

Spyro the Dragon FAQ/Walkthrough Final

by Gbness

Updated on Jun 17, 2006

"With flames from the dragon of darkness...

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SPYRO THE DRAGON
An FAQ/Walkthrough
For the Sony PlayStation
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...the sunlight blinds his eyes." - Led Zeppelin

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-!NOTE!-

This guide, as you will soon see, is a fair size. Seeing as how this takes effect, you will most likely be lost in trying to find out what you want to read. There is one way to get to it, instantly. Press Ctrl + F, and then look for whatever you want. Let's say you want to go to the Basics section. Type in "4. Basics", and then you'll go to the basics section, instantly! Pretty neat, eh?

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Well... I suppose you remember my very mediocre Dragon FAQ and Boss FAQ? Having played this gem once again, I decided that I'd add a bit to both of them, and make a walkthrough too. Call it something to do to pass a boring Saturday during an equally boring summer. Anyway, I'm your host Richard Beast, and this is perhaps the thirtieth time that you've opened up a game and seen my name next to it. Call that sad, shocking, strange, whatever ya want, I don't care much either way. =P

This guide is probably one of my more straight forward ones, but you've gotta read this introduction first (you know it), then the legal disclaimer and contact rules, and then the basics and walkthrough, which will take you through all six worlds, and at the end of each level, I'll list the dragons found there for easy reference, if you're not one who likes to read much. Of course, they'll be covered in the walkthrough too, but that's just so that you can explore the guide easily. Then just an outro and credits... dig it. Anyway, no rambling here. Let's get it onnn.

- Richard "Gbnness" Beast

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Another little note is that I will not have this guide hosted on many other web sites besides GameNotOver, GameFAQs, IGN, and Neoseeker. You need full-on permission if it's not one of the four above sites. I am sick of people ripping me off (I have been ripped off three times in the past), so if I don't like your site, I won't let my guide be posted on it. I am sorry, but this is how it has to be. If you ask politely and I like your site, you will definitely have the luck of getting it up there. Thank you very much.

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You can e-mail me if there is a question you wish to ask that hasn't been

answered in the guide, but I REALLY don't want to bother answering questions that have already been done, answered, and done again in the guide, if it isn't too much trouble. Feel free to tell me if there's something I've forgotten, however.

My e-mail address is richard_power1000 [at] yahoo [dot] com. Except, replace the [at] and spaces with a "@" symbol and the [dot] and spaces with a period; I have to write like that so I don't get a dozen spam bots e-mailing me and getting me viruses. Just be polite in the e-mail, don't talk like "omg wtf rich ur gides r t3h su><0rz & how du i beat peace of toste", and don't ask something that's already been answered in the guide, and I'll respond.

And don't bother sending things like:

"You friggin' idiot. Your guides suck, you suck, and everything about you sucks. DIE DIE DIE!"

"BURN IN THE FLAMES OF HELL, YOU STUPID RETARD!!!"

"What the hell did you think you were doing writing all that garbage, you piece of crap?"

"I hope you fall down the stairs and break every bone in your body!"

"u su><0rz, eVrYtInG BoUt u sUx, dIe ass!!!!!!1"

I will laugh at such e-mails and delete them. So... if you're not just playing a friendly joke on me or something, don't bother with that crap cos I've been through with it too much.

Okay, that's enough for that. My AIM name is rbeast288; sorry, I don't have MSN or YIM. The list is closed, but I'll add you if you ask politely via e-mail. I like chatting with people, but try not to overdo it on AIM if I add you to my list. Since I am busy a majority of the time and all.

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Spyro the Dragon isn't the most complicated of games, even if its initials is... alright, sorry about that. Seriously, you take the role of Spyro, a small purple dragon who's really an underling to the rest of the Dragon Kingdom. A villain named Gnasty Gnorc has turned the rest of the dragons into crystal and turned their treasure into monsters, so it's up to Spyro to collect 12,000 gems and free 80 dragons. Not the greatest of plots, but it isn't really intended to be. We take place across five worlds:

- The Artisans (a lively world of plains and a whole lot of dragons)
- The Peace Keepers (a darker world across the deserts, with annoying vultures)
- The Magic Crafters (a lighter world through the mountains, full of druids who have an obsession with moving things)
- The Beast Makers (a world through swampy terrain, with a bunch of weird things and fewer dragons)
- The Dream Weavers (a world through medieval territory, full of mages who control light and time, and knights)
- Gnasty's World (nothing more than a junkyard, but Gnasty's adopted base)

Each of the first five worlds consists of the following: a "home" stage which is generally lighter than the other levels, three normal levels, one level that consists of a normal level and a boss at the end, and a secret "flight" level

which is really kind of a bonus, but allows for lots of gem collection. As for gems, you've got five kinds: the rather useless reds, which are worth 1, the ugly greens which are worth 2, the beautiful blue sapphires which are worth 5, the purdy yellows which are worth 10, and of course, the rare purples worth 25.

To complete a level, you've gotta free all the dragons and collect all the gems, which is never really that tough (with my help, that is) except in some nasty spots which make their heads shown at least once a world. As for finding gems, you can get them from killing enemies with your trusty horn charge or dragon flame, or by collecting 'em from chests. You've got the normal gold/red chests which can be opened in any way, metal chests which have to be charged, gold chests in which you have to flame then grab the gem, "propeller" chests which have to be flamed thrice; and "fireworks" chests which require backing off.

Other than that, there's really little you need to know before starting... just jump in and have fun.

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Here we are, at the meat and bones of the guide. Shouldn't be too hard from here on, so... enjoy.

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/-++<>~~~~~<>+--\                               Dragon Number: 4
<- \ / ++ ++ 5a. Artisans Home ++ / \ ->~-----
 \-++<>~~~~~<>+--/                               Gem Count: 100
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Probably the easiest place in the whole game; you merely have to walk a few steps from the entrance to free a dragon named Nestor there. Just in case you're too lazy to read the basics, you just have to stand on the platform a dragon is held on to free it, so it shouldn't be too hard for you from here. After he's freed, jump off the path that you're on, and move on to the hill to charge the gnorcs there. Or if you want to be a bit cruel, flame them and burn the flowers here.

After the gnorcs are gone, glide from that hill to the small platform up ahead, which has a bit of treasure on it. Once you've got that, hop back down to the ground and walk around to the left, and into the garden maze. There are some gems scattered about here, but above all is an extra life, and at the end there, a portal to Dark Hollow. Don't take that yet, though. Instead, return to the left of that path where you found Nestor. If you can't remember, it's near a waterfall with five lily pads in the water.

Delbin is held here, so might as well rescue him. As for the gnorc here, it'll take three flames to defeat him, but for each time you flame him, he drops gems, so make sure you pick them up. From here, head a bit to the right of that platform and that hill, and head through the little path there to find another garden full of gems, and a dragon named Argus to the right. That's not to mention a large dragon shaped head portal, which won't open until you've cleared out one of three worlds here: Stone Hill, Town Square, or Dark Hollow.

Speaking of the former, head back a little bit from there to find some gnorcs and the portal to Stone Hill, but don't take that yet. Take care of the gnorcs, then climb the little platforms here, one by one, collecting the red gems as you go. From there, you'll see a path to the left, so you might as well follow it to reach a dragon named Tomas at the end. Before going down the path here, you may want to take a left and right to find a few individual gems scattered there, but you can't get up that tower yet, bugger.

