

Spyro the Dragon FAQ/Walkthrough

by Dallas

Updated to v0.3 on Dec 9, 2003

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Spyro the Dragon FAQ/Walkthrough (PSX)
Version 0.3 - Last Revised on 03/15/2001
By Dallas (sdallas19@yahoo.com)

<http://www.gamefaqs.com> - <http://www.dallasmac.com>

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i. Introduction & Revision History

Introduction

Hello, and welcome to my "Spyro of the Dragon" FAQ/Walkthrough. Spyro the Dragon (an Insomniac production) was first released in 1998 with this title, and it was the first game I got with my PlayStation. The game features a small purple dragon named Spyro who has the ability to torch his enemies, glide through the sky, and perform several other tricks. Why am I releasing a guide for a game this old? Mainly because I'm a fan of the series and because I'm good at the game. I hope you enjoy reading this just as much as I did creating it.

Revision History

Version 0.1 - 03/04/2001 - This is the initial release of the guide. Most sections are complete, but a few still need some additions made. The walkthrough is about 86% complete, with about 2-3 level walkthroughs incomplete within the first 5 worlds. I'll be finishing up those as well as the final world walkthrough within the next update(s) as well as add more questions to the "F.A.Q." section and mode codes to the "Secrets/Codes" section.

Version 0.2 - 03/07/2001 - Added new ASCII art.

Version 0.3 - 03/15/2001 - Changed the top and bottom of the FAQ.

I. Story

Instead of just copying the story from the instruction manual, I'm going to put it into my own words here. Basically, a dirty, ugly creature named Gnasty Gnorc has become jealous of the peaceful, happy dragons, and starts to cause a lot of trouble. Due to his disruptive behaviour, he's banished to the Dragon junkyard which he names after himself once he gets there. As some time passes, he begins to learn spells, two of which he will use to cause great chaos in the land of dragons.

The first will turn the peaceful dragons into stone and the second will turn some of the dragons' gems into enemies (hence when you charge into an enemy, a gem pops out in return.) Once everything is set, Gnasty casts the two spells on the dragons and their gems, leaving Spyro (who played hooky) to rescue them.

II. Characters

Spyro the Dragon

The main hero of the game; this purple little dragon is tougher than he looks. He's also the only remaining (un-crystalized) dragon left in the world of the dragons, so it's up to him to rescue all the dragons, retrieve all the stolen gems, and defeat Gnasty Gnorc.

Sparx the Dragonfly

This little guy may not seem very important, but without him, Spyro would be dead in an instant. Basically, Sparx keeps Spyro alive. Not only does he serve as a life meter for the hero of the game, but he also picks up nearby gems, saving Spyro a lot of extra time. What does he ask for in return? Just for you to keep him healthy by feeding him a good supply of butterflies whenever you get the chance.

The Balloonists

The balloonists are the guys who transport you from world to world. No, not on their backs, but via a hot air balloon. These balloonists aren't the main characters in the game, and they don't serve any real purpose other than transporting you from world to world, but nevertheless, you'll be seeing one in each world of the game.

Gnasty Gnorc

The evil villain who has turned all the dragons into stone as well as captured all of the dragons' gems and turned some into enemies. Your goal in the game is to locate Gnasty after you've rescued all the dragons and fight/defeat him making the world happy once again.

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III. Game Overview
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The Controls

L1 Button: Roll to your left while walking.

L2 Button: Rotate the camera to the left.

R1 Button: Roll to your right while walking.

R2 Button: Rotate the camera to the right.

Triangle: When pressed during a glide, Spyro will hover and drop. Also used to look around when pressed with the d-pad.

Circle: Use this button to flame an item or enemy.

Square: When pressed, Spyro will charge. Hold down to charge forever.

X Button: Jump. Hold down longer to jump higher. Glide when pressed 2x.

Right Analog: This button has no use in this game.

Left Analog: Used to move around when analog sticks are turned on.

Analog Button: Turns the analog sticks on or off.

Start: Used for confirmation and also brings up the pause menu.

Select: Press this to bring up your game inventory.

D-Pad: Use the buttons to move in whichever direction you wish.

