

Spyro 3: Year of the Dragon World 1 Eggs Walkthrough

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SPYRO YEAR OF THE DRAGON - WORLD 1 EGGS WALKTHROUGH

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-----> SUNRISE SRPING HOME <-----

ISABELLE

From the start of the level (This will most likely be the very first egg in the game that you get) Head foward, jump over the stream and up onto the platforms. Sticking to the left side, you will eventually come to a platform on with an egg on it. Get close to it and you will crack open your very first egg, usually.

COLTRANE

For this egg, you must learn to fly from Hunter. To find Hunter, from the start of the level, head over the river and up onto the platforms and onto the main ground section up top, near where Money Bags is and the Kangaroo and the first protal. Bainca will come down, listen to what she has to say if you want to, and once she is gone, head to your right. You will see Huinter up on thne platform; Go to him. He will tell you about gliding. Go along with him. He will jump across next to the portal, jump in the air by pressing the X button, and then press and hold X at the top of the jump and you will glide to the other side. land, and then do the same over to the cave, but this time at the end, press triangle near the edge if you don't think you are just going to make it using the gliding technique, otherwise just glide normally.

AMI

From the start of the level, head forward and up over all of the platforms and go up to where neae Moneybags and the first portal. Turn right and look for hunter on the platform. Go up to him, and learn gliding like you did last time. When you reach the next cave, then drop down into the whole that you will see to the right of hunter. Once you are down there, then use the flying things to get to the end of the

cave. Zoe will tell you how to use it, then all you need to do is just go through that portal type thing and it will give you the ability to fly for awhile. Go through it, and use up to go down and down to go up, and use the directional buttons to move left and right. Never press square like it though, or you will ruin your flight. Ignore all of the gems down here for now, and just go to the end of the cave. Press triangle to end the flight at the end of the cave, and find this egg.

BRUCE

From the start of the level, head forward, up all of the platforms and to the top. Turn right from here, and head all the way around the corner near the sheep (you can ram into one of those sheep to get some health if you want to, and the good thing is that all of the sheep just keep on re-appearing even after you do kill them by charging into them.) Anyway, go forward until you see the Molten Crater portal. Turn right, and you will see hunter, and also a river. He will explain how to swim. Listen to his instructions. Then, dive in the water and press square to go to the bottom of the lake. Just go near the egg, and you will get it; It is near the middle of the pool, but still closer to you. Also, there are a few gems on the bottom of the river floor that you might want to get, and the good thing is that Spyro has unlimited air, so you can stay down, under the water for any period of time, and Spyro will not die at all.

LIAME

From the start of the level, keep heading forward, jump over the stream and up onto the platforms. Head to the main floor section, near where the first portal is and also Moneybags with the Kangaroo. From here, turn to your right, and head along the path here. When you are around the corner near the seashell shore level, you will be interrupted by Zoie talking about the game camera. Do whatever the heck you like with it. Once she is finished speaking to you, then turn to your left, and head around the back from the Molten Crater Portal. You will see a rock there, and it looks like it has a few cracks in it. Well, you need to break open this rock, by headbashing it. Jump up, onto the rock and then jump into the air. While you are in the air, press the triangle button and Spyro will headbash the rock, and an egg is underneath; Get the egg, and you have cleared out all eggs in the homeland.

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-----> SUNNY VILLA <-----
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VANESSA

From the start of the level, head forward killing all of the enemies that you see along your way. Run up all of the platforms that you see, again neutralising all of the enemies that are in your path, and getting all of the gems that they possess also. When you are at the top, look down to see a rock path (the rocks are what resemble the path) Using this little path, walk around the left, and jump on the grass looking platform, and near the big enemy. On the platform here will be this egg.

MILES

This egg can be very tricky to obtain, as it requires good gliding skills, and great learning of the hovering technique so that you don't glide too far. You will need to use the hovering technique to end the gliding experience early, otherwise you will fall off from the place that I will tell you about in a second. Use the triangle button when gliding to hover and land in the spot just below you. Doing the charge doesn't do the same thing, as it will likely charge off of the edge.