Jump down from here to find another gem wielding gnorc that needs to be flamed three times, and then enter the central tower to find a whirlwind... you'll find a whole lot of these in this game, so might as well get used to them. At the top, you'll find a portal to Town Square, and you can jump to reach the two towers on the left and right, although you'll have to climb back up for each one. By now, you should have four dragons and ALMOST a hundred gems... let's get the rest of them.

Return to the large area at the beginning, near the garden maze, and go through the passage near its entrance. Collect the gems as you go, and then take a right to reach a balloonist, who will carry you to the Peace Keepers' home if you can free ten dragons. Four out of ten, that's not bad. By now you should have 100 gems, so to continue, you can go to Stone Hill, Town Square, or Dark Hollow. My personal favorite and the easiest is Stone Hill... you know the way.

Nestor

==----

If you can't find Nestor, turn off the game right now. He's right in front of you. You just cannot miss him. Believe me, you CANNOT MISS HIM. He'll inform you to find ten dragons and then get to the balloonist to get to Peace Keepers.

Delbin

==----

Easy. From where Nestor is, glide to the ground and you'll see him right on the left of the screen. He's by the pond with the six pads in it. He'll tell you what Sparx is doing.

Argus

==----

You'll see Argus around Stone Hill, north of there, next to the dragon skull. He'll tell you how to get into Toasty, that you have to complete a level to get inside.

Tomas

==----

I'm honored, that's my brother's name. =P Well, in that little cave to where Town Square is, you'll find Tomas. The cave is on the upper-right side of this place. He's not easy to miss, if you're exploring. He'll teach you how to glide.

/--+<>~	Dragon Number: 4
<- \ / ++ ++ 5b. Stone Hill ++ + / \ ->~	
\--+<>~	Gem Count: 200

Stone Hill, hardly any tougher than the Artisan home, starts immediately in a large grassy plain with some rams running about. Either charging them or flaming them works just fine. From here, anyway, there are three passages and a hole in the ground, but let's save the latter for later (indeed!). Start by entering the passage to the left, and inside, you'll find a dragon to free there, and that's not to mention a LOT of treasure chests. To quickly get them all, just charge in a clockwise manner around the room.

After you've cleared that room out, enter the next one that was on the right of that passage, flaming the ram and getting all the loot inside, not to mention a dragon there. Once this old guy is freed, there's a Return Home Vortex there... but why take that yet? Jump off the cliff here, and yes, you heard me right, the beach is right there! We've no time to take a swim, though... head across the beach and into the cave on the other side, where you'll find some more chests and a key. What's that key for?

You're soon to find out. Head back to the opposite side of the beach, where a

concerned. While Stone Hill was bigger and more spread out, Town Square is a little smaller and less spaced out. Right at the entrance is a huge flock of chickens, waiting to be flamed if Sparx isn't doing too well. Once at full health or whatnot, climb up the stairs and rescue a dragon there, then do what he says and glide over to the left to remember the Alamo. Actually, to go fight some bulls.

It's probably better to flame them, since they don't die immediately if you charge them. Climb up the stairs on the left after they're done with, where you will see a gold chest with a blue gem on it. How do you open this? Flame it, and then a gem pops out. If you grab the gem as it comes out before it lands back in the box, the gem is yours and the box explodes. I would make a joke here, but being the nature I am, I'll refrain. Whatever. Just glide across another gap here and rescue a dragon.

Once you're in the town itself, flame through, getting rid of the citizen gnorc and bulls. Just ignore the cliff on the opposite side for now, though, since that comes for a bit later. Climb up the stairs on the right instead, for some more chickens, gnorc wusses, bulls, and a huge crop of sweet gems, ripe for the taking. Clearing everything out, make good use of the yellow gem, which makes its first appearance known here. Make sure you free the dragon too, who is one step behind you.

With that... what do you do now? Return home? There's still a dragon up there, though, and that's where the real stuff comes in. Return a bit back, up to where you climbed the stairs, and jump to the little grassy step to the right. Make one of your biggest glides yet, by jumping off from here and once past that wall, making a sharp turn to the right. And from here, make your first priority to CATCH THE THIEF. The gems can wait, but the thief will be time consuming. Remember that he'll go down so long as you flame him, and if you keep the charge up, you can easily do that.

Now that you've got the egg in your possession, collect any and all remaining gems, and go through the tunnel, taking a small right on the other side to get some more loot. This next glide may be a bit tough, but just get a walking start first, and you're okay. From here, simply traverse to the other side to find a dragon trapped there, and another new type of chest, with a propeller on its top. To open it, flame it thrice to make it explode for some more yellow stuff (no, not that, perverts), and go back on the nearby Return Home Vortex. One more large world to go to from here, and that's the garden maze's Dark Hollow.

Nils

====

Nils is at the top of the steps at the entrance. He'll tell you to glide to where the bulls are and to use the L2 and R2 buttons to look around properly. Thanks, captain obvious.

Devlin

====

Devlin is across the water, at the other side of Town Square. Basically from Nils, glide and climb up the stairs then glide across the land and you'll see him. He'll scratch his wing and tell Spyro to press X at the very top of his jump to get the best glide. Be glad, everyone, that's the final hint on gliding. BE GLAD, I SAY!

Alvar

====

He's just ahead of Devlin, right near the Return Home Vortex. After Devlin, turn right and head up the stairs, then charge through the bulls and you find Alvar. He'll tell Spyro that a man in blue has snuck into Town Square and

stolen the dragon egg.

Thor

=====

The hardest dragon to find in Town Square, by far... from the top area around where Alvar is, you have to glide across to the area in the distance. Forward you may go, through the tunnel and across the long glide through these two pieces of land and there you'll eventually find Thor. He'll thank you for releasing him.

