getting hit by that stupid gun that he has in his hands. The first part of the level is probably the hardest part of the boss battle, that's in my opinion though, feel free to think whatever you want, but that is what I say. As you come out of the whirlygig, you will see Sgt. Bird there waiting for you, and it will show Spike. Apparently, on the NTSC or North American Version of the game, this boss is called something different, so sorry if I am wrong. Anyway, the boss battle. First, you need to hit those big rocks into him. When Spike uses that big gun of his, use the charge and run away from hit. He will fire two shots. You have to try to get him not to fire that gun and make it hit the rocks. Keep using the charge to get away from the gun that he is using, and when you are near a rock, hit it the direction of Spike, and hopefully it will go into him, and hurt him a bit. Keep doing this. You will need to do this about 2, 3 or 4 times, depending on where you hit him. If you hit him in the body, then you will take off more health. If you hit him in the Arm, well, it isn't going to take off as much. When you have hurt him that amount of times, he will jump, and all the rocks will explode. Fire will stream up through little crack in the ground. Watch out for that fire, because it can be a bit unexpected when you run straight into it. For this next bit, Spike will fire 3 bullets from his gun at you. Just do what you usually do; dodge the bullets by using your charge technique and Spike won't be able to get a good lock on with his gun, therefore will miss you. Ammunition will drop; you have to try and get this ammo before Spike does. When you see one appear, run after it. Then go to Spike and fire it at him. Fire will come out of your mouth, and take away some health. If you see that Spike is about to get one of those fire things, then quickly stop him by getting it first. Since you can run faster than he can, then there would be no problem at all doing this. If he does get it, he will blow fire out of his gun. To avoid this, just jump and glide over it. Keep getting Spike with the fire flame. When you hit him a certain number of times, more fire will come up from the ground when Spike jumps. This next bit can be hard. Those things that fall from the ground you must NOT let Spike get. You have to grab it first. When Spyro has it in his mouth, then press the circle button to throw it at Spike. You may have to do this two times before you fully kill him. If Spike somehow manages to get one of them, charge around the outside, because you don't want to be caught in the middle of what he is about to do.

Evening Lake:

(Written by Wayalla and spellchecked by Gbness.)

=====
EVENING LAKE HOME
=====

STOOBY

This one had me thinking a bit, but then I accidentally charged at the wall and broke it. What you have to do to get this egg is to break down the wall of the lighthouse, so that you can get inside the lighthouse and obtain this egg. From the start, dive underwater and find the lighthouse. The lighthouse is to your right when you are under water but the actual part that you need to crack open isn't right here. Follow the lighthouse along the outside and find a wall that looks different to all of the other walls. When you find this wall, press and hold the square button so that you will charge at it. You will break the wall open, and inside is your little reward. There are also a few gems inside here that you might want to get as well.

JONAH

Meh, this one is pretty easy to get. What you have to do is swim inside of the whale. Sound a bit wierd, doesn't it? Anyway, from the start of the level, take a dive into the water section just in front of you. When you are in, look around in the water to find the whale. When you see the whale, swim straight towards him. If you get to him right, then the whale will swallow you up and you will now be inside the whale. Swim up a bit farther and you will find Jonah in the whales stomach. Apparently, this is a reference to some story where Jonah gets swallowed by a whale.

HANNAH

You will need to know how to glide and hover to get this egg, but there is no way that you could be here if you don't know how to do it. From the start of the level, jump straight away into the water. Swim just forward, and you will see a section that you can jump onto, and Spyro will hang onto it. Jump up here and get to the top. When at the top, you will see a Sparx world sign. Turn around, so that you are looking out. Jump and glide out to the little castle looking thing. In this section is the egg, named Hannah.

STUART

From the start of the level, once again jump in the water. Swim across to the other side, and jump back out onto land. Here, you will see Zoe. Approach her and she will tell you all about the Invincible powerup. I believe that this is the first time that you will get to use it in the game. Once she's done talking, jump across to the platform. You can go straight through the fire spitters and they wont hurt you. At the end will be the egg.

TED

After getting Stuart, glide and hover to the left side area, and get all the gems. Climb up the ladder, and you'll be in a circular area at the top of the tower. Charge around getting the gems, and then you might see a bridge to the tower with Sparx's challenge in it. On this bridge, you will also find the egg, Ted, and this level will be complete!

=====
LOST FLEET
=====

CRAIG

This egg is obtained by doing the main objective in the level. You must get to the treasure. From the start, charge the few enemies that pose a threat to you. Just charge them or flame them. Collect some health by torturing the poor creature, then charge up farther and get to the cannon. From here you can shoot any enemies that you can see, but the main purpose for getting on the cannon is to shoot the wall. Aim at the X on the wall, then shoot the cannon. It will break the wall. Run through it. Charge and get rid of the enemes and jump the gap into the little cave where you will meet Ed again. Following him, get to

the cannon and shoot the wall. Run inside the hole and there will be Ed, and the treasure.

OLIVER

Rhyno Skating time. Cool. Hunter will be saying that the rhynocs were saying that you are slow, but Hunter has OMG TEH BEST COMEBACK EVAR! Bah. Pretty weak Hunter. Anyway, you must beat these rhynocs in racing. You also get to use Hunters board. Do tricks to get speed. When you go over a jump, then use triangle plus a diagonal directions and you can perform a trick. For more info on Skateboarding see Gbness's absolutely great Skateboarding section, in this guide. Everytime you go over a jump, then perform ta big trick. The more spins you do, the more speed you get. Use the speed up and you will be able to overtake the rhynocs. Also, try not to stack or you will lose the board, and a few seconds will be wasted. To slow down the rhynocs more, why not take a shortcut? Near the end will be a big jump, stick to the right and you can land in a secret cave. Then, it's an easy road to the line. Flame a rhynoc if they get near you. Come first, and you get the egg.

AIDEN

Once you have gotten the egg above, then you will automatically go back to Hunter. Now, you have to beat him in a race, so you have to come first in the race. There is one more catch. You need to hit all of the crabs. That really isn't that hard. In fact, getting this egg isn't that hard, because Hunter is just a bit harder than the rhynocs. Just keep on performing tricks, getting the speed up and hitting the 10 crabs that are throughout the level. Everytime that you hit a crab, you also get some speed. Use the speed, use the shortcut and you will be right. Beat him and you get the egg.

ETHEL

Defeat those pesky sub sharks. Hop in the submarine, and then use it to navigate to the sub sharks. When you see an enemy sub shark, aim through the circles and wait for it to get a lock on. Once you get a lock on, let go of the circle button and you will fire a missile. One missile will destroy a sub shark. Destroy them all, and you will get the egg.

DOLORES

Defeat the next lot of sub sharks. This egg is slightly harder than the last lot. When you approach the subs, they will decide to speed up and move away from you. Try to get them in an area where there is no obstacles (like the middle) then fire a missile and hope for the best. Do this and destroy all of the other Shark Subs. Nothing much really to it. Once you defeat them all, you get the egg.

CHAD

Once you have done the level objective, which is get Ed to his treasure, then walk through the open section of the pit and you will see a invincible powerup. Go through this powerup. Swim down into the acid, and keep on swimming. If there is a way to go, then take it. Keep on swimming, and at the end of the lava will be your reward, an egg.

=====
BENTLEY'S OUTPOST
=====

BRIAN

At the start, you can hit the first lot of heads and a chest full of diamonds will full down. Smash the chest and grab the diamonds (gems) inside. Run forward and smash the first boulder and knock the snowball into the gong. Do this by using the flick technique. This will cause an avalanche, and you can get by, with Bartholomew. You will then get this first egg.

CHARLIE

In this next area, there is seals. They will throw these snowball things at you. You need to rebound them back at the seals. When on is approaching you, use the spin technique and hit the snowball back. It will hit the seal. Do this to all of the seals and hit the gong. Push the block and you get this egg.

ERIC

Go into the next room. What you have to do here is to push the blocks into line. Push Bentley against a block, and he will move it. Move it to the centre section, until it will move no more. Do it to both blocks, then run up and jump onto both platforms and to the other side. You will now get this egg.

=====

FIREWORKS FACTORY

=====

GRADY

From the start, speak to Greta and run across the bridge just in front of you. Keep on charging and you will hit the enemies. Try not to stop moving along here, as the enemy swords will hit you if you stay still. Climb up and come out the other side. Here you will see some more enemies and once again, Greta. Ignore all enemies and jump in the cannon. Greta will just jump across, but you have to be shot across. Once you are across, just charge all of the enemies, except for the ones with the fireworks on their back. If they have the fireworks on their back, then flame them, or shoot them with a missile you can collect from places. Greta will do the rest.

NOODLES

Near the very beginning of the level, there is an alcove. Just go straight from the egglauncher, and you'll see the lava and some platforms in it. Simply glide across these platforms to the other side and you will find this egg, Noodles. It's pretty easy to do.

SAM

This one is actually quite easy to do. But, before you attempt to do this challenge, you might want to first torture some innocent creatures and grab some health for Sparx. The reson for this is that you will defenetly need a lot of health. You can see an egg, but you need to go the long way to get it. My advice: Keep on running. Do not stop for anything. That's what I did. You don't need to worry about any enemy, just keep on charging, and you will definitely do this one fine.

EVAN

Uh, this challenge is very difficult. First of all, Handel will show you to a new combo powerup, the Superfly-Superflame Combo Powerup. (Remember this from Spyro 2, in Metropolis?) To get it, you have to use the powerup to defeat two dragons. These dragons are very hard to defeat because they are always in the air breathing fireballs at you and as their health bars shrink, they shrink, which makes them hard to hit. Plus, to make things worse, their health comes back. There are two of them, one red, and one purple. Thankfully there's fodder around here, so blow up the dragons and get all the fodder, and this level is complete, for now anyway.