Anyway, from the start, kill all of the enemies, run up the path, head around it and jump up onto the platform that I just mentioned about in getting the last egg. Jump onto each of the platforms above the ground with the gems on them, and then go into the tower. A warp thing will take you up to the near top of the tower. Glide out of the tower, to the pillars you can see. When you are above one, then press the triangle button to hover, and end the glide early. Jump to the next one, and use the hover technique to end early again. Then make the jump and glide to the springs section that you can see, and at the back will be Miles, the egg.

SANDERS

This is the main objective to this level; What you must do to get this egg is to rescue the Mayor. To do this, you must get to where he is and battle off the enemies that are around, and help out the town people by disposing of all of the enemies. There are a few enemies forward of you when you start. Just charge into them both to get rid of them, and in the section to the left there is a few enemies also. You can wait till later to get them, though. Head forward up the platforms to the top, go around the path getting rid of the enemies as they come along. Follow the path along, and you will eventually come to Zoe. She will tell you about the saving progress. Once she is done, walk farther, a chicken will run around the corner, and feathers will fly out. Walk forward after the cut-scene, and beat the enemy running around the little water section, who is trying to catch one of the towns people. Turn the corner to your left, and then you will see the mayor. Go to him, get the egg, and then a few gates open up for you to go through for some easy access around the level, and you can then go up and do some skateboarding.

EMILY

Ah, good old Skateboarding. To get you to the portal, first of all you have to rescue the mayor of the town so that the people of the town are free from the rynocks or whatever. Once you have rescued the mayor, then go up the stairs just next to here, take them to the top and go through the portal right in front of your eyes. Alternatively, if you have done the mayor one before, run forward from the start, and go through the open gate, and up the stairs. Okay, now onto the skateboarding. This is a thing that you really would not expect from a Spyro game, I suppose they just thought to put it in for fun, and it certainly happened. Okay, Hunter thinks he is pretty good at skateboarding (cough), you have to try and prove that you are good also. Speak to him and take the first, easy challenge. What you have to do is to hit all of the little lizards running around the place. There is no time limit, and you can wipe out as many times as you like; This bit is just meant for beginners. All of the lizards are pretty easy to get, here I will just list a few of the hard ones to get: A few are on the roof. Use the ramp on the main floor section and jump to launch yourself up there. Another hard few are the ones up high on the quarterpipes (<- Another name for a vert ramp). To get them, hit them directly on, or flame them from the side. To hit the lizards, there is two ways that you can do it: Either just run into them (good for the ones that are in the air, but for the ones on the ground that run away, use the next tactic....) flame them from afar. This is good because the lizards can run into the holes quickly, and if you use flame, you can get them before they run into the hole, which can be annoying trying to get them to come back out. So, flame them should be the choice. Hitting all of the lizards will be very easy, because of no time limit and no wipe out limit. When you get all of the 15 lizards hit, the round will automatically end, and you will be transported back to Hunter and he will give you this egg.

DAISY

This egg is found in the same place as the last one, but the challenge to get it is extremely hard. Ah, good old Skateboarding. To get you to the portal, first of all you have to rescue the mayor of the town so that the people of the town are free from the rynocks or whatever. Once you have rescued the mayor, then go up the stairs just next to here, take them to the top and go through the portal right in front of your eyes. Alternatively, if you have done the mayor one before, run forward from the start, and go through the open gate, and up the stairs. You have to hit all of the 15 lizards, within the time limit, and you cannot bail at all. Sounds hard? Well, it is. Do not worry about the time limit, well do, but don't let it pressure you into panicing. Get the hard ones first, like the ones on the roof, and the ones on the vert ramp. Then concentrate on the easier one actually on the ground, but do not hit anything, otherwise you are pretty much stuffed (except for hitting the lizards) remember to flame the lizards if they run away from you, and to get them quickly. You will warp back to hunter when you vocomplete the task, and he will give you the other egg that was in the lizard burrow.