The Collectibles

There are three items Spyro must recover during his journey: gems, dragon eggs, and stone dragons. The gems are found all throughout each world, some located out in the open, others within barrels, pots, and other storage items. Red gems are worth 1, green worth 2, blue worth 5, yellow worth 10 and purple worth 25. The dragon eggs have been stolen by thieves which you must chase and destroy in order to recover the eggs. The stone dragons are found in each world, and to rescue them, simply walk up to them.

Saving/Loading your Game

To save your game, you must first have a memory card (sold separately.) Insert your memory card into the slot above the controller port on your PlayStation, and you're ready to go. To save your game, go over to a rescued dragon plate (on the ground) where Zoe (the fairy) will save your current progress if asked. To load a game, make sure your memory card is inserted when you turn on your PlayStation, then select your game from the load menu.

Your Life Meter

Spyro's life meter (Sparx) has three different colors in which you can determine how much life you have left. If Sparx is yellow, that means he's fully charged up and you have three hits left until Sparx disappears. If he's blue, he only has two hits left until he disappears. When he's green, that means he's on his last hit, then Spyro is left on his own, meaning you can take a total of four hits before dying if you don't replenish your health.

Portals and Balloons

In each world, there are several portals (arch-shaped objects scattered about each world) which lead into the different levels. To enter a level, simply run, walk, or jump through a portal and you'll automatically be taken to that level. Each world also contains a hot air balloon (which the Balloonists operate) that will take you to the next world(s).

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IV. Walkthrough
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The following walkthrough contains the locations of all the crystalized dragons as well as how to free them from their stony exoskeleton. This walkthrough does NOT contain individual gem locations, as that would be pointless, but instead locations of the hard to reach/find gems. Should you have any questions about this walkthrough, please see the "Information" section in this guide.

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Artisans Home
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The first dragon you must rescue - Nestor - can be found at the end of the narrow path ahead of you. Run up to him to free him, then listen to the tip he has to give you. After Nestor, hop off the narrow path and veer left past the empty platform on the ground and you'll find the next dragon - Delbin - near the lake. From here, head toward the upper-right direction, over the hill and into the area where the boss portal is; in front of the portal is yet another dragon - Argus - who you must rescue.

Head back out into the open land and turn left at the Stone Hill portal, into the cave. At the exit of the cave is the last dragon of the home world - Tomas. After rescuing him, make your back into the first part of the home world and go on through the Stone Hill portal.

Stone Hill

Okay, start out by going through the cave to your left and follow the path into a large room where the first dragon - Lindar - stands in the center of the room. Exit back into the main part of the level then go through the very next opening you come to on your left. On the other side of this structure (near the exit portal) is the next dragon - Astor. Now, before going into the next opening, head into the center of this area to find a well; drop down into it to find the next dragon - Gavin. Use the whirlwind to get back out and go through the last opening which leads into the second area of Stone Hill.

Scour the area, killing the rams and wizards while collecting all the gems then go into the tower in the center of the area and take the whirlwind up to the next dragon - Gildas. From the top of the tower, glide over to the mountains and you'll soon find a thief in a blue robe. Chase after it and when you're within flaming distance, torch him to recover the dragon egg. You can find the key to the treasure chest by dropping off the cliff to the ground below and entering the cave to your right. Use the whirlwind to get back up and open the chest in the well and collect any gems you missed, then exit back to the home world.

Dark Hollow

Once back in the home world, go through the small maze to the left of the first area to find the portal that leads into Dark Hollow -- go through it. Scour the first area for gems and kill the enemies then use the platforms to get up where the treasure chest is. From here, glide over to where the large enemy stands; torch him to kill him then continue up the steps to the first dragon in this level - Alban. Hop back down to the ground and continue along the main path. To the right is a small opening with stairs; take them down to the corridor below.

Kill the large armored enemies by waiting for them to turn around and torch their backs. At the end of the corridor is a small area with several platforms and some water. First rescue the next dragon - Oswin - then get the treasure chset key on the platform down below in the water. Make your way back to the beginning of the level and climb the platforms to open the treasure chest, then continue going straight.

Kill the enemies, light the sticks with fire and climb the small steps in front of you. Take the left path around the pit and kill the enemies then rescue the

dragon up ahead - Darius - and drop down into the pit afterwards for some more gems. The remaining gems can be found on both sides of this area; glide over to each platform to find them. Once all the remaining gems have been located, go back into the home world.