Frozen Altars

Gems: 600
Eggs: 6

(Gbness.)

I love this level. First of all, a fairy will give Spyro the ice breath, so it's time to start the level. Alex here says that some bear (Moneybags) sold them some laser to melt down the ice blocks, but these guys can't work the laser with their flippers! So get inside the laser and get it towards the ice. Melt it completely down, as well as the mammoth running around. After taking it out, go on where the ice block was and you'll find some more mammoths and a big club-wielding rhynoc. Flame him with your ice breath, and he'll turn into ice. Charge the ice and he'll die, giving you the gem. Go to the left and glide to the other side. From here, you'll see another laser. Use it to fire at the snowman, and blow him up, along with the other enemies in sight. Now, you'll see a woolly mammoth next to a ledge up above. DO NOT charge him, flame him with your ice. Then jump on him and up to the ledge, and you'll be in a room with lots of treasure. Now glide to the laser and pick up all the gems. You will see a small island in the distance. Glide there and get the egg, then just glide back to the ground. Go where that snowman was guarding, and you'll find another duck. He'll tell you that you can get the gems on the high platform if you have something to stand on. Freeze him, then jump up to it and get the yellow and purple gems (35), and jump back down. Now go on through the little temple to another snowy area with a snowman. Don't tackle the snowman and lasers yet. Instead, jump down to the ground and to the right, and you'll find Bentley. Now we have to box a yeti to get a couple eggs... for Bartholomew's ball. Here are the controls:

X: Body Blow (Low)

[: Quick Jab (High)

O: Big Hookaroo (High)

/_ : Block High (Bentley blocks low automatically.)

Okay, for the first go around, you have one round to finish him off. Try using Quick Jabs to send him to the right side of the area. Always try to block high, because his hookaroo is more powerful than his Body Blows. If this doesn't work, just do hookaroos and then back off, and he won't even hit you. If the round isn't finished, then the one with more health at the end of the match will win. The yeti will give you an egg and Bartholomew will force you to fight him again and kick his butt. The only difference is that it's three rounds. After each round, a little bit of health is restored, and the one with more at the end will win. So just finish him off quickly with the same strategies I gave you earlier, and you'll get another egg. If you return to this challenge later, Bartholomew will tell you that you did that work for nothing, as he got his ball back. Well, at least we got the eggs. =) Now with Spyro, enter the laser and melt down the snowman. Now head on and go to the left and up, and here, instead of going to the right, go straight ahead, up that hill. It's hard to explain how to get this egg, but you'll have to glide ahead to the laser, then to the right, and then go straight across, and you'll find the egg eventually, after doing lots of glides. I'd recommend jumping down, although you'll be at the beginning of the level again. Go back to where you were, but instead of going up the hill, go to the right and you'll find Moneybags and another duck. Talk to Moneybags first. He wants more money. Ah well, just pay the greedy slacker. Now, you'll be in a cat hockey game. Errol would have played this game with the rhynoc alone, but he sprained his flipper and can't play. So you have to take his place. Sounds good. The winner is the one who can get 5 cats to his goal first. You can freeze the rhynoc to slow him down, which is a very good tactic. Cats will be tossed into the field very frequently, so try to freeze him and stop him while flaming the frozen cats with your ice to move them to your goal, and away from his. This is a pretty simple game. After you win, you'll be given another egg. Now, we just have one more, the one you get for completing the level. Exit the cat hockey game and talk to Eugene the duck. He'll give you an egg, and this fun level is over at long last.

Charmed Ridge

Gems: 600

Eggs: 6

I hate this level. Well, one of the fairies will appear at the start of this level and tell you that the evil cat wizards of Felinia have captured Princess Ami, and if they don't find her soon, she will be forced to marry Prince Azrael. Not good. =\ Well, get the gems on the platform and glide down to the ground, and take out the rhynocs. Climb up the ladder and flame those nasty cat wizards to their death, while killing the rhynocs they're helping, then jump down from the left area. You will find another cat wizard and a shielded rhynoc. Flame the wizard and charge the rhynoc and then you'll see a tower that these cat wizards are moving. Wait until they stop it to try to squash Spyro, then charge past it while you have the time, and you'll find Moneybags. He said he'll persuade the cat wizards to lower the steps. Okay, give him the money. Unfortunately, the cat wizards are just going to give you an OPPORTUNITY to do it, if the steps go in, Spyro will fall off. So be careful and get to the top. After you're up there, charge to the right and kill the three rhynocs, and glide across to the platform. If you turn the camera around a little, you can see a blue cave with an egg in it. Glide there and get the egg, and then you'll see a Superflame Powerup. Take it and climb up the ladder. From here, aim and fire at all the cat wizards that were out of reach before. These include the one controlling the tower, the ones controlling the steps, etc. After getting everything, you may want to superflame the strong chest down below and get the gems, then head back up. Go glide over but instead of going to the blue cave, go to the steps. Don't let them chuck you off! You might want to use the ladder to get to the gems below though. Go to the far side of this area and jump up, then let the steps carry you to a higher area. From here, glide to where the cat wizard is and flame him. Now glide over to the cave. Take out the cat wizards and rhynocs and then enter the portal. Now, this is why I hate this level! Jack will tell you that there's a golden goose on the top of the mountain, and he wants to get to the top so he can get it. A bear (Moneybags) sold him some beans that don't work, but Spyro can work them. The yellow beans make small flowers, and the pink beans make large mushrooms. Throw the yellow bean to the right side, and the pink to the left side, then jump on the flower and hover to the mushroom, then it'll bounce you up and you can get the gems. Now flame both the mushroom and the flower and they'll turn back into the beans. Now rearrange them and get up, and then it's pretty obvious how to get up that part. Halfway through, you'll find Jack again. He'll give you an egg and two more pink seeds. You should already have one pink seed though. The three dirt patches here need to be filled in with pink seeds, so put them there and jump across each each mushroom. You'll come to one yellow seed and two pink seeds. Now take the yellow seed and go back. Go to the first mushroom and put the yellow seed down, then flame the mushroom. Put the yellow seed where the mushroom was, then take the pink seed, jump on the flower, then across the mushrooms to this high area. Put the three pink seeds on the three dirt patches, and then you'll be able to get to the very top! Jack will give you your egg. Now, jump down to the very bottom and you'll realize that some bars are down now. Get the headbash chest inside, then exit this area. We'll be back at the regular Charmed Ridge area. Glide to the low area, then use the ladder and climb up. Do that step puzzle again, then go to the right. Avoid the rocks that the cat wizards throw at you, and jump up the steps and glide to the other side. A fairy will tell you to hurry. Now run across this area flaming the fireworks treasures. Get all the gems from them and use the whirlwind to get up, then take out all the cat wizards and Spyro will immediately charge to Ami's rescue. Ami will tell you that since the fairies won't let her and Azrael get married, they're going to elope. Azrael gives you an egg, and the two head

off on a motorcycle. Now head back to that tower and go to the grassy ledge. Go to the end of it and glide to the island. Sgt. Byrd comes in here. Isabelle the fairy will say that the temple is full of nasty cat witches. We have to head into three battles with them. The first is cake. There are only 5 cat witches and all they can do to hurt you is hit you with their hats. Hit THREE of the windows, and just THREE. Do NOT hit four, just three. Take out the witches, and you will immediately head into the second battle. There are 10 cat witches here. Get close to the area where they come out, (opposite to where Sgt. Byrd enters), and when they've spent a couple seconds out, shoot them. This got me a good 4 dead witches, so the rest of them are easy. This is really no harder than the first battle, except that there are more of them. Now for the third battle. This one is HARD. There are still 10 witches, but they've flooded the floor with blue ooze, plus they can now hit you with magic. Try to get as many as possible when they come out. I was VERY lucky and got five of them. When they come close to finished Sgt. Byrd off, attack one of the windows that you left. If all four are gone, you get a Skill Point and your health restored. Finish the rest of them off carefully, and you'll receive an egg. Now Charmed Ridge is finally over.

Honey Speedway

Gems: 400

Eggs: 3

This is your third speedway, and it's not really all that hard, and it's easier than the last one, though it might still prove a problem, but not too much at all. Let's handle the time attack first. The easiest way to take care of it is to go through the honeycombs first, then go up and go through the beehives, then go straight to the bees and kill them, and then the bears. Instead of doing the bears in the way they are flying, fly in the opposite way. This way, there's a very small chance of you making an accident and losing. But be careful! If you do this method, there's a good chance that you will fall in the honey because they are so close to the honey that you might very well sink, but do try and handle this. After doing it, we should race the bumblebees. You have to go straight, following the red dots and the green rings, and get to the end before the planes do. Flaming them is useful, while flying through the blue stars is a MUST! Make sure to do this as often as you can! Getting the red rocks and firing them at the planes is very useful as well, because it will slow them down. After you've tackled this, Sparx will give you another egg. Now, for Hunter's challenge. Go through Time Attack again, and head to the area with the beehives. Around the end of it, you will find Hunter. You will have to use a boat to swim in the honey and run away from a UFO. Hunter swims automatically and you cannot control him except for jumping, so just jump when there are logs in the way, and soon the UFO will land in the honey and blow up, giving you a nice egg. Now for Scorch.

!BUG ALERT!: If you don't do everything on your very first go through a speedway, you will not be given your eggs. Be very careful for this not to happen and do this on your first way through.

Scorch's Pit

Gems: 0

Eggs: 1

Okay, so is Scorch a master of monsters to end all monsters in the world? I sincerely doubt that. What he will do most of the fight is spit out eggs for monsters to come out and attack you and fire balls of electricity into the air.