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 /-+-+<>~<----->+--+-\                               Dragon Number: 3
<- \ /  ++ ++   5d. Dark Hollow  ++ ++ / \ ->~<----->+--+ \-----
 \-+-+<>~<----->+--+ /                               Gem Count: 100

```

As you can tell by the figures above, Dark Hollow is a shorter level... three dragons and a hundred gems to find. There's another locked chest to open, though, but that won't be a problem. At the very entrance, charge through the frogs with shields (very interesting), and then climb up the nearby steps to find a locked chest. Speak of the devil. But that's not it; glide over to the left wing America (in a sense, but rather gliding to the left), to find three shielded frogs and a large frog with a club.

In the case of the latter, use flame, for the others, use horns. Got it? With them safely out of the way, rescue the dragon there and return to the ground. Just a little bit ahead from that locked chest is another large frog with a club, and more shielded frogs, but don't start there yet. Instead, go down the stairs nearby, and enter the narrow passage within, to meet your toughest enemy yet... a large, SHIELDED frog! Enjoy seeing it belch, though; that must be a stupid moment for it.

To get rid of it, flame it when its back is turned to you, and enjoy the blue gem it drops. Repeat with the next one, and in that room right up ahead, climb the platforms and claim the dragon, but please do not fall into the water, or it'll drink you. In cold blood. The key is in here too, know what that means? Return to the platforms and open that chest, and it explodes in your face with a large bundle of gems. Yee-haw. Now, back to three shielded frogs and large one with a club... handle 'em like you know how to.

Ignore the campfire, as it's really quite pointless, and head up the stairs. There are two large frogs here, not to mention the small ones, so after taking those, return to where you just climbed up those stairs, and from here, you'll have to make two glides through the archways on the left and right, where you'll find platforms containing a single gem, and an extra life and some gems, respectively. Gotta love the world. But anyways, with that, climb up the stairs at the opposite end of the upper area, free the dragon there, and you can just hop back home...

Short place, eh? I suppose that means you're ready for your first (no, NOT IN THAT WAY) boss level? Anyway, in the Artisan home, head back to where you freed Argus, where the dragon skull stands. Argus told you that it would open once you finished one level, and look ho, we've finished three. So it'll obviously be open and ready to be tackled.

Alban

=====

On top of the platforms in the center of the first room in Dark Hollow, glide over to the distance where the big gnorcs are. Flame them, and you'll see Alban. He'll tell you to charge small enemies because they have some protective shields. Good color to this dragon, anyhow.

And with that, Toasty explodes into a mass of blue gems. I love that color, I say. As well as that, a nearby wall opens up for some more gems, so this short level should be complete with that one dragon and 100 gems by now. ^_^ At this point, the Artisans world is almost complete, but there's just one secret place. Remember the lily pads right at the waterfall? To unlock this secret, hop on all of them, one at a time. The order doesn't matter; just the moment that you've stepped on all five of them once, the wall there goes down to reveal a portal. Might as well.

Nevin

You'll find Nevin just a little bit before finding Toasty. Fight off the dogs, and cross through the tunnel while taking out the huge number of shepherds and dogs that you'll find through there and you'll see Nevin. He'll warn you about Toasty's power (which is rather non-existent).

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 /-++<>~<----->+--+ \                            Dragon Number: 0
<- \ /  ++ ++ 5f. Sunny Flight ++ ++ / \ ->~<----->+--+ \
 \-++<>~<----->+--+ /                            Gem Count: 300
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Sunny Flight? Just what the Michael Moore with wings is that? It's different from any other level we've yet seen, in that Spyro will play the whole thing out while flying. Flying is a simple enough concept; Spyro will naturally go straight, you can "steer" him left or right normally, but up will take you down and down will take you up, in a plane style. Besides that, easy enough. You can still flame, a near necessity for this place. The overall objective, is to go through or destroy 32 objects.

These are four trains containing two barrels apiece, eight chests to flame, eight arches to fly through, and eight planes to burn down. You have, first of all, thirty seconds to do all this, but for everything you go through/burn down, you get some extra time. Hell, you even get a whoopin' six seconds from burning a train down. But anyway, you should go for the chests first, and right in front of you are the train tracks to the left, a tunnel in the center with the treasure chests, and a way to fly on the right. Opt for the tunnel.

In here, burn the first few chests you find down, then proceed in a clockwise fashion around the area, ending with the chest in the center, until eight chests are found, and you get an extra 60 gems out of it... whoo, that's nice. Exit the tunnel from the way you came and take a sharp left, cutting through those arches as you pass. Oh yeah, and the extra seconds are purdy too. Just fly through them in the order you see them, likely to be interrupted by a few planes. If this happens, flame 'em down; it'll just make our next step easier.

Now fly towards the planes, so that they'll be flying right towards you, ready to get burned down. Track all of 'em down; they're not easy to miss. With all of them taken care of, swoop down, feel the swoon and all that, to the train tracks, and once again, fly so that the barrels go right to your face, and for every barrel you flame, the one next to it will blow (not that way, pervs). With that, you should manage to get a good time and completion to this area. At this point, you should have 16 dragons procured and 1000 gems collected. Head to the balloonist at the bridge, and depart for the Peace Keepers world...

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 /-++<>~<----->+--+ \                            Dragon Number: 3
<- \ /  ++ 5g. Peace Keepers Home ++ / \ ->~<----->+--+ \
 \-++<>~<----->+--+ /                            Gem Count: 200
```

The Peace Keepers world is a truly perilous one compared to that of the Artisans, but it's not THAT bad, especially compared to the Beast Makers or

Dream Weavers yet to come. You start on a bridge over a large river, quite like the end of the Artisans world, just take out the grass and replace it with a temple. A dragon with an appropriately stonelike dub can be rescued right at the entrance, and then you can deal with Gnorc Soldiers, which are rather easy things to deal with.

So with that done, step outside to meet up with a desert. Yeah, that's basically what four out of the five real levels in the Peace Keepers world are, desert. There are some Gnorc Soldiers outside, with cannons that you can use yourself, but really aren't necessary yet. Anyhow, charge behind the cannons and take them out, because a blow from one of those cannon balls hurts pretty bad. Take out the one on the right first, then move on over to the left, where a portal to Dry Canyon lies... nah, that can wait.

Head further into the desert, where a huge bundle of cabanas lie. Pull a Guy Montag on this one, taking my way of life and going BURN IT ALL! BURN EVERYTHING, because Gnorc Soldiers tend to hide under them, and without them, you ain't got no gems, and that makes me a sad beast. Over to the right side, you can find a portal to Cliff Town, as well as some gems behind it which are rather easy to miss. And right at the end, you've got a Gnorc Soldier with a cannon. This is the only important cannon, so take that bad boy out.

Go on over to the left, where you get a balloonist and a path that leads down to the Ice Cavern, which is a somewhat relaxing world compared to the desert atmosphere that the Peace Keepers world adopts. There's also a balloonist there, who will take you to the Magic Crafters world if you get 1200 gems. Actually, if you totally finish the Peace Keepers and Magic Crafters worlds, you'll have the criteria to go up to the Beast Makers world, but the criteria for that place is insane... oh, sorry about that. Get the dragon near the balloonist at the same time.

So anyways, gather the gems around him, and head on over to that cannon. With your very own nose, nudge it over to the red bulls-eye mark in front of it, where a large pillar stands, and blast that to oblivion. Yep, just like that. And at the same time, blast down the sealed chests for some more extra gems. There's the Doctor Shemp portal there, who isn't as good as The Who, but it all evens out. And near that pillar you blasted down, you can climb up the stairs there to meet more Gnorc Soldiers, and the portal to Night Flight, the perfect brother to the Artisan world's Sunny Flight.

Alright, moving on from there, hop across that pillar and head forward, taking a left to find a dragon, a circular walkway scattered with gems and a key, and a rather effortless egg thief which can be taken out just like his friends from Stone Hill and Town Square, with a simple glide and then quick torch. With him gone and the egg collected, return just a little bit, over to where you jumped from the pillar to this here area, and climb up the little path in front of you, making sure you've got all the gems in sight.

From here, make a long glide over to the tunnel in the far off distance, wavering over a tad to the left, but you can't miss it. Inside, collect a foursome of chests, not including a locked chest with all the more colorful jewelry pleasure. With 200 more gems in your possession, to total 1200, it's time to start from one of the levels given to us. I personally like the Ice Cavern first, but hey, your choice. Dry Canyon and Cliff Town follow up on that, putting uniqueness to the Peace Keepers in general aside.

Titan
==--==

Titan is right ahead of you, similar to Nestor. Just jump up that step and a little bit further you will find him. He'll tell Spyro to collect treasure

because Gnasty Gnorc turned most of it into gnorc soldiers. Yessir.

Magnus

=====

Go forward, past the cannons while killing the enemies at the cannons and then head to the right. You'll then see Magnus there. He's right next to the Ice Cavern portal. He'll give more advice on keeping Spyro healthy. We get the point already, man.