Town Square

Go back through the mini-maze in the home world and through the tunnel to the second area. Go up the tower via the whirlwind and through the town square portal straight ahead of you. Once in the level, go straight and climb up the steps to your left; at the top is the first dragon - Nils. Glide across to the next area and kill the bulls then climb up the next flight of stairs. From here, glide over to the ledge with the extra life on it then glide over the water to the next dragon - Devlin.

Kill the bull and the enemy circling the fountain then climb the narrow steps to the next area with the chickens. Kill all the bulls/enemies circling this next fountain and rescue the dragon - Alvar - near the exit portal. Go back to where the bunch of chickens were and stand on the ledge here. Glide down to where the fountain is and turn right immediately to land on the raised ground. Here you'll find the thief; chase him until you get within flaming distance to get the egg. Continue along the path, gliding when necessary and soon you'll come to the final dragon - Thor. Once all the gems have been found, return to the home world.

Toasty

By now, you should have everything completed in the Artisans world with the exception of Sunny Flight. Head over to where you once rescued Argus to find the mouth leading to the Toasty portal open; go through it. The only real threat in this level are the dogs. Once you torch them, they turn a crisp black color, but they don't die just yet. After flaming them, they'll pounce on you, so watch out. It takes two hits to kill them off and there are a bunch of them throughout the level.

Go straight, killing the enemies until you come to the covered structure. Go through here, kill the dogs/wizards, collect the gems and exit on the other side to find the only dragon in this level - Nevin. Turn right after rescuing him to finally meet Toasty -- a character with a scythe in hand, a jack o' lantern for a head and just about every other feature that resembles death. First, torch the dog in front of him, then torch him to make him run. In the next area, kill the two dogs and torch him again to reveal that he's really a sheep trying to get revenge on you. In the final area, kill the three dogs and torch the sheep one last time to kill it, then return to the home world.

Sunny Flight

Go back to the main area of the home world and over to where the body of water lies. Jump from platform to platform until you've touched each one, which will cause the secret entrance to Sunny Flight to open. Go through the portal to start the flight. You can choose whichever obstacle you want to complete

first, but I found the following order to be fairly easy: barrels, planes, arches, chests; therefore I'll detail that for the walkthrough.

Go straight and break open the first two barrels on the train, then follow the tracks through the tunnel. Turn left once you get out and follow these tracks for the remaining barrels. The last pair should leave you fairly close to the planes, so take them out next. Once the planes are gone, fly back to get the last two arches, then continue straight for the remaining arches. At the end of the arches, you're left in front of the cave which leads to the chests; take them all out to complete the level.

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Peace Keepers Home
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Head through the cave which leads to Marco the Balloonist and depart for the next world -- Peace Keepers. After getting off the balloon, go straight ahead to find the first dragon - Titan. Turn right, kill the enemy and go out into the next area. Scour this large open area for gems while killing off the enemies behind the cannons (as well as the ones out in the open.) Some of the enemies will hide under the tents, so make sure you torch those away before leaving. In front of Marco is another dragon - Magnus.

Use the cannon near the water to blast open the closed chests as well as the large rock with the red target on it. Cross this newly-created platform over to the next area and turn left to find both a thief with an egg (torch and kill him to recover it) and the final dragon - Gunnar - near a small pond. You can also collect the treasure chest key behind the pond for later use. To find the chest, go back to the entrance of this area and glide to the arch in the water. From here, glide straight to the secret cave where the treasure chest lies.

Dry Canyon

From the entrance to the main area of the home world, turn left to find the Dry Canyon portal hidden behind two walls of rock; go through it to enter the level. Scour the level as you've done in the past levels for grems and enemies until you reach the thief with the egg. Chase him 'round in circles until you come close enough to flame him for the egg. Go straight and on the platform to your right is the first dragon - Conan. Straight ahead are some steps in the water; climb them and glide over to the ledge across the way. Go down the steps and through the iron cave to the other side where the next dragon - Ivor - waits in the structure ahead.