Bentley will be spinning two kinds of attacks at you to use against Scorch, red fire and green fire. Red fire is rapid and doesn't hurt much, but it's very useful against certain monsters. When you get one, you can fire it 50 times. Green fire is slow and hurts a lot, but it's not much to waste up. When you get one, you can fire it once. In the early part of this battle, Scorch will just fire some crabs at you. Simple; just charge through all of them. When Scorch moves and spreads his wings out, give him a good shot and hurt him. After you've done a little damage to him, he'll use TNT gophers instead of crabs. The gophers are still very easy to take care of if you have red fire. They will die instantly. After Scorch has taken even more damage, he will give you a little treat and present you with a Flaming Monster. This is the only area where these monsters appear, but they aren't friendly. They're only slightly slower than Spyro, so you might possibly be able to fire at them with a red rocket, but I doubt that. If he is only on his last legs, he'll give you a version of Buzz. This is immensely easy to kill; all you have to do is fire your red rockets at him, and he'll jump back nearly half of the course. Get him in the ooze like you got Buzz in the lava, and he'll die immediately. You really shouldn't have much of a problem with Scorch.

Starfish Reef:

Gems: 200

Eggs: 1

Let me start this off and say that this level is HARD. You'll need just about every inch of luck that you can to get this level complete. You'll see a door to the right, but it's locked, so don't try to go through there. Get the gems and fire at the starfish, and go to the north. You'll find a power-up butterfly, which will give you rapid, long-ranged fire. There is a shell that is letting starfish come out, so instantly eliminate it. Try not to get hit by the starfish. Continue to the northeast, then head north while taking out the starfish. You'll be in a circular room. There's a rather large starfish in here that allows little starfish to be born from it. Instantly take it out. It will be quite easy to dispatch, because there's a blue butterfly in here that will give Sparx the power to shoot out mines. These aren't the best powerups, but they're good ones nonetheless. Go forward and you'll see some eel-looking enemies. I don't really know what they are, but what I do know is that they're nasty little buggers. There's a large rock in the center to seek cover from their attacks, but did I mention there are two of them and a large starfish here? Be prepared to use up a couple lives to do this. If you still have some mines left, by all means use them to destroy these eel guys; it'll destroy them in one blow most likely. Go to the east area, and keep shooting forward; you'll see a couple of large starfish ahead of you. Shoot at them, while avoiding the attacks of the small starfish. If you actually have your mines left, they'll be immensely useful. Go to the south and destroy everything you can, and then head to the east and get a green butterfly to restore your health a bit. Use the rocks if you need to defend yourself, and destroy these eels and starfish. Be careful though, as they're going to shoot you and hurt you. After you've done this, go to the west and you'll see two eels for a challenge. They aren't really all that hard. Just strafe if needed, while shooting at them constantly, and avoiding their attacks, and soon they'll be gone. Get the every single gem that's lying around, then head to the west. Eat the green butterfly, and now we'll head into battle with the Manta Ray. This will certainly be a tough battle, as this guy is really tricky and has some tricks. At the beginning of the battle, it will be going around the circular room in a clockwise direction. It will also shoot mines at you as well. These will really bust you up. Avoid them at all costs. The first part of the battle won't be hard; just strafe by using L1 and R1 and moving to areas this guy isn't going to go to anytime soon, and shoot him until half of his health is gone. He'll then split into two Manta

Rays. Ouch. It'll be hard now, as they're letting out little manta rays to get you, and they're hard to get. Try to always get hits on the Manta Rays while blasting at the small manta rays. AVOID THE MINI MANTA RAYS! If you can defeat one Manta Ray, you'll know the battle is just about over, as one is definitely better than two and there will be less manta rays. After you destroy all the small manta rays and the large one, the battle will be over. You will get that well-deserved egg, and once you head down and get every single gem and go to the left. (That's the door you couldn't open earlier!) After that is done, this hard level is over!

Midnight Mountain Home

Gems: 400

Eggs: 6

This is definitely my favorite of the four worlds in the game. At the start of this level, get the gems from that little cave where the rocket lands, and then Bianca will appear from the rainbow. You probably don't trust her but she wants to help Spyro stop the Sorceress. She informs him that there's a portal at the other side of the level that will take some very strong magic to open. You'll need 100 eggs to open the portal. You should have about that many by now, but let's handle this world first, shall we? To the left, you'll see a bridge. On the other side, there's Moneybags with a new prize on his hands, Agent 9. You need to pay 1400 gems to unlock him. Pay the money and watch the rather funny scene, then go back. Near the cave with the rocket, you can see some steps. Well, Spyro 3 is full of secrets like that. Jump up these steps and glide to the small pedestral in the distance. There's an egg there, so snag that and glide back. Now, go on and you'll see a portal to Crystal Islands. Get the gems behind this portal and pass through and you'll see Haunted Tomb. Look behind it; there's a yellow gem there! Go even further and you'll also find a Dino Mines portal. To the right of it, there are steps and a cracked floor. Headbash this floor and you'll be in a grassy underground area. There are some gems here and another egg. Now go to the far left area, and you'll find a portal to Desert Ruins. To the right of this portal, you can see some cracks. Break this wall, and you'll find a pedestral in the distance with an egg on it! Grab this egg, then glide back. Around here, there's a thief running around. I think we know what to do with him... he's the easiest thief to catch in the whole game actually. Get his egg, and then go up the steps left of the Dino Mines portal. Up there, there's the Sorceress's Lair. If you have 100 eggs, Bianca will welcome you there and use a spell to open the wretched door. Near this portal, you may almost notice a waterfall of pink acid. On the top of it, there's a platform with an egg on it. Now, that's 5 out of 5... actually, there's a sixth egg. It's hard to get though. You have to beat the Sorceress before you can get it. Now, I'm warning you: there are SPOILERS here with the scene here! Do not read on if you don't want an episode spoiled! At the bridge near the Crystal Islands portal, Moneybags is waiting for you. He'll tell you that he's found an egg and he wants to sell it back in Avalar and make a fortune out of it. That slacker. He'll run from you on the same path that the egg thief did. He's pretty much like an egg thief, except getting him is easy since you start so close. When you get pretty close to him, flame him and he'll drop a LOT of gems! These are the same ones you've had to pay him with. You'll have to flame him about seven times before he gives you all your treasure back. Once you've finally beaten him back, he'll be fuming in rage, and he'll surrender the egg and won't bother you ever again. Now, if you haven't been to Desert Ruins or Crystal Islands, you won't have to bother with paying him to open the tomb or the bridge, because he's done for going to Spooky Swamp to become a haiku poet! Okay, to Agent 9's Lab.

Gems: 700

Eggs: 3

You'll be Agent 9 standing next to the Professor. He'll tell you that rhynocs have taken over his island laboratory. On the other side, you'll see some dummies. Behind them, there are rhynocs hiding from you. Shoot the dummies and the rhynocs will appear, so just shoot them too. After killing them, you'll find the Professor on the other side. He'll say that a lot of rhynocs are going to ambush you when he lowers the door. Well, no hill for a stepper like Agent 9. He'll take down the door. From the door with a red button next to it there are tons of rhynocs coming. Be careful here; these rhynocs could totally annihilate you if you're not cautious. Take down the red button and then kill the rhynocs. Some of them are pretty hard to kill, so try to get them properly. Around the back area, there's another switch with lots of rhynocs coming from the door. Take down the red button and then kill the rhynocs, then go back and make sure you've killed every rhynoc. If you're sure you have, the electric door to the right will open. You'll find the Professor in here. He'll tell you to shoot the appearing rhynocs. Do not fall off the pedestal he puts you on! Do not or this will restart. You'll be in sniper mode automatically. Kill the rhynocs when they appear. There are seven of them and they probably won't be able to hurt you, but don't take any chances. Examine the whole area with the appearing rhynocs quickly and carefully. After all seven rhynocs are dead, the door north of you will be taken down. The machine in this room has been filled with birds. Well, it's not as hard as you think. If you get too close to the birds, they'll dash at you and unless you take some pretty evasive action, they'll probably hit you. These nests contains the birds, so go into sniper mode and destroy them, just don't get too close or they'll simply take you out. After you kill the 6 birds, Agent 9 will be awarded with an egg. The Professor will turn the machine on, hoping no birds got in there. Actually, 12 birds got in there. Basically every nest and nook and cranny is filled with birds in this area, so shoot them all out! You may have to be left looking for a few birds because they're not as close to you as the birds in the first challenge were. After you take out all of them, continue and the Professor will show you to a new, very powerful weapon, the bomb. You'll notice that the next few rhynocs have shields, and your regular gun is just like Spyro's flame; you can't do it regularly. Pick up the bombs and you'll have 10 to throw. You can aim these by holding down Square. My strategy to handle this is to aim these as far as possible and get the rhynocs, but not be close enough to be in gun range. Get close to these guys and then throw the bombs if you can't do that. You may have to risk losing a couple lives or getting hit if you do this though. After you take them out you'll see the Professor next to the door. We have to take out three more rhynocs to complete this level. The next few rhynocs are actually easier than the last because they'll be close to you and they can't hit you as easily. Just aim at them and go back and get some fodder if necessary and you'll beat these rhynocs down in no time at all. Do this and meet the Professor at the end. He'll give you the egg. You may now notice that you have 2 eggs instead of three. I haven't mentioned it yet, but there's a force field to the left of where you come in the area past the birds. It has a bit of space not covered at the top... Take a bomb and aim it at the switch on the other side and the force field will go down. Now go to the lake and you'll find 3 rhynocs in boats at the lake. With your gun, shoot them all down! They're not hard to hit and they don't attack you, so you should have no problem beating them. After you kill them, the 6th one will give you an egg. After you have all 3 eggs, you may want to stay here and use bombs on all the sealed treasure chests here, and shoot any balloons in the sky you may not have gotten. Also, if you can bomb down all the trees, you get a Skill Point. So make sure you do all this and this level is complete!