Gunnar

=====

Gunnar is the hardest of these, minimally. From where Magnus is, go back and then finish off the gnorcs by the cannon, and then use it to hit the bulls-eye right ahead of it. Jump up, then turn left and chase down the thief. You'll see Gunnar there. So, yeah, destiny is good stuff.

/-++<>~<>+--\ Dragon Number: 5
<- \ / ++ ++ 5h. Ice Cavern ++ ++ / \ ->~<>+--\ Gem Count: 400
 \-++<>~<>+--/

Easily the toughest level yet, while still not a very hard level, you may notice that there are a whopping 400 gems here, putting a shame to the previous record of 200 on a non flight level. So with the start, you start inside an ice pillar; what a glorifying place to begin. Step out and then charge around it for some bootah, then walk up the path right in front of the entrance. Slippery ice, yo. Get the stuff here, and now I must make a note. From here, you can glide across the mountains and to the right, to find a platform with three extra lives.

HOWEVER, this shouldn't be done until you've completely finished this place, as just charging forward to that platform can be done any other time and would disrupt the normal flow. So just take the path to the left, to be greeted by some bats and a large blue gnorc. The bats are fodder for Sparx, unlike the Keese from Zelda, which they remind me of. As for the gnorc, he can go down with a nice flame. Right beyond him is a green gnorc which tosses snowballs. Slightly more annoying, but still a piece of cake.

Head on a bit to the left from there and rescue a dragon lying about, then enter the passage, making sure you collect the odd yellow gem here and there, which blend in fairly well with this passage's color. From there, just move on the room inside, with some more annoying gnorcs, a ledge to climb revealing gems, and if you glide over to the upper right, you can find yet more gems and a locked treasure chest. Ah, we can save that later. Instead, hop down and charge to the back side of the room to find a dragon ripe for the save.

Odd looking Peace Keeper, but whatever. See the two poles in front of you, with gems on top of them? To get 'em down, just give 'em a good charge and they'll drop like flies, only in a different way. From here, you can see that you can glide over to a platform with a key, but you won't be able to make it back for awhile. Oh well, you might as well, since it's pretty straightforward from there. Just be sure to drop down when you can, or you may go a little bit too far.

When on this platform, grab holda dat key, man, and then glide over to the next walkway there. Or if you want to play it in a more organized fashion, you can drop down and start from where you saved Todor, but I'd rather not. Regardless, once you land on the walkway, collect a few gems to the left, and then you're faced with a decision. Head into the cave straightforward, or take a right for some other stuff. The cave is the better choice, since it's really all that was between that glide to that key and this place. Plus, a new dragon's right in.

Once inside the cave, flame some odd gnorcs here and there, collect gems as usual, and then enter the meat and bones of the real ice cave, where you'll meet yellow gnorcs wearing armor. To beat these guys, just like Todor said, you'll have to charge into them. One quick charge will do them in, so long as they're facing the void (obviously). With them all gone, proceed to the back side of the area, with the long stairs, and make sure you take the other small path at the top of the stairs... don't wanna miss them few gems.

Having all this now in your possession, take a left and you're right back where you saved Todor, hip-hip hooray. By now, you can simply glide to that platform again and then back to that walkway; it's certainly a lot quicker than going all the way back through that cave. =P So anyway, now back on the walkway, head over to the right, only to be immediately ambushed by some easy green snowball throwing gnorcs. Oh noes. With them then all dreadfully underfoot, follow the narrow path to the other side, and step near the vortex to find Asher. Fourth dragon yet.

The room right next to him holds some juicy content... more gnorcs, but lots of gems. To the left, you get a view of a dragon WAY up in the air, where you obviously can't reach, and to the right you get a view of three lives on a large pillar. Gah, I hate this room already. Just leave it and return to where you met Asher, now pay attention to the small little steps outside, with gems sprinkled across them. Jump across them, one at a time, until you reach a whole new area on the other side... nice.

Inside, immediately charge forward to give the yellow armored gnorc a good nudge, only to take a right and find more, as well as a blue snowball throwing gnorc on skis introduced, but he's easily taken care of with a simple flame. That taken care of, take a right to find some more poles with gems on top of them, and a bunch more gnorcs. You know how that works by now. Just take care not to try and glide to the right, over to that dragon... that's just plain foolish.

With that, head to the back side of this room and climb up the stairs, and then follow a small path and take a right to find some scattered treasure, and the Ice Cavern's fifth and final dragon, Ragnar. Whoo... the Ice Cavern is only matched by one other level in the whole game for number of dragons. But now, it's time to handle the two best things... that treasure chest, and those three extra lives. Start from the cave from whence you saved Todor, head to the part from where you entered, and climb up.

And now, you can easily glide over to the right for a further number of gems added to your collection... yum. As for those extra lives, they're easy enough. From the very entrance, inside that ice tower, charge onto the path and glide across the mountains and to the right, and snag 'em all. With Ice Cavern completely whored out by now, it's time to step into Dry Canyon. Read the Home section if you're too lazy to find it yourself. =P

Ulrik

====

Just up ahead. Fight off the large purple enemy and the green snowball throwing gnorc and free Ulrik. Be careful not to move too fast and fall down. He'll tell you only to flame big enemies, and not to charge them. We know that already...

Todor

====

He's just ahead of Ulrik in the cave, by those poles with gems on top. From Ulrik, enter the cave and collect all the gems in sight, then just turn to your right and you'll see him. He'll inform Spyro that some huge gnorcs wear armor, and their backs are inaccessible, but in the Ice Cavern, you start slippin' and

fallin', do ya not?

Andor

He's just ahead of Todor. From where he is, climb down the stairs on the left and you'll find a slippery gnorc. Charge him a few times and he'll fall off the ice into the void. Right forward, you will find Andor and he'll give you some small praise.

Asher

Right ahead from where Andor was. Get past the paths through here and the snowball throwing gnorcs and eventually you'll see him near the cave viewing the three extra lives. He's like more yet to come with the useless thanks.

Ragnar

The very first area with five dragons is the Ice Cavern. Ragnar's the final one. Start off where Acher is. You could just go in the cave, and look up there, see Ragnar WAY up there, totally inaccessible. So, go back from there and jump up those blocks, one by one, and you'll be high up. As for the blocks... you shouldn't have much trouble. Each one will get higher, so don't just don't jump high enough or slip. Be sure not to make accidents, as the gnorcs here are strong. Beat off the slippery gnorcs with armor and pass through there, and we'll find Ragnar there. He'll tell Spyro that he's ready, but the question is for what.

```
 /-+-+<>~::~::~::~::~::~::~::~::~::~::~<>+---\           Dragon Number: 4
<- \ / ++ ++ 5i. Dry Canyon ++ ++ / \ ->~::~::~::~::~::~::~::~::~::~::~-
 \-+-+<>~::~::~::~::~::~::~::~::~::~::~<>+--/\           Gem Count: 400
```

Dry Canyon is, quite literally, a barren desert wasteland. It doesn't help its cause any better by having cacti everywhere, or a thief running around not too far from here. Grab an odd gem a bit behind your entrance, then moving on a bit, you'll notice an egg thief. This one's a little harder to catch than the other three, but that doesn't say much. With a tad bit of "galloping", you'll nail him and flail him. And yes, I am aware that my rhymes are incredibly bad. Move on, right?

Follow the path ahead of there, cleaning this area of gems as you go, until you reach another dragon short of ideas, Conan. With him rescued, there are really two ways to go from here. You can glide over to the left and enter that tunnel there, or you can take the path to the right. Personally, I recommend taking the path to the right, as it'll be faster as far as keys and keyholes go. So yeah, move on to meet the most putrid enemies in the whole game.