Make your way back through the iron cave to where you entered it. Hop down, glide over the small stream of water and kill the vultures/enemy up ahead for some more gems. Climb the small steps to find another dragon - Boris - to your left up on a ledge. At the tip of this ledge, glide over to the ledge across the way and follow the path. Climb out of the room and onto the small hill then glide to your left to land on the path which leads up to the next dragon - Maximus - along with the treasure chest key. To find the chest, go back to where you rescued Ivor and turn right.

Climb the steps to the roof of the structure, then glide over to the next set of steps. From here, glide over to the island out in the distance to find the chest. Once you've collected the remaining gems in the level, exit back into the home world.

Cliff Town

From where the Dry Canyon portal stands, turn left and go straight to find the portal that leads into Cliff Town. Start out by crossing the bridge and killing all enemies in this first area. Behind this area is another bridge; cross it and turn left to find the first dragon - Halvor. Search around this area to find another thief with a dragon egg and chase after him to recover it. Near the back of this area is something that looks like a large castle. Climb up the platform, cross the bridge and kill the enemies along the way. At the end is a ramp which leads up to the next level of the castle.

Go along this path and climb the stairs at the end to find the next dragon - Enzo - being guarded by two red enemies -- kill them and rescue the dragon. You can find a lot of gems up the hill near the exit portal as well. Since you can go no higher, glide down to the top of one of the smaller buildings down on the ground. Light the rocket to break open the chest of gems up on the second level, then use the whirlwind to get them. Go back up to the top of the castle and glide over to the mountain-tops across the river.

Scour this entire area for gems while at the same time killing all vultures that come at you. When you spot the tip of the mountain, make your way up to it to find the last dragon - Marco. Collect any remaining gems and exit back to the home world.

Ice Cavern

Head over to where Marco the Balloonist stands and look to the right of the dragon platform on the ground to find a ramp leading down to the Ice Cavern portal. Hop off the platform you start out on and take the left path. Kill the enemies and rescue the dragon - Ulric - straight ahead. Continue along the straight path while killing enemies and collecting gems until you reach the tunnel. At the other end of the tunnel is the second dragon - Todor.

Turn left and hop up onto the platform. Follow this path but beware of the enemy ahead, as it has armor and the only way to kill it is to charge it into the abyss below. Continue following the path down into the cave with stalactites within. Near the exit of this room is the third dragon - Andor. Exit through the small crack in front of you and turn left. Take the narrow path up to the exit portal where the fourth dragon - Asher - awaits your arrival.

If you want to get the treasure chest open now, backtrack to the room where you rescued Todor and use the platforms to get to the ledge on the right (where the treasure chest is located.) From here, glide over the island in the distance with the key on it; grab it and backtrack to the room where Todor was once again and unlock the chest for the gems. Head back to where you found Asher now and use the little blocks to get up to the next cave.

Kill the armored enemies by charging them into the water below and follow the main path while killing enemies and collecting gems. Climb the steps behind the small little tower-like structure and follow the path to the final dragon - Ragnar. Collect any remaining gems as usual and exit back to the home world.

Doctor Shemp

The next portal you come to stands in the water straight ahead and leads into the boss level; Doctor Shemp. Follow the main path killing the red enemies along with the armored ones. When you come to the whirlwind, take it up and glide over to the platform with the key on it; collect it and take the whirlwind back up to the first and only dragon in this level - Trondo. Climb up on the first platform to meet with Doctor Shemp. He has armor on, so you can only torch him on his back side.

When he turns around to hit you, torch his back before he gets the shot in and he'll go running to the next platform. Cross the bridge and climb up to the platform and repeat the same process of attack. Do this once more to defeat him, then glide from where the exit portal stands down to the platform with the treasure chest on it to get the remaining gems. Exit the level back into the home world.

Night Flight

This flight will be much easier than the last one (Sunny Flight) mainly because the path you take is pretty much pre-set in a sense. You start off right in front of the rings, so naturally you're going to finish those first, and right after come the chests, followed by the arches, which are all very easy to clear. The lights are a bit more tricky, however. Once you finish the last arch, turn left immediately to find the first light, then turn left again to find the rest. Once everything has been completed, you'll get your 300 gems and exit back into the home world.