!MORE COMING SOON!: World 4 is currently under construction. Expect more soon!

IX. Skill Points: This is a list by Gbness on getting every single skill point in the game. Enjoy it.

There are skill points in the game. They are in no way revealed in the game, or even Prima's Official Strategy Guide. They appear in your Atlas after beating the Sorceress, so you'll want them, as you will get an epilogue if you get them all. Now, here are the skill points themselves, copied from the Atlas:

1. Sunny Villa: Flame all trees.
2. Sunny Villa: Skateboard course record I.
3. Molten Crater: Assemble tiki heads.
4. Molten Crater: Supercharge the wall.
5. Seashell Shore: Catch the funky chicken.
6. Icy Peak: Glide to pedestral.
7. Enchanted Towers: Skateboard course record II.
8. Spooky Swamp: Destroy all piranha signs.
9. Sgt. Byrd's Base: Bomb the gophers.
10. Frozen Altars: Beat yeti in two rounds.
11. Lost Fleet: Skateboard record time.
12. Fireworks Factory: Find Agent 9's powerup.
13. Charmed Ridge: The Impossible Tower.
14. Charmed Ridge: Shoot the temple windows.
15. Bentley's Outpost: Push box off the cliff.
16. Desert Ruins: Destroy all seaweed.
17. Haunted Tomb: Swim into the dark hole.
18. Dino Mines: Hit all the seahorses.
19. Dino Mines: Hit the secret dino.
20. Agent 9's Lab: Blow up all the palm trees.

That's 20 skill points. Most of them aren't really that hard to get, but some are a bit tricky, but that's why you have this nifty little guide to help you, right? You'll know if you've gotten a skill point, as you will get a new life, and you'll hear a small sound as well.

1. Sunny Villa: Flame all trees.

Easy, very easy. All you have to do is locate all the trees in Sunny Villa, and flame them. This is perhaps the easiest Skill Point to obtain.

2. Sunny Villa: Skateboard course record I.

This isn't that hard. You have to score 3,000 points, I think. At least I think that's the number of points. Correct me if I'm wrong. Anyway, all you have to do is do Gulp's, Crush's, and other various good scoring moves a lot, and you will be awarded with this skill points.

3. Molten Crater: Assemble tiki heads.

Pushover. Just grab onto the heads with Sgt. Byrd, and on the middle platform in the lava, arrange the tiki heads in this rather fashionable order. Make sure to do it correctly:

```
  X X
   X
  X X
```

4. Molten Crater: Supercharge the wall.

What amazes me most is that they said: supercharge the wall. Actually, you don't even need supercharge to do this. All you need is your charge. Go to the left of the area where you are hunting down the thieves, (that's right after you pay Moneybags), and you will see a red wall. Charge, (or even flame) into it, and you will get this rather pitiful Skill Point.

5. Seashell Shore: Catch the funky chicken.

How easy. Around the end of this area, right before you flame that octopus, there is a chicken swimming around. You can't flame him here, so just charge him, and you will get the skill point.

6. Icy Peak: Glide to the pedestral.

When you are chasing the yellow thief, you may be able to see the red thief on the distant platform. There are quite a few areas that you could supercharge to and then supercharge-glide to the pedestral and flame him. If you are able to do this, then lo and behold, you've just got yourself a Skill Point.

7. Enchanted Towers: Skateboard course record II.

No matter how hard it sounds, getting 10,000 points in the Enchanted Towers is quite simple. All you have to do is do Big Gulps and Big Crushes, Twisted Limes, Twisted Lemons, Raging Riptos, and other various high-scoring moves. Skateboarding tips will come soon.

8. Spooky Swamp: Destroy all piranha signs.

This is very easy. Throughout Spooky Swamp, there are signs warning for the dangerous piranha in the water. Flame all of these, and a skill point is yours.

9. Sgt. Byrd's Base: Bomb the gophers.

This is probably the hardest one so far. In Sgt. Byrd's base, there are a lot of gophers coming out of holes and jumping back in them when Sgt. Byrd gets near them. Since Sgt. Byrd's Base is a large area, there are a lot of these guys, and they're hard to hit, because if you come near them, they jump back into the holes. We have to shoot at them from a distance. If you manage to kill all of the gophers, a well-awarded Skill Point is your reward.

10. Frozen Altars: Beat yeti in two rounds.

This skill point is actually VERY tough to get, but there's a little trick you can do. After beating the yeti in three rounds a couple times, you can play with a friend. NOTE: You must have two controllers to do this. Leave the second controller alone, and just kick the other yeti's ass with Bentley's attacks. Soon enough, you'll get the Skill Point.

11. Lost Fleet: Skateboard record time.

In the high area of Lost Fleet, Hunter challenges you to race him. After beating him, you can try to break the record. You must be doing lots of flips and rolls, killing every single crab, and pulling off some good stuff to do this. With boosts, you can easily get this Skill Point.

12. Fireworks Factory: Find Agent 9's powerup.

This is a joke of a Skill Point. In Agent 9's challenge in Fireworks Factory, just aim up and shoot the gun on the ceiling. Now Agent 9's gun will be stronger and faster.

13. Charmed Ridge: The Impossible Tower.

This tower definitely isn't "impossible." You can easily see this tower from the middle of Charmed Ridge. From a high area, glide to the tower and you'll get the Skill Point.

14. Charmed Ridge: Shoot the temple windows.

At the end of Charmed Ridge, you can go to the right and see a Sgt. Byrd challenge. Have Sgt. Byrd shoot the five temple windows, and you have a new skill point.

15. Bentley's Outpost: Push box off the cliff.

If this isn't the easiest Skill Point in the game, I can't tell you what is. In the area where a box is blocked Bartholomew's path, push it off the cliff. A Skill Point for that. Wow.

16. Desert Ruins: Destroy all seaweed.

On Hunter's manta ray, shoot at all the seaweed around here. It's not hard to find one bit, so after it's destroyed, you get a Skill Point for your work, however small it was. :P

17. Haunted Tomb: Swim into the dark hole.

This only rivals Sunny Villa's flame all the trees and Bentley's Outpost's push box off the cliff challenges in how ridiculously easy it is. Early in the level, you will see some dark coming from a hole. Go in there, and you get a Skill Point. For almost nothing.

18. Dino Mines: Hit all the seahorses.

This one is tough. In the area where you swim across the tunnel to get the egg that the rhynocs threw into the water, you will be able to see the seahorses. Charge into all of them and you'll get this well-earned Skill Point.

19. Dino Mines: Hit the secret dino.

Quite simple. Around the end of the area, where you shoot the dinosaurs, just hit the secret green dino that appears when you're shooting some other dinosaurs in the middle of this challenge and then you have the 19th Skill Point.

20. Agent 9's Lab: Blow up all the palm trees.

With Agent 9's bombs, go to the huge palm trees, and throw the bombs at them. There are a lot of these, but once you've done that, you have completed the Epilogue.

X. Sparx Worlds: Here are the four Sparx Worlds in the game, all covered. Sorry for the long wait and mistakes I made, but here they are, for good.

Crawdad Farm

Gems: 200
Eggs: 1

To access Crawdad Farm, go back to the first world after having beaten Buzz. There is a sign with a picture of Sparx on it. Zoe is there. She will tell you that she saw an egg in a small area that only Sparx can access. Well, it's time to tackle the Crawdad Farm. Unfortunately, Sparx is quite small. This area will be viewed from a top-down viewpoint. Ah well, this is still challenging and fun. To strafe, use R1 and L1, to fire, use O, to charge, use Square. The controls are quite simple, although Zoe WILL put you through this test. More rules are that eating green butterflies will increase your health, and eating other colored butterflies will give Sparx special powerups, many in which are quite valuable. Okay, now we'll begin the level Crawdad Farm. The level is pretty straightforward through the first few parts, so just get to the large area by shooting at the crawdads, and when you get to their regeneration boxes, just shoot them with a powerup. Soon you'll get to the middle area. There's a red key around here, so head to the northwest and use the red key. Go forward taking everything out, and you'll find a green key. Make sure to do everything, like taking out crawdads and getting gems. Now, go to the west of the large area and use the green key. You'll find the yellow key, so activate the switch and destroy everything, while getting every gem there is, and head to the northeast and get the blue key. After getting it, go to the east of the area and then use the blue key. This level is near complete, until we get past those large enemies and face the Crawdad Boss... It is not very hard at all. Avoid his fire while you strafe to avoid them and shoot at his arms. After they are destroyed, be very careful to avoid the attacks, and then just shoot his body, and then he'll start shooting fire from his small, bare body. He's getting weak. You'll have to move around and strafe to avoid the fire now. Just shoot at him and soon this boss will be dead meat and you'll get an egg for your hard work.