What you have here are two vultures, who are incredibly annoying buggers whom you need to flame extra quick before being beaked out, and a yellow goof who wields a vulture as his weapon. Yeah, he attacks with a live bird, isn't that sad? Oh well, a flame will torch all of them, even the vulture in the yellow goof's hand. (...) Quickly go up those steps and climb up to the left to free a quick dragon who really drops a good hint, and take out those damn vultures. The yellow goof may even be dead already for some reason.

Either way, the game's first purple gem is in place of that worthless sponge bob. You can go on from there to find the Return Home Vortex, but don't go through that any time soon. Just tidy up those gems, then return to where you freed the second dragon thus far, Boris. From there, glide over to the little tunnel on the left. If you can't see it, move your camera around a little bit, as the tunnel is in the wall. Inside, there are a couple easy gnorcs, and a

featureless cliff. Where do we go from here?

This is one of the game's small secrets, but just glide over to the left. Trust me; just do that while hugging the wall, and you're right on top of a walkway you can view from the Return Home Vortex, as well as a rather intelligent dragon in terms of comments, Maximos. You can't forget the key to a certain chest. With him out of the way, the first part of Dry Canyon is clear; might as well head on to the other part. Return to where you saved Conan, and glide over to the ledge on the left.

Inside the tunnel is another stupid bird wielding oaf. Torch him, and beyond, you get one vulture wielding maniac in front of you (two vultures with him of course), and one to both the left and right, each accompanied by two extra vultures. How can one stand being around the wastes of feathers? Oh well, turn them all into leftover feathers, moving from the front to the left, as it's a shorter path of the two. And you can't forget in the small room in front of the entrance, the fourth and final dragon here.

So, yeah, once the path on the left has been cleared of enemies and leftover gems, take the one on the right, bashing up the enemies and climbing up to the large structure. From here, glide to the next one to the upper left, climb up, and blast up some... fireworks chests? Hmmm, those are original. Climb all da way up to da left, brudda, and ya see dat 'dere platform way off yonder? Yer gonna hafta do some glidin' to get y'all rounded rump over there, yanno? *snaps out of it*. Alright, so anyway, glide to that platform in the distance.

Over here, you're treated to a platform with some chests worth a few gems apiece, and above all, the locked chest. With all that loot there, you should by now have 400 gems. It's fairly easy to miss a few scattered about here, and especially around this area. But once you do have quad-hundred, drop into that Return Home Vortex or Exit Level, and haul over to Cliff Town, in the middle of the Peace Keepers home.

Conan

====-

Go ahead, chase down the thief at the left side while collecting treasure and go to the right, then you'll find Conan just up the step. He's another "thank you for releasing me" dragon. Running out of ideas, insomniacs?

Boris

====-

Alrighty, from where Conan was. Then, go up the stairs that you will find ahead of you and fight everything off, then you'll see Boris, to the left and up the other set of stairs you'll find. He awards good gliders, and he does drop a bit of a hint to glide across this cliff.

Maximos

This is something that'll really piss people. They just go ahead of where Boris is, go to that platform, and see Maximos up there. How to get there? Well, backtrack to Boris. Go up that little hill, and glide across to the left side. Go through the small chamber to see yourself at the top of a big cliff. Glide to the left, and you'll see yourself where Maximos is, as well as the key. He'll make some comments on those birds that are always around here.

Ivor

====-

After Conan, go up the stairs right across the water and get to the end of that, glide across, and fight off the yellow gnorcs and the nasty buzzards in front of you with your fire. Then, go into the cave, and get Ivor and the

next platform. This time, needless to say, he'll actually take you a bit more seriously. He'll smash, then turn around for a second, giving you an opportunity to give him a torching. Same process... he drops some gems and a drawbridge opens. Head to the third platform, and this time he's really serious. He'll swing his doohickey, while spinning in a circle. Just jump over that thingamajig and burn him to a crisp while he swings and reveals his back. It's not a very hard battle.

With that little problem taken care of, jump to the platform ahead and below (do not use the Return Home Vortex yet), to get a perfect 25 gems from inside. From there, if you don't have 300 gems you can hop further down and take the path from there, which leads outside, but otherwise just exit the level, and in the Peace Keepers home, jump into Night Flight.

Trondo

=====

Trondo is ahead, just go ahead toasting everything: the fat gnorcs and their "children" and then you'll go up a whirlwind near the tower and then you can glide across, then jump down and see Trondo. He'll complain about Shemp, and inform you he should watch his back... interesting.

```
 /-++<>~<>+--\           Dragon Number: 0
<- \ / ++ ++ 5l. Night Flight ++ ++ / \ ->~<>+--\
 \-++<>~<>+--\           Gem Count: 300
```

This place is even easier than Sunny Flight, believe it or not. There's really only one where to go from here, and that's forward. Start by flying through the rings, which are all lined up nicely, and once you're out of that passage, fly down and breathe through all the chests you see. They shouldn't be too hard, although they tend to accelerate back and forth, up and down, left and right, etc.

With those out of the way, you can just fly through the arches. They're exactly the same as rings, really, except just very slightly tougher to go there since there's limited space. Once you've flown through the last arch, there comes the only part of this place that's even remotely hard: the light. You have to find the eight light towers and flame the upper part, which is huge, but if you miss one of them then that will be very annoying.

Fly from left to right, flaming them as you go, and watching out for that one last turn at the end, and you won't have any problem finishing this place up with 300 extra gems. With that all wrapped up, return to the Peace Keepers Home and speak with the balloonist. Let him take you away, far away... *snaps out of it*, or in other words to the Magic Crafters Home.

```
 /-++<>~<>+--\           Dragon Number: 3
<- \ / ++ 5m. Magic Crafters Home ++ / \ ->~<>+--\
 \-++<>~<>+--\           Gem Count: 300
```

The Magic Crafters world, which takes place almost entirely in the mountains, is the most numerous yet as far as gems go, and even tied with the next two. But anyways, fitting in with the mountains theme, the entrance to this place is set on a cliff. Do NOT try to glide to the other side, because it can NOT be done, and you will just waste time and lives trying. Instead, turn behind you and go into that room, careful not to fall in the water as you go, as in this game, water is bad. Grrr at you, Insomniac, you pro-dehydration serial killers.

Take a left and you're immediately faced with an egg thief. This one's really easy to catch, just charge straight at him and gallop through to the left, and give him the torch. Note that the Magic Crafters world has no less than seven

eggs in it, and the next three worlds have none. So once you have that, return to the fork where you found the thief, and take a right to find five shielded, pitchfork-wielding octopi. Mutants or something, I guess. Charge through the lot of them.

Make sure you rescue Cosmos and pick up the gems in the chests nearby, or it'll be fairly tough getting 100% completion. With that, head to the next area, and don't bother taking a right, as the green druid there will just raise the wall. Take a left, quickly charging through the druids and octopi as you go. You'll pass Alpine Ridge along the way, but there's no reason to go in there. Just go up the hill, and at the top of it, you'll find another egg thief, this one who just runs around in a circle.

With him dead and the egg yours, charge down the arch up front, and right through the druid that blocked your way earlier. =) That's correct, the whole thing is circular. Head back up, and up the next hill on the left, with flashing arrows. You'll see a LOT of these flashing arrows in the future, and they're very useful. But anyway, at the top of the hill, free Zantor, and check around the High Caves portal for some gems. But anyway, these flashing arrows allow for Supercharge.