Magic Crafters Home

Pay a visit to Gosnold the Balloonist in between the Doctor Shemp and Cliff Town portals and make your way to the 3rd world: Magic Crafters. Head straight through the tunnel in front of you (jumping over the water pits) until you see the thief at the fork. Chase after him (turn left) and make sure you capture him and torch him to recover the egg before he jumps up on the ledge which is inaccessible to Spyro. Once the egg has been safely recovered, head back to the fork and go right to find the first dragon - Cosmos.

Kill off any remaining enemies in this room before leaving, then exit through the hole straight ahead. Turn left and go up the ramp to find another thief; chase after it to get the egg, then go up the supercharge ramp to the right to find another dragon - Zantor - in front of the High Caves portal. Use the supercharge to get past the wizard up ahead, then go down the stairs to find the final dragon - Boldar - in front of the Crystal Flight portal.

Alpine Ridge

Head back to the lower first area and go through the Alpine Ridge portal next

to the ramp that leads up to the higher level of the area. Once inside the level, follow the main path ahead of you, killing the large beasts and wizards along the way. When you come to the set of stairs, climb the very quickly or the wizard will use his magic to make them disappear, causing you to tumble back down. Through the break in the wall is the first dragon - Zane. Glide over to the island and time your glide from there so that you make it over to the next ledge before the wall rises up and blocks you.

Head through this mini-tunnel and glide over to the island in the distance. Time your glide from here so you make it when the platform is down and not up where you can't reach it. Kill the wizard and release the next dragon - Eldrid - in front of you. Continue up the ramps straight ahead, killing all beasts and wizards that get in your way. Climb the small steps at the end of the path to find the third dragon - Zander - at the top.

From here, go behind the exit portal and glide into the cave in the distance to find the last dragon - Kelvin. You can also glide from small island to small island blowing up the rocket gem packs for any missing gems. Collect all remaining gems in the level and exit back into the home world.

High Caves

From the home world, make your way to the upper level and to the top of the supercharge ramp to find the High Caves portal. Once in the level, turn left and go all the way to the top of the spiral mountain, killing enemies as you come to them, to find the first dragon - Cyrus. Glide over to the mini-island with the wizard on it; kill him and glide to the next doing the same thing. From here, glide over to the ledge and over to the caves to find the next dragon - Cedric.

Go to the end of the cave and glide straight across to the final dragon - Ajax. You can get some of the remaining gems by supercharging the armored spiders inside the caves. Once all the gems have been collected, head back for the home world.

Wizard Peak

From the High Caves portal, go through the caves just past the supercharge ramp and up the semi-spiral mountain to find the entrance to this next level. Once inside, go through all the rooms ahead of you, killing enemies as you approach them. Cross the bridge at the end and turn left into the next room to find the first dragon - Jarvis. Go down the supercharge, turn left and go down the next supercharge and turn right to find the next dragon - Hexus.

Continue going right and up the stairs to the top of the mountain where you'll find the last dragon - Lucas - in front of the exit portal. You may also want to find the dragon egg in this level, so go back to where the supercharge ramps are located. Charge down the first, turn left and charge down the second then go straight and jump over to the island in the distance. Behind the wall is the thief that holds the egg. Collect any remaining gems in the level then exit back to the home world.

Blowhard

Go down to where Tuco the Balloonist stands to find the portal which leads into this boss stage. Follow the main path killing wizards as you go. When you come to the raised platform, torch Blowhard once to send him running. Hop back down to the ground and go through the break in the wall. Glide across the small platforms in the water and turn right once you land on the ledge to find the only dragon in this world - Altair. Use the moving platforms to cross the next section then turn right on the wooden docks.

Hop up onto the platform and torch Blowhard once more to make him scatter off to a new area. Glide over to where the rocket gem pack is and continue up the side of the mountain. Torch Blowhard once more to kill him off and use the eixt portal to get back to the home world.

Crystal Flight

Head back into the caves and turn right to find the Crystal Flight portal. This flight isn't too tough, as the course is pretty much pre-set for you as the previous one was. Start off by completing the rings, then go for the arches (using the arrows as your guide.) Once the arches are done, go directly for the planes, and if done correctly, you'll be at the start of the chests right after finishing the planes. Finish off the chests and exit back into the home world.