Spider Town

Gems: 200

Eggs: 1

Since we know the basics, Spider Town really isn't all that much of a challenge to tackle. Go down, and shoot at one of those pesky spiders. Then get the key s/he's guarding. After you've got it, go straight and to the right, then use it. In a room above, you'll find another key and another spider. The spider is ripe for the killing. :-P Remember that there is a colored butterfly that will make you invincible here! Don't skip out on this, because when you are invincible then you will destroy everything you touch. Now head back to the main room. It's to the north, by the way. Don't be bothered by that spider regenerator, or whatever it is, because you can't harm it yet; it's protected by a shield. Go to the right, and head up, and you'll find yet another spider. Take care of it, and get the key it is guarding. Be sure not to be attacked by the spiders, as there are a lot of them around here. Now go back to the spider regenerator. Go up, where you can go now, and you'll find a switch to turn off the generator! Immediately press it, and then go back to the regenerator and destroy it. There is also a key in this room. Now go to the left, and you'll find another spider generator. This one isn't shielded, so you can just shoot it. Unfortunately, there is also another one here, which is shielded, so don't be bothered by it. Now go down and get the key. You can't go through that force field right in front of you yet, so don't try to do so. Instead, use it on the door to the north. There are two spider regenerators here. Destroy them both, and go to the left and find the key. Blast the spiders that come after you, while getting every gem in sight, and then go to the south to go through the force field where you found the last key. There is a switch to turn the spider generators off, so press it, and kill the spiders. After you're sure you've found all the gems you can, proceed and you will fight a boss... the Spider Boss. She isn't very hard, just be sure to avoid her fire and charge attacks,

while shooting her. She takes a lot of hits to go down, but it's nothing Sparx cannot handle. When you shoot at her, as you can see, the bar will go down very slowly. Remember that while she is charging, she cannot be hit, so instead of shooting, charge away by all means, or maybe strafe if you want. When her head is sticking out, shoot it. This will definitely be a long fight, but nothing that you can't handle. After the Spider Mother is dead, you will be given an egg, and you can collect all the remaining gems, then this level is complete!

Starfish Reef:

Gems: 200

Eggs: 1

Let me start this off and say that this level is HARD. You'll need just about every inch of luck that you can to get this level complete. You'll see a door to the right, but it's locked, so don't try to go through there. Get the gems and fire at the starfish, and go to the north. You'll find a power-up butterfly, which will give you rapid, long-ranged fire. There is a shell that is letting starfish come out, so instantly eliminate it. Try not to get hit by the starfish. Continue to the northeast, then head north while taking out the starfish. You'll be in a circular room. There's a rather large starfish in here that allows little starfish to be born from it. Instantly take it out. It will be quite easy to dispatch, because there's a blue butterfly in here that will give Sparx the power to shoot out mines. These aren't the best powerups, but they're good ones nonetheless. Go forward and you'll see some eel-looking enemies. I don't really know what they are, but what I do know is that they're nasty little buggers. There's a large rock in the center to seek cover from their attacks, but did I mention there are two of them and a large starfish here? Be prepared to use up a couple lives to do this. If you still have some mines left, by all means use them to destroy these eel guys; it'll destroy them in one blow most likely. Go to the east area, and keep shooting forward; you'll see a couple of large starfish ahead of you. Shoot at them, while avoiding the attacks of the small starfish. If you actually have your mines left, they'll be immensely useful. Go to the south and destroy everything you can, and then head to the east and get a green butterfly to restore your health a bit. Use the rocks if you need to defend yourself, and destroy these eels and starfish. Be careful though, as they're going to shoot you and hurt you. After you've done this, go to the west and you'll see two eels for a challenge. They aren't really all that hard. Just strafe if needed, while shooting at them constantly, and avoiding their attacks, and soon they'll be gone. Get the every single gem that's lying around, then head to the west. Eat the green butterfly, and now we'll head into battle with the Manta Ray. This will certainly be a tough battle, as this guy is really tricky and has some tricks. At the beginning of the battle, it will be going around the circular room in a clockwise direction. It will also shoot mines at you as well. These will really bust you up. Avoid them at all costs. The first part of the battle won't be hard; just strafe by using L1 and R1 and moving to areas this guy isn't going to go to anytime soon, and shoot him until half of his health is gone. He'll then split into two Manta Rays. Ouch. It'll be hard now, as they're letting out little manta rays to get you, and they're hard to get. Try to always get hits on the Manta Rays while blasting at the small manta rays. AVOID THE MINI MANTA RAYS! If you can defeat one Manta Ray, you'll know the battle is just about over, as one is definitely better than two and there will be less manta rays. After you destroy all the small manta rays and the large one, the battle will be over. You will get that well-deserved egg, and once you head down and get every single gem and go to the left. (That's the door you couldn't open earlier!) After that is done, this hard level is over!

Bugbot Factory:

Gems: 200

Eggs: 1

Bugbot Factory is a difficult, but strangely enough, a very short level. It's not as hard as Starfish Reef, but if you're not prepared, you're not going to make it through this level without breaking a controller or two. :) Just kidding, you'll see a locked door to the north, which requires a key. Go to the right and you'll find a blue bug charging from you. It has the key. You're faster than him, but not by much. Wait until you get really close and then fire him and he'll die. You'll then get the key, so go back to the locked door and open it. You'll find a blue beetle letting some small red ladybugs coming out. Shoot at them, while trying your best to destroy the blue beetle. This won't be easy, but keep at it. To the left, you'll see some bugs, gems, and an invincibility powerup butterfly. Get the bugs and gems, but DO NOT get the powerup! We want to save this up. Go to the right and find the blue bug, and fire at it to destroy it. But don't use the powerup. With the key you now have, go to the northeast and open the door and get the gems. After that door is open, the northwest one will. Go through there and fire at the key-carrying blue bug. It's very easy to defeat. Now get the key and go to the east. This will let out a large blue bug and some ladybugs. Decimate the blue bug quickly, as it is quite a nuisance. The ladybugs are annoying too. After you do this, you can go to the south. But there bugs there are VERY hard to take care of, as they will shoot you and start to eliminate you. But that's why we saved up an invincibility powerup butterfly. Go back up and to the left and get the butterfly, and then VERY QUICKLY go back down and when you touch the green bugs, you'll kill them! If you don't get some of them, you've at least got most of them. Destroy them normally then, and get the key from the blue bug. After that, it's time to head into battle with the Sparx World boss, the Robotic Centipede. This is actually an extremely easy boss. I seriously had no problem whatsoever with this boss at all. Strafe from his attacks while avoiding his charge and fire, and soon he'll split into two small centipedes. He won't let out small bugs like that Manta Ray did, so just concentrate on one centipede at a time, while avoiding their attacks, and eventually you'll destroy them and get an egg! Now the Sparx Worlds are complete.

XI. Codes/Secrets: These are all the codes and secrets in the game that I know of. And look, six of them were even contributed by me! Cheer for me! Yay! Well, thanks for the congratulations, and you can see here:

2D Spyro:

To turn Spyro into a 2nd dimensional dragon, enter the following code while at the pause menu: Left, Right, Left, Right, L1, R1, L1, R1, Square, Circle. To turn him back to normal, re-enter the code.

Contributed By: Dallas, Source: SpyroHints.com

99 Lives:

Enter the following code at the pause menu to gain 99 lives: R2, L2, R2, L2, Up, Up, Up, Up, Circle.

Contributed By: Dallas, Source: SpyroHints.com

Big-headed Spyro:

At the pause menu, enter the following code to inflate Spyro's head: Up, R1,

Up, R1, Up, R1, Circle, Circle, Circle, Circle. Re-enter the code to shrink it back to normal.

Contributed By: Dallas, Source: SpyroHints.com

Colored Dragon:

Spyro can be changed into several different colors. Pause the game, and enter any of the following codes while at the pause menu, then resume gameplay and Spyro will be that color.

Black: Up, Left, Down, Right, Up, Square, R1, R2, L1, L2, Up, Right, Down, Left, Up, Down

Blue: Up, Left, Down, Right, Up, Square, R1, R2, L1, L2, Up, Right, Down, Left, Up, X

Green: Up, Left, Down, Right, Up, Square, R1, R2, L1, L2, Up, Right, Down, Left, Up, Triangle

Pink: Up, Left, Down, Right, Up, Square, R1, R2, L1, L2, Up, Right, Down, Left, Up, Square

Red: Up, Left, Down, Right, Up, Square, R1, R2, L1, L2, Up, Right, Down, Left, Up, Circle

Yellow: Up, Left, Down, Right, Up, Square, R1, R2, L1, L2, Up, Right, Down, Left, Up, Up

Contributed By: Dallas, Source: SpyroHints.com

Crash Bash Demo:

At the title screen, hold L1 and R2, and press Square to start up the special demo of Crash Bash.

Contributed By: MTRodaba2468, Source: Cheat CC

Easy Mode:

Enter this in the Pause menu.

Circle, Square, Right, Left, Right, Square, Circle, X

Contributed By: GBFreak, Source: Self

End Credits:

To end the credits, first pause the game, then push Left, Right, Left, Right, Left, Right, Square, Circle, Square, Circle, Square, Circle. PAL Version only!

Contributed By: Gbness, Source: Unknown

Epilogue:

To get an epilogue with scenes from the game, get all 20 Skill Points in the game. In the Atlas, you can now see an epilogue, showing you how things turn out.

Contributed By: Gbness, Source: Self

Extra Hit Point:

To get another hit point without doing Sparx's challenge, pause the game, and press Circle, R1, Circle, L1, Circle, R2, Circle, L2, Circle. After this is done, you'll have the extra hit point.

Contributed By: Gbness, Source: SpyroHints.com

Hidden Movie:

To view the movie ''Spike is Born'', you must complete the game. Then, pause the game and press these buttons: Up, Down, Up, Down, Left, Right, Left, Right, Square, Left, Down. After this is done, you will see the movie.

Contributed By: Gbness, Source: Unknown

More Difficult Game:

Pause the Game and press O,  , Right, Left, Right,  , O, .

Contributed By: Jobu Dudley, Source: Electronic Gaming Monthly

More Hit Points:

Press Start, and then press O, R1, O, L1, O, R2, O, L2, O.