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-----> CLOUD SPIRES <-----
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STEPHANIE

It took me awhile to work out where to go starting the level, but soon my brain clicked what to do. Staright ahead, and maybe to the left abit will be a switch and a lift type of thing going up. Flame or charge the switch on the wall, and then jump onto the lift, and land on the top. Talk to the little person about how you can glide, and then glide all the way over to the next part of the level, hwcih is blocked off by a big wall, whcih you need to glide over. Do the glide over, and then land. Use the little warp section to your left, and it will take you to the top, and then fly you to the tower. Go to the little bird in this next section, on it's own little platform section. It will blwo it's winds and knock you off, so to aviod the wind that it is making, you will need to jump, and then flame it in the air, since the wind only goes along the ground. That bird thing is guarding an egg, once you flame him, get it.

HENRY

From the start, do the same above. Hit the switch, go up on the lift, speak to the person about flying, and then fly over to the next section, and then warp up and fly over to the tower. Speak to zoe about how to fly really far, and do the hover thing, and land in the next section by doing that. Go to the lift on the left side, and then go up it and you will then see moneybags. He will charge you money to activate the bellows again; You have to do it, so if you feel like givingaway some of those precious gems, then sure, just give them to him. You don't get an egg staright away here, use the lift and charge the guys with those lightning sticks and jump across. Jump and glide to the tower section, and zoe will explain how you can fly, glide, and then hover to get the most air. Land in the tower. The forward way is blocked off, so head to your right. Go up the stairs, charge the guys with the lightning bolts, and then head around the corner to your left. In this next section, look on the left for one of those people, she will give you this next egg, which came out of the bellows.

LULU

Okay, instead of saying all the way how to get to this portal is not

worth writing, because basically all of the instructions to get to this minigame is above. Just, when you see the last girl and she gives you the egg, you will see the portal in front of you, the one on the ground. Go through it, and you will find this type of minigame. Here, you have to get the seeds in the burning pot, so that they can make a sun. They can't do it, because they can't flame and keep it burnt like Spyro until it gets into the pot. So, once again, it is your job to do this task. To get the first sun seed out, you can either flame it, or just stand on the button. It doesn't really matter which way you do it, just get it out. The first one is the easiest, of course, and goes straight down the middle. Just charge at it, and when you are pretty near it, flame it and it will keep burnt and it will move along the ground. Make sure you charge to it, because if you use Spyro's normal place, then what will happen is that the sun seed will burn out. Once you flame the first one next to the pot, it will hop in, and you need to return to do the second, and then the third. The second one will go to the left side, up the stairs. What you should do is go up the stairs with it (not charging, otherwise you will hit the stairs, and fall back down and lose any chance of getting the sun seed in the pot). When you jump across the gap, you will need to glide, but then hover at the other end so that you can end the gliding section early, because if you keep going, it will really cause you to lose the time, and the sun seed will burn out. Flame it all the way, and get it in the pot. Then, return for the third sun seed back at the beginning. Hit the button or flame it, then quickly charge to it, flame it. You might need to flame it from a distance so that it doesn't burn out really quickly. This sun seed will go on the right side platform section, so go up there to. Glide over the gap, as you will need to, and then hover just at the edge and charge to the seed. Flame it just before it will go out, and get it into that pot. Once you get all of the three of them in that pot, all of the seeds come together and make the town a new sun. Just note that if you don't get the sun seed in the pot on the first try, then you don't need to worry, because number 3 especially can be very hard to do, and it will just return a new sun seed to the boiling piece of lava at the beginning section.

JAKE

To find the portal to get to his one, then just follow the instructions for the egg that you get that is stuck in the bellows (see above). Once you are at the end, near the portal returning you to the homeland and where you get the egg, then go to the thing that takes you up. It will then take you into the portal at the top. In here, you will find out what this minigame thing is about. You need to fly around and flame all of the mischevious spirits. Go through the thing that makes you fly and go through all of the bell towers. Don't press another than the directional buttons or analog stick, and the flame button in this minigame. Go through the flying thing, and then move spyro up, and then work out where the spirit is going to be when you are going to get there; and then attack it with your flame. The flame can even get the enemies that are just a bit to the left or right from it. Just go around moving up and down and flaming all of the spirits. If you miss one, then go back and flame it. If you run out of flying stuff, then go back and get some; You don't fail if you run out. Once all are done, then you will get this egg.