If you charge down arrows like these, a Supercharge will initiate. So here, for example, you can just charge down through the druids and the octopi, which are quite numerous, before the druid can bring the wall up. Quite convenient. Stop the Supercharge once you enter the room, and free Boldar, the dragon in front of the Crystal Flight portal. This is quite possibly the first Flight portal you have found yet (it shouldn't be, though, if you've been following this guide), so it's a good place to get the hang of flying.

Now if you still have the Supercharge going, that's great; charge through the path to the right, and through the heavy chest for some gem beauty. If you don't, just go back and get it, then go through that heavy chest. With that, head up the hill to find the portal to Wizard Peak, which was my choice for first destination after this place, but before that, follow along the tiny little path outside the water, to reach the other side. The small room there contains a key. Didn't think there was a chest here, eh?

Jump down, and head on to the water across from the way you came in. A druid is moving a platform there up and down, so jump on it when it's down, and once on the other side, run through the druid. There's a portal to the boss, Blowhard here, which is the last one, plus the balloonist. But anyway, as for business with the key. Return to the hill below the Supercharge (the one in which you had to take a left to get to, at the fork), and glide over across the mountain wall to the left.

Once you get into that small room there, you probably automatically broke the locked chest, and that's good, cuz it has some gems in it. But now, anyways, with that perfect 300 gems, find the portal to Wizard Peak, and just jump right in.

Cosmos

=====

Cosmos is just past the octopi in the tunnel straight behind you. NOTE: Right ahead at the start of the place, you cannot glide across, no matter how hard you try. It is impossible. Anyway, go into there and to the left and then the right, then straight and you'll find him. He'll tell you he wants you to get the gems, dragons, and thieves.

Zantor

=====

Go past Cosmos, past the hills and Alpine Ridge, charging through all of the armored octopi and to the top of the hill there, around the arrows Zantor awaits. He'll tell you that the arrows are really a super charge.

Boldar
=====

Start using Supercharge by charging across the arrows. Go through the gnorcs (especially the wizard because it has a purple gem and controls the wall) and find Boldar, right in front of the Crystal Flight portal. He'll show you to a portal to learn to fly.

```
 /-++<>~~~~~<>+--\                Dragon Number: 3  
<- \ / ++ ++ 5n. Wizard Peak ++ ++ / \ ->~-----  
 \-++<>~~~~~<>+--/                Gem Count: 500
```

500 gems. That's the most we've seen yet, and the majority of levels that are to come will have exactly that many. But anyway, Wizard Peak is quite a large level compared to some we've seen, and it'll take a lot longer to clear this place than to clear perhaps any of the others we've yet entered. But anyways, upon entrance, do not go through the passage in front of you. Take a left and walk along the path there, following the trail of gems as you go. There's a gap along the way, but it's not like that's a problem.

At the end there's a whirlwind, so take that up and follow the path there, and there are two paths. Told you, this place isn't exactly linear. Glide across the huge gap in the middle and to the other side of the area, which is like, on the roof or something. Now follow that path and drop down at the end of it, and gliding across the mountain at the end of there, and you'll be inside the passage we saw earlier. Told you... flame everything that you see. Now from here, work your way back to the entrance, it's not very long at all.

You'll see the entrance soon enough, as it's an outside area. Now head all the way back to where I told you there were two paths. Yeah, it's right up the whirlwind. Follow the path you start on to its end, and do NOT glide to the other side. Instead, get to the end of the path and glide to the little part that's sticking out way down below. When you land there, flame the wizard that's immediately in front of you, and claim all the shiny treasure. I believe you were told growing up that shiny treasure is good. Remember your lessons.

Drop down to the floor, and follow the path to the right, charging through the small green wizards, whom I affectionally dub the Storm Wizards. The whole place is filled with Storm Wizards and those big blue gnorcs, but whatever it is, take it out and claim the gems that they drop. Now take the bridge in front of you, and in the next room, clear the room of any opposition, and free the dragon there, whose name is Jarvis. The Supercharge here is very useful, as you can use it down this tunnel and smash through all the Elder Wizards (yes, I am aware my names are incredibly original).

With all the Elder Wizards downed, immediately turn back and up that Supercharge path. Not before getting all the gems in here, but just head back up. And from there, use the Supercharge again, to reach the area where the Elder Wizards once were, and take a left. It's another Supercharge, but one that must be used in conjunction with the other one. With all that Supercharge power, follow along this straight path, ignoring the right, and at the very end of this path, JUMP as far as you can. And with a bit of gliding help, you'll land on a platform there.

There's quite a bit of treasure here, but you may also hear a thief giggling. Turn around to the very edge of this platform, and walk along the very short, narrow path at the back, and at the far back side you'll find an egg thief.

He won't even run away from you, since, well... this isn't the best place to try and run, since it's over a cliff. Torch him, and that's your eighth egg thus far. Now head back to the side of the platform from where you landed on, and glide over to the grassy area on the left.

From where you land, an Elder Wizard will try and conjure up more gnorcs, and upon his death, he'll drop a burgundy gem. Awesome. Head back, in the direction that the Elder Wizard came from, and you'll find a dragon named Hexas there, who certainly deserves freedom. Ignore the tunnel on the left, as it's quite useless right now. Instead, collect any gems you're missing, and head back, in the direction that the Elder Wizard was running up. Follow up the steps there, charging and flaming all you see.

At the top of this mountain, you'll find George Lucas; just take out the first part. But anyway, after you free Lucas here, you can go back to the Artisan home, and if you already haven't (and if you haven't, major shame on you), you can jump on the stones there and they'll all turn yellow. And from there you can easily access Sunny Flight, but you should have already got finished with that place a long time ago, so you should be able to blissfully ignore that message.

There's an egg thief here, who will basically run around in a circle. Just glide at where he's going, and he'll run right in there and let you flame him. Easy as that. Now there's a Return Home Vortex here, but don't use it yet. Go back to the first Supercharge, which was near Jarvis. Start using it, then take a left into the tunnel there, to use a second Supercharge. And from there, take a right and enter the tunnel there, get to the very tip of the path, and glide to the uppermost platform there. NOT to the two smaller ones on the left, but to the large one.

You may notice this one looks a bit like the one with the egg thief, but there is treasure aplenty on this one. Now carefully glide to the other two, making sure you don't glide too far, and clear all the treasure on all of them. At this point, you should have all 500 gems, but if you're missing some, it's probably in that first room at the entrance. Scout that out to make sure you're not missing anything, and now let's leave for Alpine Ridge.

Jarvis
=====

Quite an easy one. Just go ahead, through the gnorcs and enemies, past the paths, and you'll see a supercharge spot, Jarvis next to it. He'll tell you to bash wizards with the supercharge. Amen, brother.

Hexas
=====

Why couldn't dragons be harder to find? Ah well, just supercharge forward from where Jarvis was and go to the right, while you take out all the wizards on the way and you'll see Hexas. He'll thank you for releasing him, like the other shy dragons here...

Lucas
=====

Lucas is an important dragon to find. After Hexas, just go up, fighting gnorcs, and you'll see Lucas. The wizards and other enemies provide no real challenges. He'll tell you an important bit of advice, at the Artisans Home, jump on the stones, and then something may open up. For your information, reader, this is Sunny Flight. Originally, you could just hop on all the stones, but now it's easier because when you jump on them, they turn yellow so you will know which ones that you've stepped on. A good wake up call, I must say.