Contributed By: Jobu Dudley, Source: Electronic Gaming Monthly

Treasure-Finding Ability:

To get Sparx's treasure-finding ability without doing his level, pause the game and press Right, Right, Left, Left, Right, Right, Left, Left, Circle, Circle, Circle. You will then have his treasure-finding ability.

Contributed By: Gbness, Source: SpyroHints.com

Turn Skateboard Into Squid:

To turn Spyro's skateboard into a squid, pause the game and press Up, Up, Left, Left, Right, Right, Down, Down, Square, Circle, Square.

Contributed By: Gbness, Source: Spyro Hints

View the Credits:

Enter the following code at the pause menu to view the credits of the game: Left, Right, Left, Right, Left, Right, Square, Circle, Square, Circle, Square, Circle. Once the credits are done playing, you'll be brought to the entrance of the level you last left off at. Press Start at anytime during the credits to stop them and return to your game.

Contributed By: Dallas, Source: SpyroHints.com

GameShark Codes: These are all the GameShark codes I know of. Enjoy 'em!

Please note that GameShark®2 Version 3 codes are not compatible with newer versions of GameShark®2 for PlayStation®2. These codes may be used with GameShark®2 Version 1 & 2. For all of the latest and up to date GameShark®2 codes, please upgrade to Version 3.

148 Eggs: 8006C6600094
Plenty Of Gems: 8006c71c3a98
Infinite Lives: 8006c7840063
Infinite Health: 800705a80003
All Sunrise Springs Gems: 80071a100190
All Sunny Villa Gems: 80071a140190
All Cloud Spires Gems: 80071a180190
All Molten Crater Gems: 80071a1c0190
All Seashell Shore Gems: 80071a200190
All Mushroom Speedway Gems: 80071a240190
All Sheila's Alp Gems: 80071a280190
All Midday Garden Home Gems: 80071a340190
All Icy Peak Gems: 80071a3801f4
All Enchanted Towers Gems: 80071a3c01f4
All Spooky Swamp Gems: 80071a4001f4
All Bamboo Terrace Gems: 80071a4401f4
All Country Speedway Gems: 80071a480190
All Sgt. Byrd's Base Gems: 80071a4c01f4
All Evening Lake Home Gems: 80071a580190
All Frozen Alter Gems: 80071a5c0258
All Lost Fleet Gems: 80071a600258
All Fireworks Factory Gems: 80071a640258
All Charmed Ridge Gems: 80071a680258
All Honey Speedway Gems: 80071a6c0190
All Bentley's Outpost Gems: 80071a700258
All Midnight Mountain Home Gems: 80071a7c0190
All Crystal Island Gems: 80071a8002bc
All Desert Ruins Gems: 80071a8402bc
All Haunted Tomb Gems: 80071a8402bc
All Dino Mines Gems: 80071a8c02bc
All Harbor Speedway Gems: 80071a900190
All Agent 9's Lab Gems: 80071a9402bc
All Crawdad Farm Gems: 80011a3000c8
All Spider Town Gems: 80071a5400c8
All Starfish Reef Gems: 80071a7800c8
All Bugbot Factory Gems: 80071a9c00c8
All SuperBonus Round Gems 80071aa01388
Infinite Missiles Vs Shark Sub 801623300063
Easy Win Mushroom Speedway: Time Attack:
d006fa580001
8006fa580008
d006fa580008
8006fa5c0008
d006fa580008
8006fa600008
d006fa580008
8006fa640008
Easy Win Mushroom Speedway: Race:
d006fa780000
8006fa780003
Quick Win Vs. Shark Sub:
d01623b400010
801623b400001
Enable Code (For Modified PSX Systems Only):
d007aee4000a
8007aee61000
d00784640008
800784662400
d007af6c023a
8007af6e1000

d00784640008
800784662400

Spyro: Year of the Dragon v1.1 Codes: Note, there are two versions of the game on the market. A minor change has been made to the program that may not be detectable in the game itself, or mentioned on the packaging. If you find that the above codes are not working for your game try these codes below.

(Look at the number of the code, then find the code below.) Thank you, the reason that I put it like this was because my computer had a little problem.

1. 148 Eggs
2. Plenty of Gems
3. Infinite Lives
4. Infinite Health
5. Big Head
6. Giant Spyro
7. Paper Spyro
8. Super Charge
9. Red Spyro
10. Blue Spyro
11. Pink Spyro
12. Green Spyro
13. Yellow Spyro
14. Black Spyro
15. All Sunrise Spring Home Gems
16. All Sunny Villa Gems
17. All Cloud Spires Gems
18. All Molten Crater Gems
19. All Seashell Shore Gems
20. All Mushroom Speedway Gems
21. All Shela's Alp Gems
22. All Midway Garden Home Gems
23. All Icy Peak Gems
24. All Enchanted Towers Gems
25. All Spooky Swamp Gems
26. All Bamboo Terrace Gems
27. All Country Speedway Gems
28. All Sgt. Byrd's Base Gems
29. All Evening Lake Home Gems
30. All Frozen Alter Gems
31. All Lost Fleet Gems
32. All Fireworks Factory Gems
33. All Charmed Ridge Gems
34. All Honey Speedway Gems
35. All Bentley's Outpost Gems
36. All Midnight Mountain Home Gems
37. All Crystal Island Gems
38. All Desert Ruins Gems
39. All Haunted Tomb Gems
40. All Dino Mines Gems
41. All Harbor Speedway Gems
42. All Agent 9's Lab Gems
43. All Crawdad Gems
44. All Spider Town Gems
45. All Starfish Reef Gems
46. All Bugbot Factory Gems
47. All Super Bonus Round Gems
48. All Sunrise Spring Home Eggs
49. All Sunny Villa Eggs

50. All Cloud Spires Eggs
51. All Molten Crater Eggs
52. All Seashell Shore Eggs
53. All Mushroom Speedway Eggs
54. All Shela's Alp Eggs
55. Buzz's Dungeon Egg
56. All Midway Garden Home Eggs
57. All Icy Peak Eggs
58. All Enchanted Towers Eggs
59. All Spooky Swamp Eggs
60. All Bamboo Terrace Eggs
61. All Country Speedway Eggs
62. All Sgt. Byrd's Base Eggs
63. Spike's Arena Egg
64. All Evening Lake Home Eggs
65. All Frozen Alter Eggs
66. All Lost Fleet Eggs
67. All Fireworks Factory Eggs
68. All Charmed Ridge Eggs
69. All Honey Speedway Eggs
70. All Bentley's Outpost Eggs
71. Scorch's Pit Egg
72. All Midnight Mountain Home Eggs
73. All Crystal Island Eggs
74. All Desert Ruins Eggs
75. All Haunted Tomb Eggs
76. All Dino Mines Eggs
77. All Harbor Speedway Eggs
78. All Agent 9's Lab Eggs
79. Sorceress's Lair Egg
80. All Sparx World Eggs
81. All Super Bonus Round Eggs

Codes:

1. 8006c7400094
2. 8006c7fc3a98
3. 8006c8640063
4. 800706880003
5. 8006fc760001
6. 8006fc76ffff
7. 8006fc760100
8. 800705cc0001
9. 8006fc840001
10. 8006fc840002
11. 8006fc840003
12. 8006fc840004
13. 8006fc840005
14. 8006fc840006
15. 80071af00190
16. 80071af40190
17. 80071af80190
18. 80071afc0190
19. 80071b000190
20. 80071b040190
21. 80071b080190
22. 80071b140190
23. 80071b1801f4
24. 80071b1c01f4
25. 80071b2001f4

26. 80071b2401f4
27. 80071b280190
28. 80071b2c01f4
29. 80071b380190
30. 80071b3c0258
31. 80071b400258
32. 80071b440258
33. 80071b480258
34. 80071b4c0190
35. 80071b500258
36. 80071b5c0190
37. 80071b6002bc
38. 80071b6402bc
39. 80071b6802bc
40. 80071b6c02bc
41. 80071b700190
42. 80071b7402bc
43. 80071b1000c8
44. 80071b3400c8
45. 80071b5800c8
46. 80071b7c00c8
47. 80071b801388
48. 300703e0001f
49. 300703e1003f
50. 300703e2003f
51. 300703e3003f
52. 300703e4003f
53. 300703e50007
54. 300703e60007
55. 300703e70002
56. 300703e9001f
57. 300703ea003f
58. 300703eb003f
59. 300703ec003f
60. 300703ed003f
61. 300703ee0007
62. 300703ef0007
63. 300703f00002
64. 300703f2001f
65. 300703f3003f
66. 300703f4003f
67. 300703f5003f
68. 300703f6003f
69. 300703f70007
70. 300703f80007
71. 300703f90002
72. 300703fb001f
73. 300703fc003f
74. 300703fd003f
75. 300703fe003f
76. 300703ff003f
77. 300704000007
78. 300704010007
79. 300704020002
80. 30070403000f
81. 300704040002

XII. Skateboarding Tips: This area is VERY UNDER CONSTRUCTION. Right now, I am only going to give information on how to do each of these moves. MORE COMING

SOON.

Gulp: Do four spins, each must be to the left.

Crush: Do four spins, each must be to the right.

Gnasty Gnorc: Do two front flips and a side roll.

Gnarly Gnorc: Simply do two front flips and an extra side roll. 2 side rolls, to be exact.

Twisted Lemon: Do a side roll and a back flip.

Twisted Lime: Do a side roll and a front flip.

Thrash Master: Do a flip, then a side roll.

Super Thrash Master: Do three Thrash Masters.

Toasty Twist: Do four rolls to the right.

Dr. Shemp: Do four rolls to the left.

Raging Ripto: Do two front or back flips and three side rolls. This is a very rewarding move.

Triple Towers: Jump across all three towers in the Enchanted Towers level.