Beast Makers Home

Visit Tuco the Balloonist to depart for the next world: Beast Makers. Once there, go straight ahead and turn right on the electric floors (kill the enemies before they electrify the floors) to find the first dragon - Bruno - in front of the Terrace Village portal. Glide across the log over to the Misty Bog portal, and from here glide over to the island across from you to find the next dragon - Cleetus. Glide over to the large tree and cross the bridge into the next area.

Climb up onto the electrified floor and kill the enemies before they electify it. Once you reach Cray the Balloonist in front of the Metalhead portal, climb the narrow stairs and glide from the corner of the structure over to the stump which holds the treasure chest key. Glide back and open the chest for some missing gems. Once all the gems in the home world have been collected, head back to the entrance and go through the Terrace Village portal.

Terrace Village

Climb the steps ahead of you and go up the ramp to the right and through the structure. Climb up the next flight of stairs which lead up to the first dragon - Claude. Cross over the electrified floors and turn right. At the end of the floors, you'll find the next dragon - Cyprin. Collect any remaining gems and return to the home world after this very short level.

Misty Bog

Glide over the next two islands to find the Misty Bog portal; enter it. Climb the steps and kill the trees, then glide over to the next set of stairs. Turn right and hop on onto the ledge to find the first dragon - Rosco. Glide down to the island on the ground and over to the canopy area. Charge all the enemies and hop into the tree stump when you get to it. Climb the steps to find the second dragon - Zeke - on the bridge.

Cross the bridge and turn right to find some more stairs; climb them to find the third dragon - Bubba - near the exit portal. Hop up onto the block and glide over to the wall. From there, glide to the other wall and use it as stairs to get to the top. Glide over to the tree stumps and eventually back to the entrance of the level. Go all the way back to the canopy area but this time (instead of going into the tree stump) glide over to the island in the water. Follow this island to a building with several frogs in it. Kill them and hop up to the ledge to find the last dragon - Damon. Collect any remaining gems in the level and exit back to the home world.

Tree Tops

Once in the home world, glide over two islands to find the large tree. Walk around to the right of it to find the Tree Tops portal -- go through it. Follow the main path until you come to the gap; glide across it. Drop down into the pit with the treasure chest and climb the steps to find the first dragon - Isaak. Make your way back to the first structure you entered and hop out of the window onto the bridge when you come to it. Cross the bridge and climb the stairs to find the treasure chest key and continue going up to the platform with several pillars on it.

Climb the two steps and glide over to the next dragon - Lyle. The rest of this level walkthrough will be coming within the next update(s), so you can either finish it without my help and go back to the home world, or just wait until I get it done.

Metalhead

Head over to where Cray the Balloonist stands and enter the Metalhead portal right in front of him. Once in the actual level, climb up the first two sets of stairs you come to and turn left; cross the bridge. Kill the enemies and climb the next flight of stairs to your right. Kill the two large enemies and turn left to find a ramp; go down to the base of the ramp to find the only dragon in this level - Sadiki. After rescuing him, continue into the next room to fight Metalhead.

You won't have to directly attack Metalhead, but instead attack the posts that are giving it energy. To break a post, simply charge into it, but make sure it's not an electrified red color when you charge it or you'll lose some energy. Once all the poles in this room have been broken, Metalhead will run off to the next area. Follow it and do the same thing here to defeat it. Go back and collect any gems you missed then go back to the home world.

Wild Flight

Drop down into the second hole you come to (the one that isn't filled with green liquid) to find the Wild Flight portal. This flight is going to be pretty challenging compared to the previous two you've played. First off, there is no real pre-set order you can complete each obstacle in and to add even more difficulty, you're almost always flying very close to the water and should you happen to fall a bit too low, you'll crash instantly.

Start off by torching the boat below then turn right and follow the cave where the boats are coming from, torching each as you come to them. Once in the large lake area, make sure you go through all three/four arches here and torch all the boats before leaving. Once the boats are gone, follow the path they were coming from to finish off the arches. You'll soon come back to the start of the stage where you'll be able to finish the chests and finally the planes.