BRYAN

This egg is in the same place as you just did the last challenge. This time, you need to catch an egg thief. If you haven't done Motlen Crater yet (Which I assume you haven't) then this is new to you in the game. Throughout the game, there are many guys who have these eggs and run

away from you with the egg, and you have the task of always running after them, knocking them and getting the egg back from their clutches. You will hear the "Nah nah" chant from it, just run towards it. It will be off like a rocket, so chase after it. Of course, running normally will not work, and you will definitely not catch the thief. You need to use your charge. Hold down the charge button and then chase after it. The thief goes at the same speed as you do, but with your skills, you can knock him over. What you need to do is take a little shortcut around corners, where he doesn't. For example, try to stick to the inside of the corners, where he doesn't do that. Cut him off, and charge into him. If you think that you can just run into him and get it, think again. He will turn around and race the opposite way if try to do that, and it can make the race to get to him a bit harder. Knock him over, get the egg, and you're done.

CLARE

This egg isn't in a minigame like the past three eggs. This one is on a little island, and can take a few tries to get this egg, because you can fall to your death. From the start of the level, move forward and then flame the button and jump onto the lift. Take the lift to the top, speak to the person if you haven't already, and then fly across. You will see a warp section, go into it and it will take you up. Let it glide you over to the tower. Go down from the tower, and since you have most of the other eggs in the level (you need most of them to get this next section working) on your upper right will be another one of these warp things that take you up. Use it, go to the top and then jump and glide over the gaps. Charge the two guys who decide to run away from you and jump the big gap. Glide across, and then go to the left. Follow the path around and you can see a little island out there on your left. Jump, and glide to it. You will need to hover at the end to make it onto the island, so do that. Then go up to the egg.

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-----> MOLTEN CRATER <-----
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CURLIE

This egg here is the main egg that you get for completing the level, and doing the main objective in the level, which is just to take care of the Rhynocks. From the start of the level, talk to the guy from the Tiki Lodge, and then progress forward and run up the steps killing the enemies on the ground. If the enemies have the wips, then you will need to flame them so that they don't hit you with that wip, because of its long reach, it is a very big pain. Actually charging into the enemies doesn't work, they are just too big for that to happen. Battle through the next section of the level, where all of the guys with the wips and stuff are, and then run to the right into like a little cave section. Jump the lava gap and then Zoe will now speak to you about torturing little creatures to gain some health. Flame the slug, get some health and continue forward to the lava section. Head around to the right, jump the gap and kill the enemies and head up the little bridge. At the top, you will find the guy from the Tiki lodge. Go up to him, and he will give you this egg.

MARIA

This is a pretty easy egg to catch, but you need to use speed to your advantage. From where you gained the last egg by just completing the level normally and defeating all of the rhynocks; Head right along the little bridge here and jump and glide across to where you would do something for Sgt Bird, which probably hasn't been unlocked yet, so

don't worry about that. When you are over at that section, then turn to the right and you will see moneybags. Once again, jump and glide over to him and speak to him. He will tell you that he is guarding the secret hideout of a few egg thieves. Pay him the gems (Don't worry, you find a lot of gems in the section that you are about to go into anyway.) When he is paid the money, you can go through the door that leads to these nasty egg thieves. When you are in the door, speak to the guy that says about the eggs being captured, and then run up to the track that the egg thieves are on. The first guy is easier to get than the second, you will learn why in a moment. Charge towards the first egg thief, and he will sprint away. Sprint after him by holding down the square button. Keep going after him, and follow him around. He goes a bit slower than you do, but you lose about 0.09th of a second when you have to jump to get to the bottom bit of the track. The main trick is to take a little shortcut around the track. The thief sticks to the middle of the track usually, so you need to stick to the inside so that you can cut him off a bit and then grab the egg.

KERMITT

It's time to catch egg thief number 2. This egg can be more difficult to catch, but you need to use speed to your advantage. From where you gained the last egg by just completing the level normally and defeating all of the rhynocks; head right along the little bridge here and jump and glide across to where you would do something for Sgt Bird, which probably hasn't been unlocked yet, so don't worry about that. When you are over at that section, then turn to the right and you will see moneybags. Once again, jump and glide over to him and speak to him. He will tell you that he is guarding the secret hideout of a few egg thieves. Pay him the gems (Don't worry, you find a lot of gems in the section that you are about to go into anyway.) When he is paid the money, you can go through the door that leads to these nasty egg thieves. When you are in the door, speak to the guy about getting the thieves. If you have already done the Maria egg, then it will automatically take you back here. The supercharge will go on. Use the same technique I said before about using your speed to your advantage. Using shortcuts, knock the thief and grab yourself the egg.