XIII. Bosses: (Not filler, believe me.) This is for quick access to all the bosses in the game. (Those that are not in the walkthrough yet are not covered yet, sorry.) The regular bosses are being covered by Wayalla. Gbness will do the Sparx World bosses.

#####

Buzz:

#####

This boss, is of course the easiest between World boss in the game, because it is the first world boss; But it can also be a bit hard for new people to fight him. If you die about 3 times fighting Buz, then my advise is to go back to Seashell shore. The reson for this is for the shark fight. Go back there and fight that shark. This will give you the learning of the controls when the camera goes weird, and will learn the art of outrunning. If you die in the shark fight section, you do not lose a life, so it is good place to practise. Anyway, the fight. Sheila is here to help you in this match. As you start, the monster will charge at you. Charge back. You will lickley be pulled back. Charge into the enemy again, and then just knock Buzz into the lava. Sheila will then stomp on it's head. That will take off some health from it. It will then start rolling at you. Charge along the outside of the the arena, but do not fall into the lava. After awhile, Buz will stop charging. Because you are near the outside, you have a quick chancw to kncock him into the lava. Charge at him, and he wil jump to the left or the right. Keep knocking him into the water. Keep doing this, and after awhile, Buzz will have some fire around him when he lands in his new position. You cannot charge him here. Wait just by him until the fire ring is gone. Once it is gone, then charge into him and he will fall into the lava. Sheila will headbash him. Do the outrunning thing again. When Buzz starts to blow fire at you, just jump and wait to the fire ring is gone from around him, and then chrage and he will fall into the water. You need to get 6 total hits by Sheila on Buzz and then he will die and you be taken to the next world.

#####

Spike:

#####

Spike can really be a pain to beat. The main problem that you will have against Spike is that you will probably keep getting hit by that stupid gun that he has in his hands. The first part of the level is probably the hardest part of the boss battle, that's in my opinion though, feel free to think whatever you want, but that is what I say. As you come out of the whirlygig, you will see Sgt. Bird there waiting for you, and it will show Spike. Apparently, on the NTSC or North American Version of the game, this boss is called something different, so sorry if I am wrong. Anyway, the boss battle. First, you need to hit those big rocks into him. When Spike uses that big gun of his, use the charge and run away from hit. He will fire two shots. You have to try to get him not to fire that gun and make it hit the rocks. Keep using the charge to get away from the gun that he is using, and when you are near a rock, hit it the direction of Spike, and hopefully it will go into him, and hurt him a bit. Keep doing this. You will need to do this about 2, 3 or 4 times, depending on where you hit him. If you hit him in the body, then you will take off more health. If you hit him in the Arm, well, it isn't going to take off as much. When you have hurt him that amount of times, he will jump, and all the rocks will explode. Fire will stream up through little crack in the ground. Watch out for that fire, because it can be a bit unexpected when you run straight into it. For this next bit, Spike will fire 3 bullets from his gun at you. Just do what you usually do; dodge the bullets by using your charge technique and Spike won't be able to get a good lock on with his gun, therefore will miss you. Ammunition will drop; you have to try and get this ammo before Spike does. When you see one appear, run after it. Then go to Spike and fire it at him. Fire will come out of your mouth, and take away some health. If you see that Spike is about to get one of those fire things, then quickly stop him by getting it first. Since you can run faster than he can, then there would be no problem at all doing this. If he does get it, he will blow fire out of his gun. To avoid this, just jump and glide over it. Keep getting Spike with the fire flame. When you hit him a certain number of times, more fire will come up from the ground when Spike jumps. This next bit can be hard. Those things that fall from the ground you must NOT let Spike get. You have to grab it first. When Spyro has it in his mouth, then press the circle button to throw it at Spike. You may have to do this two times before you fully kill him. If Spike somehow manages to get one of them, charge around the outside, because you don't want to be caught in the middle of what he is about to do.

#####

Scorch:

#####

Okay, so is Scorch a master of monsters to end all monsters in the world? I sincerely doubt that. What he will do most of the fight is spit out eggs for monsters to come out and attack you and fire balls of electricity into the air. Bentley will be spinning two kinds of attacks at you to use against Scorch, red fire and green fire. Red fire is rapid and doesn't hurt much, but it's very useful against certain monsters. When you get one, you can fire it 50 times. Green fire is slow and hurts a lot, but it's not much to waste up. When you get one, you can fire it once. In the early part of this battle, Scorch will just fire some crabs at you. Simple; just charge through all of them. When Scorch moves and spreads his wings out, give him a good shot and hurt him. After you've done a little damage to him, he'll use TNT gophers instead of crabs. The gophers are still very easy to take care of if you have red fire. They will die instantly. After Scorch has taken even more damage, he will give you a little treat and present you with a Flaming Monster. This is the only area where these

monsters appear, but they aren't friendly. They're only slightly slower than Spyro, so you might possibly be able to fire at them with a red rocket, but I doubt that. If he is only on his last legs, he'll give you a version of Buzz. This is immensely easy to kill; all you have to do is fire your red rockets at him, and he'll jump back nearly half of the course. Get him in the ooze like you got Buzz in the lava, and he'll die immediately. You really shouldn't have much of a problem with Scorch.

Crawdad Boss:
#####

It is not very hard at all. Avoid his fire while you strafe to avoid them and shoot at his arms. After they are destroyed, be very careful to avoid the attacks, and then just shoot his body, and then he'll start shooting fire from his small, bare body. He's getting weak. You'll have to move around and strafe to avoid the fire now. Just shoot at him and soon this boss will be dead meat and you'll get an egg for your hard work.

Mother Spider:
#####

She isn't very hard, just be sure to avoid her fire and charge attacks, while shooting her. She takes a lot of hits to go down, but it's nothing Sparx cannot handle. When you shoot at her, as you can see, the bar will go down very slowly. Remember that while she is charging, she cannot be hit, so instead of shooting, charge away by all means, or maybe strafe if you want. When her head is sticking out, shoot it. This will definitely be a long fight, but nothing that you can't handle.

Manta Ray:
#####

This will certainly be a tough battle, as this guy is really tricky and has some tricks. At the beginning of the battle, it will be going around the circular room in a clockwise direction. It will also shoot mines at you as well. These will really bust you up. Avoid them at all costs. The first part of the battle won't be hard; just strafe by using L1 and R1 and moving to areas this guy isn't going to go to anytime soon, and shoot him until half of his health is gone. He'll then split into two Manta Rays. Ouch. It'll be hard now, as they're letting out little manta rays to get you, and they're hard to get. Try to always get hits on the Manta Rays while blasting at the small manta rays. AVOID THE MINI MANTA RAYS! If you can defeat one Manta Ray, you'll know the battle is just about over, as one is definitely better than two and there will be less manta rays. After you destroy all the small manta rays and the large one, the battle will be over.

Giant Centipede:
#####

This is actually an extremely easy boss. I seriously had no problem whatsoever with this boss at all. Strafe from his attacks while avoiding his charge and fire, and soon he'll split into two small centipedes. He won't let out small bugs like that Manta Ray did, so just concentrate on one centipede at a time, while avoiding their attacks, and eventually you'll destroy them and get an egg! Now the Sparx Worlds are complete.

XIV. History: This is a history of the guide, just in case you'd want to see it.

5/30/03: Started working on the guide.

5/31/03: Got e-mail from Wayalla asking to do a co-up guide together. How could I refuse?

6/7/03: After quite a while, I submitted the guide to GameFAQs as Version 0.5. Later, people could see it on my and Wayalla's CRP.

6/8/03: People could now view the guide just like you'd view any guide.

6/8/03: Updated the guide to Version 0.6.

6/9/03: Updated the guide to Version 0.7. Covering codes, secrets, and the Crawdad Farm.

6/9/03: Well, this guide is certainly updating fast! It's already Version 0.8! Well, now I covered the Spider Town, as well as the codes and secrets, which are now complete. The next update will probably cover the third and fourth Sparx Worlds, more on the worlds Wayalla and I have covered, and the third world.

6/12/03: Updated the guide minorly to Version 0.82 and corrected some errors, added boss strategies and Sparx Worlds!

6/26/03: What a long time it has been! Two whole weeks! Well, I updated to Version 0.83 and added the Evening Lake home world and a speedways section, as well as added some missing stuff in the second world. Also, Version 0.84 was today.

6/29/03: The guide only needs the fourth world; the third is complete and the guide is Version 0.9.

7/13/03: Another long time. I updated the guide to Version 0.95...

This is the current history of this guide. More will be coming very shortly.

XV. Speedways: Here is an easy access to the speedways that have been completed so far in the guide.

Mushroom Speedway

Gems: 400

Eggs: 3

This is your first speedway. Let's handle the time attack first. The best way to do this is to go through the rings first, then flame the dandelions, then get the spiders, and then the butterflies. Instead of doing the butterflies in the way they are flying, fly in the opposite way. This way, there's a very small chance of you making an accident and losing. After doing this, we should race the butterflies. You have to go straight, following the red dots and the green rings, and get to the end before the butterflies do. Flaming them is useful, while flying through the blue stars is a MUST! Make sure to do this! Getting the red rocks and firing them at the butterflies is very useful as well. After you've tackled this, Sparx will give you another egg. Now, for Hunter's challenge. Go through Time Attack again, and at the seventh dandelion, go to the right, and you'll find Hunter at the back of a mushroom. You will have to fly around and blow up some sheep. There are 7 of these little buggers, so just shoot them all down, and you will be awarded an egg. That's it for our first speedway.

Country Speedway:

Gems: 400

Eggs: 3

(This entire level has been written by Gbness.)