/--+<>~<+--+\
<- \ / ++ ++ 50. Alpine Ridge ++ ++ / \ ->~-----
\--+<>~<+--+/
Dragon Number: 4
Gem Count: 500

Compared to Wizard Peak, Alpine Ridge is relatively easy. The music here is good stuff, in my opinion, and really suits this atmosphere, but anyway, the level is relatively straightforward. So anyway, right at the entrance, a large Mammoth Beast, as I like to call them, will await you with the usual shielded octopi. Flame the Mammoth Beast and charge the octopi, you know how it works. Follow the rather linear path in front of you, to meet another octopi, another Mammoth Beast, and a druid moving blocks.

Charge through the blocks to make sure you don't get hit, and let the Mammoth Beast taste flame. Right after them, you get treated to a druid turning a staircase into a ramp, back and forth, back and forth. To get up here, jump on it when it's a ramp, and keep jumped over and over until it becomes a staircase. From there, it's an easy climb up and an easy charge or flame to the helpless druid. With that done, head forward and free Zane there. Right, like you're afraid of those Mammoth Beasts.

There's a platform to glide to on the right with a lone Mammoth Beast, but do NOT glide over there. Instead, take a left and walk up the steps there, and glide to the ledge on the other side, where you'll meet an Elder Wizard and a druid playing with each other. Take them both to the inferno, and take a right. More Elder Wizards which challenge you to press the circle button. That was sure tough. So anyway, above you are three druids possessing the stairs there. Here's where timing comes in.

The stairs there will head in and out, in a pattern. When the first stair comes out, immediately jump on it, then the others will come out. Quickly head up those, and fast, or they'll drop. At the top (BOW IN AWE AT MY MAGNIFICENT RHYMES), down the three druids there, and now glide to the right, where you'll get to that same platform with that lone Mammoth Beast. Now end him being alone, by making him join others in death. And here's where more timing comes in, as a druid is manipulating a wall.

This druid will make the wall go up and down, so when the wall has been up for a few seconds (three or so), glide over there and it'll go down right before you manage to glide in. :) So once inside, charge through the druid and glide to the second part of this area, where there's the usual druid making a platform you need to glide to go up and down. Same thing with the wall; when it's been up for a while, it'll come down and you'll already be there. Flame the druid, and treat yourself to the rescue of a dragon named Eldrid.

Now head up the path there, and take a left to enter a Mammoth Beast pit. Two of them, two easy flames. Drop what they leave, then head up the steps and collect whatever you see, now start heading up the path. From there, a druid will appear and raise a Mammoth Beast. Geez, that's creative. Let them both burn to ashes, then enter the cave on the left. Collect everything you see from inside, and note that it's two paths, so don't carelessly miss anything. With that, head back up.

Climb up the stairs there and at the top, free ol' Zander there to learn how skilled you are with the Magic Crafters world. Right, really. The Return Home Vortex is there, but it's not time to use THAT yet, obviously. Instead, head to the end of this ledge and glide over to the three platforms way over in the distance. There are fireworks chests on all of them, so to get the gems inside, we have to do one of the easiest puzzles ever known to man. Start by flaming the chest in front of you.

Glide to the next platform, and flame that chest as well. Now head to the last platform, flame that one, then head back and grab the gem that the second chest dropped, then glide over to the last one and grab the third gem, and return to the first platform and collect the first gem. That taken care of, glide to the cavern at the front, where you'll meet up with Kelvin. Science time! Or not. Well anyway, it's the fourth dragon, and another egg thief to chase. You know the drill.

The egg thief will run you through a long path, so just make sure that you don't suddenly lose yourself or something, and you'll have him nailed in no time. With the tenth egg in your possession, hopefully you have 500 gems and four dragons, and you can use the Return Home Vortex or Exit Level and go to the final level of the Magic Crafters world... the land of caves on drugs.

Zane

====

Talk about gigantic beasts. :) Flame all of them as well while getting past the druids around here, and then with enough effort, climb up the stairs that those druids are bringing up and down and find Zane. He'll ask Spyro if he's afraid of those big, noisy, gigantic, awful beasts. I think you very well know what Spyro's answer is, don't you?

Eldrid

=====

Eldrid is just past Zane. Go past there and turn to the right, get past the druid door trap by gliding when it's been closed for a while so it'll open when you're close and charge the druid as a reward, then get past the moving platforms. When the platform has spent a long time up, glide so that you'll land on it when it's down. ^_^ Eldrid can be found there. He just thanks you.

Zander

=====

Zander is near the Return Home Vortex. From where Eldrid is, go forward, up, then right past the huge yellow beasts and steps, and you'll see the crystal. He'll say that Spyro is on his way to learning all of the secrets of the world.

Kelvin

=====

Past Zander, just glide across to the platforms. Do that little puzzle with the fireworks boxes (jump on the first platform, flame the fireworks chest, jump to the second fireworks chest, jump back to the first one to get the gems, then back to the second to get its fireworks chest's gems, and finally to the third platform, where you can flame its chest, jump back to the second and wait for it to explode, and then return to it to collect all of the treasure) and then we'll see Kelvin. He'll tell you that the thieves haven't only stolen eggs in the Magic Crafters world.

/-+-+<>~~~~~<>+---\ Dragon Number: 3
<- \ / ++ ++ 5p. High Caves ++ ++ / \ ->~~~~~
\-+-+<>~~~~~<>+---/ Gem Count: 500

As soon as you enter you're faced with two paths; one into a cave filled with spiders (face it, you knew that would occur at some point), and one going up the mountains. As much as the latter is superior, let's delve into the cave of spiders first. As for the spiders themselves, they're very heavily armored, and they're surprisingly fast, so do NOT touch them, they're just deadly. Grab the odd gem that you can find, and if you can, use high ground where they can't get you.

Head to the next room after the first cave, which is much larger. There are a

few corners with gems, but if the spider here is too much of a pain, just ignore them as we'll be clearing the spiders out very quickly. Just dash on to the left, and in there, you'll find yet another spider. This one's easy to dodge, though, just proceed into the light and grassy area and free the dragon that immediately awaits there, his name being Ajax, and now it's time to rid the caves of those spiders.

Go into the tunnel to the right of Ajax, and start the Supercharge there. Once you've got it, immediately take a left back into the spider cave, and direct it right into a spider to get FRIED SPIDER! Yum. And with it taken care of, might as well take the stairs up there. Head right on in to find another druid (they seem to be notorious in the Magic Crafters world) and a rather harmless spider which will only really bother you if you stick around for too long. Take out the druid and dash through the door, using the high ground to help dodge the spider. Not hard.

The next room is similar; just immediately glide to the elevated part of the floor on the right, where the druid is blocking the wall off, and once he's gone, quickly glide outside, where you'll meet a fairy who kisses you (don't tell me you didn't think that would happen), and now you get Superflame. These things are all over the sequel, Ripto's Rage, but for now, head back into the caves and use this to blast down the two spiders in these two recent caves. And with that done, return to the Supercharge. Time to scout the caves out and finish the last spiders!

Use it, and run through the spiders to make them toast, until you're way back at the beginning of the place. The two spiders in the two caves between there are, at this point, dead, so make sure you get any leftover gems if you're missing them. But anyway, now it's time to trek up the mountains, which are full of the new Tornado Wizards (enhanced Storm Wizards, it seems), Elder Wizards, and druids. Geez, this place has too much magic. But in any case, just follow up the path.