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-----> SHEILA'S ALP <-----
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RUBY

In this objective, you must get the very first bill to his house. From the start of the level, head up forward to the first billygoats and they will tell you that the Rhynocks have taken over their houses and town and kicked them out. You must take back the town and get your friends home. When you now first get control of Sheila, just learn the few controls to the kangaroo. Just get a feel for the controls and how to do some of the special moves that Sheila can do. Practise doing the kicks, and the jumps. Then turn to your left. First, perform the double jump. Jump in the air by pressing the X button, and then press X near the peak of your jump to go high. This is not the highest that Sheila can go, so you don't need to worry if you don't make it up the cliff. Once you are up the cliff, you will now be challenged with a higher cliff to climb. This time, the double jump thing will not work. You need to do a bounce double jump. So, jump up in the air, and let Sheila come back to the ground. Just as Sheila touches the ground, press the X button again, and Sheila will jump very far; farther than the last double jump. You will have made it to the first house, and you will have got Billy home. Now, you need to get the rest home. Go up to Billy, and he will

give you the egg.

JENNY

Lets kick things off (excuse the pun) from where we started. It would be silly to really put in all I did above just to get to the part where you start off to rescue the next billygoat. So, basically, learn the controls for sheila, and then do the double jump up the first cliff and then do the bouncing double jump up the next cliff. Once you have the egg from Billy. Turn to your right, and you will see the two mountain goats trying to get hom. Talk to them if you want, but you need to get rid of the rhynocks. There are some of those charging bulls; They can be a pain to get rid of. Just jump to avoid them the first time that they charge, and then do the head bash by pressing the triangle button so that sheila will come crashing down. That should get rid of them, if not, then quickly kick it before it has a chance to get back around and charge at you. The guys with the hammers can easily be disposed of by just kicking them before they hit you, or just do what you did to the bulls; Headbash them. Run up to the house once the enemies are disposed of, and you will get this egg from pete, in the house.

NAN

Once again, lets just od a brief overview of what you just did rescuing the last egg from pete (The eggs name is Jenny, and the first egg.)

- . Learn the controls of Sheila, for example the jumping, because you will need to know that in order to get up the cliffs.
- . Pull off the first double jump to get up the very first cliff, and then the super double jump to get up the next cliff.
- . Get the first egg from Billy, and then turn to the right and go to the next lot of billygoats.
- . Destroy all of the enemies in this section, use the headbashing technique if you can't get the kicking timing correct.
- . Grab the second egg from pete.

Now you are ready to go get the next egg in the level; From Bobby. Turn to the left once you have got the egg, and run out into the open. You will see alot of enemies here, with huts and a house on the other side. You need to get rid of the enemies so that you can get the billygoat to the other side. Go down, and go straight for the huts. Ignore the enemies coming to you for now, and then jump on top of the mushroom type huts. Once you are on here, just stay on top of them and you are safe from all of the enemies getting to you. Jump in the air, and then press the triangle button to do a headbash on the hut. Headbash it, so that no more enemies will come out. Go around doing that to the huts; Then take care of the enemies on the ground. Once all are gotten rid of, then go up to Bobby in his house and then you will get this egg from him.