Dream Weavers Home

Pay a visit to Cray the Balloonist and depart for the 5th world: Dream Weavers. Follow the main path to start out with, killing enemies as you come to them. You'll soon notice some little enemies playing around with the shrinking & enlarging ray making enemies large and small randomly. When you get to the whirlwind, take it up to the next level and turn left. Wait for the armored enemies to shrink and charge through all three followed by taking the series of three whirlwinds up to the islands in the sky.

Once you have access to the shrinking & enlarging ray, shrink the two armored enemies blocking the path you just came from (if they aren't small already) then glide over to the first dragon - Zikomo - on the island across from you. Glide down the the lower land and go through the tunnel to where the Haunted Towers portal stands. Just ahead of this is the next dragon - Mazi. Use the three whirlwinds to get back where you once were and head over to where you shrunk those two enemies blocking the path.

Kill them and go on through into the next area. Drop down to the ground to find the last dragon of the home world - Lateef. Go around and collect any gems you missed the first time around before proceeding into the first level.

Dark Passage

Head back to the first portal you came to in the home world, which happens to be the one leading into Dark Passage. Follow the straight path but beware of the enemies. When in the light of the lantern, they'll be small, but when in the dark, they'll grow up to 3x their normal size, so only attack in the light. Once you reach the whirlwind, take it up to the first dragon - Kasiya - and continue out the other end.

Continue along the same path, killing the cupids, dogs, and other enemies as you go. Climb the two steps once you reach them to find the second dragon - Azizi. Look to the left of where the dragon was to find a ledge out in the distance. Glide across to it and follow the path until you reach the end.

Glide down to the path below (where the row of 4 dogs stand) and follow that to the whirlwind which takes you up to the third dragon - Apará.

Continue up the sets of stairs that spiral above the water and you'll find the fourth dragon - Obasi - at the top. Glide down to the ledge below and follow the path to the whirlwind. Go up the steps and glide over to the exit portal where the last dragon - Bakari - stands. Collect any remaining treasure you missed and exit back into the home world.

Lofty Castle

Use the whirlwind in the home world to get to the next area and go through the opening to find the Lofty Castle portal. Once in the level, use the whirlwind to get up to the platform. Glide from platform to platform releasing the three fairies and killing the enemies as you come to them. Once the three fairies have been released, use them as a whirlwind to get up to the first dragon - Mudada. Head straight into the next area where you'll find some more small platforms in the air; the third holding the next dragon - Baruti.

Go back to the second set of platforms you saw and glide to the left until you come to a closed in tower-like structure. Use the whirlwind to glide around the room, torching each fairies cage as you come to it. Use their whirlwind to get up to the final dragon - Useni - as well as the treasure chest key. Take the key back down near the entrance of the level to find the chest. After the remaining gems have been found, go back to the home world.

Haunted Towers

Use the whirlwinds to get up to the top area of the home world and enter the Haunted Towers portal. Once in the level, go straight and ignore the armored ghosts for now. At the end of the corridors is a fairy that will give Spyro his superflame breath. Use this to destroy the armored ghosts as well as the armored doors. Go through the once-armored door to your left and use the whirlwind to reach the higher level. Ignore the armored ghosts and cross the narrow bridge to find the first dragon - Kosoko.

Continue along the path to reach the fairy again, then use your superflame to torch away the armored ghosts and armored door. Go through the armored door, up the ramp and take the whirlwind up to the tower steps; climb them to the top and use the supercharge ramp to break through the armored doors. Once in the main room, break open the normal door at the other end of the room to find the next dragon - Lutalo. The first door on the left leads to the fairy again. Use the superflame breath to torch any armored ghosts and doors. The rest of this level walkthrough will be coming soon.

Jacques

Look on the far left side of the home world to find the Jacques portal; enter it. When you start off, take any path you wish, as they all lead to the same place in the end. Kill all the enemies, use the platforms to get from island to island and flame the little timer boys to make certain platforms rise/lower.

Once you arrive at the tunnel with the steps leading down, follow it to find the first dragon - Revilo. The remainder of this walkthrough will be coming within the next update(s).

V. Frequently Asked Questions

Q. In the home world of Artisans, how do I get the gems on those high towers near the Town Square entrance?

A. First, stand at the edge of the platform then jump once (don't glide) and you should land on the tower without any problems. Gliding will make you go too far, while jumping from the middle of the platform makes you end up too short.