This is your second speedway, and it's a bit harder than the last one, although it's still really no problem at all. Let's handle the time attack first. The easiest way to take care of it is to go through the rings first, then go down and flame the tractors, then go straight to the cows and kill them, and then the planes. Instead of doing the butterflies in the way they are flying, fly in the opposite way. This way, there's a very small chance of you making an accident and losing. But be careful! If you do this method, there's a good chance that you will lose on time because it takes a few seconds to figure out a way to handle this. After doing it, we should race the planes. You have to go straight, following the red dots and the green rings, and get to the end before the planes do. Flaming them is useful, while flying through the blue stars is a MUST! Make sure to do this as often as you can! Getting the red rocks and firing them at the planes is very useful as well, because it will slow them down. After you've tackled this, Sparx will give you another egg. Now, for Hunter's challenge. Go through Time Attack again, and head to the center of the area. Enter the barn, and you'll find Hunter. You will have to fly around and blow up some space cows and some sheep UFOs as well. Hunter flies automatically and you cannot control him, just shoot everything down before they get to the villagers! If they do, that's a failure. So be careful and shoot them successfully, and you will be awarded an egg. That's it for our second speedway.

Honey Speedway

Gems: 400

Eggs: 3

This is your third speedway, and it's not really all that hard, and it's easier than the last one, though it might still prove a problem, but not too much at all. Let's handle the time attack first. The easiest way to take care of it is to go through the honeycombs first, then go up and go through the beehives, then go straight to the bees and kill them, and then the bears. Instead of doing the bears in the way they are flying, fly in the opposite way. This way, there's a very small chance of you making an accident and losing. But be careful! If you do this method, there's a good chance that you will fall in the honey because they are so close to the honey that you might very well sink, but do try and handle this. After doing it, we should race the bumblebees. You have to go straight, following the red dots and the green rings, and get to the end before the planes do. Flaming them is useful, while flying through the blue stars is a MUST! Make sure to do this as often as you can! Getting the red rocks and firing them at the planes is very useful as well, because it will slow them down. After you've tackled this, Sparx will give you another egg. Now, for Hunter's challenge. Go through Time Attack again, and head to the area with the beehives. Around the end of it, you will find Hunter. You will have to use a boat to swim in the honey and run away from a UFO. Hunter swims automatically and you cannot control him except for jumping, so just jump when there are logs in the way, and soon the UFO will land in the honey and blow up, giving you a nice egg. Now for Scorch.

!BUG ALERT!: If you don't do everything on your very first go through a speedway, you will not be given your eggs. Be very careful for this not to happen and do this on your first way through.

XVI. Review: This is Gbness's updated review for Spyro 3. Enjoy it.

After Crash, Spyro was the new mascot, and the series was really good, and maybe even better than the Crash series, and of the whole series, this game is the greatest of all of them! It's definitely better than Spyro 2, and it's even better than what Spyro 1 was! The game is pure excellence. It's not as good as Crash Bandicoot Warped, but still it is quite a fun game, and worthy of a good score, definitely more than a really good game.

Music/Sound: 8/10

The music in this game is good, I can say that, but it's really nothing special. I liked the music that plays when you keep it on, and the various other themes in this game are okay I guess, but they just aren't as good as the ones in Crash Bandicoot: Warped, and definitely not as good as the various magnificent themes in Crash Bandicoot 2 and Spyro the Dragon. But they're still pretty good. The one at Seashell Shore seemed to have a feel like it was underwater, and the various snow levels still have the snow feel to them, but many others aren't really that great. Sure, they're still good, but not good enough to attain the title of great. As for sound effects, they were okay, such as Spyro diving into the water and the little characters around the world all had pretty good voices. I saw a lot of improvements on the voice of Moneybags and Hunter. In Spyro 2, those voices were simply TOO DEEP. I'm not a big fan of people with really deep voices, but they're nice and clear in this title. And enemies doing various things like growling and those thieves making the sound they always do, also sounded great. It's not really all that special though, but all the same it's pretty good, but just not the best.

Graphics: 10/10

Excellent. Touching. That's what you can say about these colorful graphics. The

enemies all look pretty nice, and Spyro still looks really good, (as purple as ever). It even looks like a PS2 game in my eyes. Spyro really outmatches his look in Spyro: Enter the Dragonfly. There are quite a few really good looking places in these games, and Spyro: Year of the Dragon, is no exception. There's the lovely water, the nice looking trees, the lava and fire, the snow, and everything to just make the game have nice backgrounds. All the creatures around were really good to see, and as usual Sparx looks REALLY good, and the landscapes were something to see as well. It looks even better than Crash Bandicoot does, but that's saying nothing yet. The eggs were good-looking, but the dragons inside them were really cute, and the other characters in the game are extremely admirable in looks, although the game does not lose the fairly cartoonish look that this series has, but nothing can hinder it. Also, just wait until you get to the last world of this game, and you can really admire the graphics there, as the tombs, skies, and more are part of making this game's graphics so great. This game's graphics outmatch the ones in the previous games without any doubt at all. Not to mention that it does outmatch Spyro: Enter the Dragonfly.

Story Line: 9/10

The story line of this game is simple, and is like this: Every twelve years, the dragons have a festival of the Year of the Dragon where all of the new dragons are born and bred. A nasty Sorcereress's servant gets into the Dragon world from the other side of it and steals all of the eggs, with her nasty army of horned monsters, known as rhynocs. They took them to the Forgotten Worlds, but no other dragon can fit down the small holes that lead there. So it's up to Spyro and his best friend Hunter to find all the eggs and bring them back. This story line is really good, and just makes the game really fun to play.

Gameplay: 10/10

The control of this game is really good. Sure, it's fairly simple and old, square to charge, circle to flame, X to jump, triangle to look around, etc., but there are a lot of things that Spyro can control in this game, from skateboards to tanks to UFOs, and even more, so it makes the control pretty good. As for the fun factor, the game includes quite a bit of fun in it, what with all the things that you can do. There are 20000 gems in this game, and plenty of those eggs, and what with everything that you can do in this game, it just makes it extremely fun to play through, and receives the most perfect score of anything in this game. And let's not stop it there, this is the first Spyro game that actually allows you to play as someone besides Spyro! You can play as a kangaroo named Sheila, a flying penguin named James Byrd, Bentley the Yeti, and Agent 9, a military monkey, plus Sparx is playable! He can go down into other worlds and dig up bonuses and eggs and even gain new powers! Now, I'll talk a bit about the length. The game isn't that long to complete, similar to the previous titles in the series. I doubt you'd have much trouble going through the game in two or three evenings. There are only four worlds compared to Spyro 1, but as for completing the WHOLE game itself, that is a different story altogether. There are 20,000 gems in the game. There were 14,000 in Spyro 1, 10,000 in Spyro 2, and 7,000 in Spyro: Enter the Dragonfly. And yes, you heard me, 20,000 gems in Spyro 3. There are also 150 eggs to collect in the game. You definitely cannot expect to collect 20,000 gems and 150 eggs in a couple short evenings. So the play time is for you to decide. Do you want to complete the game and take about a week to do so, or do you want to just go through the game, in a couple evenings? You will enjoy the fun of the game all throughout the length.

Replay Value: 8/10

I'll have to admit, the replay value in this game isn't as good as any perfect

game is, but after the last fight, it is great to play through the game again, still, because to fully complete this game you must collect all of the gems and eggs. It's more than worth it just to control the amazing things in this game, especially the tanks and UFOs! But all the same, on your first play through, it all just has a different feeling.

Challenge: 9/10

Yes! The challenge in this game is really good, and quite a strong point to this game. Some of the enemies are actually really powerful, and in some little mini-games in this game, it can take quite a few resets or tries. The reason that it gets a 9 out of 10 is because in the early stages of the games, it's just plain easy. The bosses in this game were never a huge challenge but to new gamers are still quite difficult, but once you get really far in this game, it becomes DIFFICULT! Just think of how hard it can be to dig up every little bit of treasure in the Dragon Worlds and get all of those eggs. But the harder, the better, so this improves the score of this game.

Overall, here are the good and the bad factors of this game.

Good Points

Excellent graphics.
Fair music.
Good sound!
Medium replay value.
Challenge level is great.
Control is good.
Really fun to play.
Simple story line, but still good.
The best of the series!

Bad Points

Sometimes too hard for new players.
A lot of mini-games, but still not enough.

So if you ask whether to rent or buy this game, the answer is very easy: Buy. As the third game in the series, it is easily the best, and worth every penny of it. What a great game. Outmatching Spyro 1 and Spyro 2 dead in their tracks, as well as absolutely annihilating Spyro: Enter the Dragonfly, the game is one to get. This is most likely the best action/adventure game I have ever played. So, why are you still reading this review? Get Spyro 3!

XVII. Outro: Well, thanks for reading the co-up FAQ between Gbness and Wayalla. Look for more guides in the future, amigo.

XVIII. Credits:

Gbness: For writing part of this guide, and submitting six codes.
Wayalla: For writing part of this guide.
CJayC: For posting this guide.
Dallas: Wow. Five nice codes. He's quite an underrated author, one of the best on the site. Thanks a bunch.
Jobu Dudley: Two great codes. Quite useful.
GBFreak: Believe it or not, this is not Gbness. But he submitted a good code. Thanks.
MTRodaba2468: For a code. Thanks.
SpyroHints.com: Just about the best Spyro web site out there. This was an immensely useful website. I credited these guys quite a bit, as I got a lot of

my codes from them.

GameShark.com: THANKS A LOT. This is just about the biggest credit that anyone gets, except for Gbness, Wayalla, and CJayC, for this guide. The four GameShark codes I have, as well as future GameShark codes, are courtesy of this awesome web site. Be sure to check it out!

This document is copyright Gbness and hosted by VGM with permission.