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-----> SEASHELL SHORE <-----
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DIZZY

This egg is once again gained from just completing the main problem in the level. When you do this, the little warp thing will come up so that you can quickly go back to the homeland once you have completed the challenge. Okay, some of the people in this level "borrowed" a submarine from the rhynocks, and crashed it. For abit of revenge, the Rynocks then locked these guys up. You must try and rescue these little creatures that have been taken captive. From the start, just listen to what that creature has to say. They will tell you more about the situation. Then head towards the wooden barriers. Destroy all of the enemies that you find in the way, especially the ones that shoot at you. To avoid the

bullets, you will have to go down abit, and then move back up pretty quickly so that you will dodge the fire from these guys and then you can knock him out with your charging move. With those octopus things, then just charge into them to kill them. When you think you are pretty much clear, you make think that there is no way out of this area. Well, you will defenetly see afew wooden barriers, whcih looks like a big entrance to a big sheel. Get a little run up, and then press and hold the square button and charge into these wooden barriers. When you charge into them, they will obviously brake. Go straight through them when they are broken, and get rid of the enemy just straight in front of you. If you quickly move to your right, then you can get an exta life, but then return and go forward. Head up, out the little hole that you see here, You will now be up on land, and no longer in the water. Once you are out, you will find yourself in a little room. Head out of this room. You will now be looking at a bridge, with Rhynocks that have barrels and throw them at you when you will be in the way of the barrle if it is thrown. When you are on the bridge, what you will need to is jump the barrle sthat are coming at you along the ground. If you jump, then Sypro will nto be crushed. WWhen you jump the first one, then glide farther up to the enemy, and jump into him and flame him. Thats him gotten rid of. There will be two more guys here, one on the left, and one on the right. What is best to do here is to jump over to the next section to the right, and flame the guy while you are still in the air. This will get rid of him, and will usually not cost any health. Make sure that you don't fall in the water, or you will have to go all the way back to where the mian land section is; Whcih really isn't too far back. Then flame the guy on the left, and it is easy because you are not in the way of the barrels that he is throwing. Two guys will be up on the hill to your right. I usually just ignore these guys, but you have to get them in order to get the gems they are carrying and the ones that are being guarded by them. When one is thrown and goes by you, quickly run up and flame him to get rid of him. Then get rid of the next guy. Okay, once that is done, go through the next gate section. When you come out in the next open land section, follow the path around. There will be another guy throwing those barrles, jump and glide over them and flame him while still int he air. Do the smae to the other few, although the guy on the left will be thrwoing them into nowhere, flame him too. Run up on the platforms and then jump into the water. Let Spyro go down by pressing the charge button. You will once again see afew wooden barriers liek you did before near the start nof the level. Just eliminate all of the enemies in this section first. When that is done, get a little run up and then charge and break open the barrier. Once you have done that, ahead of you will be a seal captured by one of the octopuses. Just charge straight into the octopus and he will let go of the seal. Talk to the seal, and he will give you the egg and a warp zone will come up and take you back to the homeland if you go through it. The seal will then use the key to open the Jail cell, to free the other seals. It seems like the seals where small enough to just squeeze through the bars in the first place. The seal will then give you the egg that they found in the Rynocks lunch box.

JASON

After that huge description above, this one is going to seem very small. All you have to do is go to the top walkthrough (above), and when you get to the bride, just jump off into the water. So, from the start, charge into and kill the enemies that you find hanging around the place. When they are gotten rid of, you will see the wooden barriers. Charge into thwem and get up onto the mainland. When you are near the bridge, you can ignore all of the barrels being thrown at you by the rhynocks. Just jump into the water, and in the upper right section of the water,

you will find the egg. Once you have the egg, you might want to check the floor of this bit of water for some gems, and to blast open some of the pots so that you can get the gems that are in these pots.

DUKE

This one can really be a pain to get, because of the challenge you have to do to get it is really hard. When you are in the water part near where you brake the second lot of barriers near the end section of the level, look to your left, and you will see a portla. Go through this protal, and you will then see a seal. The idiot tried out the fluid dynamics of the egg, by putting it down the tube. Now the egg is stuck at the end of this tube, and you must be the one to get it back out. Sounds easy, doesn't it? But really, it isn't. The tunnel is full of Rhynocks and mines. To get the egg back, you must defeat all of the rhynocks in the tunnel, but do not ever hit one of the mines in the tunnel. When you start, let it take you into the tube. You don't need to press the up or down button here, because it will set you at the right height to get the rhynocks, but not the actual direction (left or right). Listing you the exact location of every Rhynock that there is and all of the mines there is in the level is pretty stupid, because you have eyes, you can see them in the tunnel. If I wrote down in the notes "one on the left" and "mine on the upper left" I couldn't really explain it more than that. Just go through the tunnel, and hit the rhynocks that you see, but ignore the mines. If you miss a rhynock or hit a mine, then it will automatically take you back to the beginning of this little challenge, but like in every protal game, you do not lose a life. Once everyone is defeated, then the egg is right at the end of the tunnel.