Q. How do I replenish my health?

A. To replenish health, you must provide Sparx with butterflies to eat. Each level has some fodder (which ironically happens to be livestock) such as sheep, frogs, etc. which can be killed in order to make butterflies appear to feed Sparx.

Q. How do you open those treasure chests in each level?

A. To open a treasure chest, you must first find the key to it. Keys are usually hidden in caves or other hard to find places. The walkthrough above has key locations, so if you can't find one, check there first.

Q. How come my game isn't as far as it was when I last left off?

A. Either you're forgetting to save, or there's a problem with your memory card/game/system. Usually, it's the former. Make sure you save after every dragon you find by standing on the platform on the ground and save. If you save and it still isn't working, first find out if it's your game, PSX or memory card that isn't working, and take whichever it is back to the retailer and tell them about it.

Q. Why doesn't the rumble feature work on my controller?

A. If you've had your PSX controller for a number of months, the rumble feature may have "worn off" so to speak. I've had my PSX controller for a good three years now and the rumble feature no longer works, so don't worry if it doesn't. If your controller is new and it still won't rumble, test it with another game first and if it works, it's your game that's broken. If not, it's the controller.

Q. Why can't I defeat those large enemies with the armor on them? I've tried charging and flaming but neither work. What am I doing wrong?

A. These enemies (first found in the Dark Hollow level) can only be killed by flaming their backs. Charging them has no effect (front of back) and flaming their front (which is covered with armor) has no effect as well. Wait for them to turn around and torch them on the behind to clear 'em out.

- Q. What am I supposed to do with those little things that look like mini-windmills on the ground?
- A. Flame these things three times to break them open revealing some gems.
- Q. How about those things that look like chests but appear bigger and fancier than the normal chests? What do I do with those?
- A. Flame these to make a gem pop up then jump and get it before it lands back inside.
- Q. How do I use the cannons in the Peace Keepers world?
- A. First, kill the enemy behind it to gain control of it, then push it either left or right and when you find your target, hit the circle button to light and send the homing cannon ball toward it's target.
- Q. After I defeat an enemy and it reappears, what are those little orb thing-a-majigs that pop out from them?
- A. Once you collect 20 of these, Spyro will gain an extra life. You can see how many you have by pressing Pause and looking at the circle of them around your life meter.
- Q. I'm missing some gems in Cliff Town! Where are they?
- A. Make sure (after defeating the large enemies in red near the pots) you torch each pot to find some extra gems within.
- Q. How do I kill those large armored enemies in the Ice Cavern? I can't torch their backs because they're always facing me.
- A. The only way to kill these monsters is to charge them off the side of the cliff. Sometimes it'll take more than one charge, so be prepared to charge right after one charge to avoid being hit; just don't charge too far ahead of yourself or you'll fall of the cliff yourself.
- Q. What does it mean when that fairy kisses Spyro and he turns red?
- A. This gives Spyro a superflame which is much stronger than his normal fire breath. Use it to kill armored enemies and break through armored doors/items.

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 VI. Secrets/Codes
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99 Lives

Enter the Inventory menu by pressing select at anytime during the game, then press the following buttons:

Square (x6), Circle, Up, Circle, Left, Circle, Right, Circle, Select

Your life meter will increase to 99.

Level Select

Enter the Inventory menu by pressing select at anytime during the game, then press the following buttons:

Square, Square, Circle, Left, Right, Left, Right, Circle, Up, Right, Down

The next time you visit a balloonist, you'll have access to all the worlds in the game.

Unlock Secret Crash Bandicoot DEMO

When at the game slot selection menu, press and hold the L1 button then press the triangle button to unlock the secret demo of Crash Bandicoot: Warped.

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VII. Information
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Credits/Special Thanks

Jeff "CJayC" Veasey (<http://www.gamefaqs.com>)
For hosting this document on his excellent website.

Insomniac (<http://www.insomniacgames.com>)
For developing the Spyro series.

Contact Information

Have any comments, questions, suggestions, complaints, contributions, praise, constructive criticism, or anything else about this FAQ (or any of my others?) Please contact me via one of the following, and I'll get back to you as soon as I can. All questions asked that have already been answered in the guide will be ignored:

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Webmasters

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