JACKIE

Ah, this will be the very first boss that you will face in the game, probably. This will be good practise I guess for the boss battle at the end of the world. To get to this challenge, then when you are at the part near where you enter the portal to the challenge that you have to do above with the tunnel and the rhynocks; Head up. You will see that the water comes out up here. Swin up there and jump out and go into the portla. Speak to the seal, and he will tell you that they have challenged Bluto to a match. There piss weak little speak boat, to the big shark thing that Bluto has. You must defeat it. If you win, you get the egg that he is guarding. If you lose, ntohing really happens, but they say that they have to spend a month in KP. Anyway, on with the boss fight. Straight away you will find two guys with shovels. Ignore them both, because you don't want to waste your ammo on these guys, you have got to save them for the actaul battle. Go into the circle type area, and then the boss battle will now start. The shark will now go underground and then come out next to you. Quickly hold down the X button and turbo away from the scene. You will need to use this same tactic for the boss battle after this world, so this can be good practise for outrunning. Speed the speed boat away from the shark, and he will eventually give up the challenge, and styart firing at you. Ignore the missiles that come at you by outrunning them. Then, the shark is open for an attack. Bomb it, and keep bombing it when you have the chance. Keep attacking it, and use the same routines to avoid it's attacks as above. After awhile of dodging basically the same thing, Bluto will try and fix the submarine (or as I call it, the shark.) When this happens, fire everything that you have got on him. Keep firing, and the submarine, along with Bluto. Once that happens, you get the egg. Well done, you have probably just defetaed your first boss.

JARED

This one took my friend ages to get, but I just snooped around and got

it. This one requires you to use sheila to obtain. When you are out of the water, past the bridge and in that next section, and where Zoe talks to you about something, head to your left. Flame the guy throwing barrles, and run up to the platforms. Turn and look behind. You will see a sign with Sheila on. If you have got the three eggs from "sheila's alp," then this section will be open. Jump across and glide to it. Walk into the portal and go into the next section. Jump across the water using the platforms, and when you come to the cannon, jump on it and then destroy it. Then, look to your left without moving forward at all. You will see a cave above you. Use the double bouncing jump to get up there. So, jump in the air, and as soon as you hit the ground again, quickly press the X button and you will jump extremely high. Get up to the cave, and in it will be Jared. Also, there is a chest of gems in here; Break it open by head bashing it.

MOLLIE

When you are out of the water, past the bridge and in that next section, and where Zoe talks to you about something, head to your left. Flame the guy throwing barrles, and run up to the platforms. Turn and look behind. You will see a sign with Sheila on. If you have got the three eggs from "sheila's alp," then this section will be open. Jump across and glide to it. Walk into the portal and go into the next section. Jump across the water using the platforms, and when you come to the cannon, jump on it and then destory it using the headbash. Keep going forward, and you will find the three seals. They will tell you that they are trying to bring down a Rhynock fort in the area. They have the bombs, you just have to get rid of the turrets and blocks around the fort so that they can get in there and blow it up. As soon as you start, run forward, and gnore the guys with the shovels. Jump on the blocks here, and headbahs them to get rid of them. If you can get rid of one of them because you can't head bash it, then try kicking it out of the way. Jump, and then kick it out of the way. You can get rid of turrets by jumping and headbashing them too; They also create a really big explosion which gets rid of afew blocks next to you. Just destory all of the bliocks within the time limit, and you're done with this challenge.

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-----> BUZ'S DUNGEON <-----
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THE BOSS FIGHT

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 abit 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 wierd, 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 Buz into the lava. Sheiloa 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 kncok 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, Buz 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 Buz starts to blow fire at you, just jump and wait to the fire ring is gone from around him, and then charge and he will fall into the water. You need to get 6 total hits by Sheila on Buz and then he will die and you be taken to the next world.

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