Flame the wizards you see, along with the Tornado Wizards. Tornadoes themselves will come down the path as you head up (...what?), so make sure you avoid them, as they sting quite a bit. Just continue up, careful around that narrow part at the end, and once you reach the top of the mountain, free Cyrus. He should've been a valiant swordsman or something, but eh well, he's a wuss. So anyways, there are two floating platforms in front of you, courtesy of the green druids. Know what to do?

Wait for the platforms to get closer to your side (that is, to the right), then glide over and fry them. Do this to both, and glide to the other side. Claim all the treasure in that room, hop out, and then you can just follow a path and you'll be back to where you freed Ajax, which is really why I asked you to use the Supercharge earlier. Speaking of which, return to that Supercharge. And with that, glide to any of the tunnels on that mountain. One of them is just a small tunnel with some gems lined up on it, and the other two are the same one, with a dragon, lots of gems, and the Return Home Vortex.

In the case of the latter, free Cedric there and marvel at the abundance of yellow and purple gems inside that room. And I thought there'd be only 400 gems here... ah, lost track. You may or may not have noticed, but you can actually fall off the cliff here, due to how this place is designed. And then the fairies will pick you up and transport you back to the Supercharge. Very convenient, being the glides here are insane. But anyways, there's one more thing that we have to do, starting with using that Supercharge.

Use it to the fullest extent possible, and at the end of the path, glide way over the land patch on the very, very far side. With a little Supercharging

skill, you'll land. Since, as Cedric said, jumping and gliding with Supercharging is good. From here, head up the hill and claim all the beautiful treasure here, as well as an egg thief. He's really no different from the one from Wizard Peak, as he runs around in a circle, so he shouldn't pose too much of a problem. Eleventh egg now.

Now fall off the cliff and return to the Supercharge room. Eh well, we don't need to use it anymore. Exit the Supercharge cave and take a right, to find yet three MORE rooms in a mountain. The first one, anyway, holds some treasure, so clear it all out and then don't bother with falling in the cliff, just glide in there from where you are. It's some more treasure, perhaps a little more numerous as it's in fireworks chests, but nothing to marvel over. Glide to the third cave, which is the biggest and most rewarding.

Inside is the twelfth and final egg thief. Wow, I see the Magic Crafters are really gonna have a lot of children. Follow the egg thief, picking up any treasure that you see, and at the end of the tunnel, you'll have him nailed and the egg picked up. I guess the Beast Makers and Dream Weavers don't breed much. But anyhow, that should be three dragons, two eggs, and 500 gems. With that, we can go to the boss level, with a boss that happens to blow hard... Blowhard!

Ajax
====

Go forward, past those big, stupid spiders. Bleh, ick, ugh. Just dodge them. Flaming them does no good, just when they look away, just run past them. At the end of that nightmare, you'll see Ajax. Spyro will feel just the same way you do... but Ajax informs you that supercharge will make you invincible... heh...

Cyrus
====

Cyrus is the one we'll want to find. Get some supercharge from where Ajax is, and then go to the cave with the bugs and SUPERCHARGE THE BUGS!! Ha ha ha... kill them all! Wipe them out! Get revenge! Then fight off the wizards and druids. In fact, you can even do this with supercharge if you want to, because this will make it faster, but more difficult. It's really up to you. Cyrus is there to inform you to do just what you did about those awful green druids. Who would like things that could move everything in such a way anyway?

Cedric
=====

Use supercharge, and go FAR away to the largest tunnel in the distance. Cedric is there, along with the Return Home Vortex. He will tell you to use charging and gliding to combine with supercharge, to really explore the High Caves.

```
 /-++<>~::~::~::~::~::~::~::~::~::~<>+--\           Dragon Number: 1
<- \ /  ++ ++ 5q. Blowhard ++ ++ / \ ->~::~::~::~::~::~::~::~::~::~~
 \-++<>~::~::~::~::~::~::~::~::~::~<>+--/           Gem Count: 400
```

For reference, while writing for this level, I listened to three different versions of No Quarter, originally done by Led Zeppelin. Oh wait, that had absolutely nothing to do with this place. So anyways, Blowhard is a very easy, short level, and the boss is a pushover. As well as that, close to all 400 gems here are in yellow gems with the occasional blue here and there. So let's get this part-ah started. Claim the treasure right in front of you, and progress onward.

Get rid of the Storm Wizards that are in front of you, and keep following the path while claiming the treasure. And at last when you find a strange monster at the end of the path (that's Blowhard), flame him and he'll run away like a coward, opening a door behind you. Might as well take advantage of that. Head

in there, while two druids are moving platforms. Geez, what else is new. It's not hard to miss the small walkway down below, where there are a few odd gems, so get those and head back up.

Glide over to the druids when it calls for it, and get them in the ashtray. With that, glide over to the other side and take a right into the small room there, freeing a dragon named Altair though, who's an old geezer. And what else other than two more druids moving platforms? Oh well, remove them both and glide to the exit past them, and then you have a fork of left and right. Start by taking a left, to find five straight chests containing yellow gems. I get the feeling Insomniac was trying too hard.

Don't jump down here, as that'll just take you right back to the entrance. Instead, follow along the main path to the right, and then you'll find Blowhard there. Pick up the gems that are lying around, and now, I guess you can say the fight with Blowhard has begun.

```
^=^=^=^=^=^=^=^=^=^=^=^=^=^=^=^=^=^=^=^=^=^=
*           BOSS: BLOWHARD           *
^=^=^=^=^=^=^=^=^=^=^=^=^=^=^=^=^=^=^=^=^=^=
```

I can't really say in words how easy Blowhard is, but this fight shouldn't pose any trouble at all. Start by, from where you are, flaming Blowhard and picking up the fireworks chests and stuff. All that Blowhard does is make thunder boom above you, and while that lightning is annoying, it shouldn't be any threat at all. Glide over to the other side after you've flamed him, and then just follow the path, collecting gems, until at the end, you find Blowhard again. Burn him once more with your flame, and then he's gone. Collect all the yellow gems that just flow out (right), and you're treated to a Return Home Vortex. Whoop de do.

Altair
=====

Get past Blowhard's minions and collect all of the gems here, then flame Blowhard and he'll open a door and run inside. Go through the cave, chasing Blowhard. Get past that and be very watchful of the druids as they make the platforms move and the water below isn't exactly nice. You'll finally see Altair, who is a particularly forgetful old man.

```
/-+-+<>~<~~~~~<>+--+ \          Dragon Number: 0
<- \ /  ++ ++ 5r. Crystal Flight ++  / \ ->~<~~~~~<>+--+ \
 \-+-+<>~<~~~~~<>+--+ /          Gem Count: 300
```

Similar to Blowhard, the Magic Crafters flight level is even easier than the Peace Keepers one, just like bosses. But anyway, 25 seconds to go through eight rings and eight arches, and flame eight planes and eight chests is more than enough. Start with the rings, each giving you an extra 1 second. So like, that's 33 seconds right there. Just follow the rainbow colored things until you have 60 gems in the pocket, and from there, fly through the arches in the flight path there is.

When the fairy shows an arrow pointing to the right, take a sharp right turn and finish up with the arches. Once they're all done, fly around the mountain there, and you'll find the planes going in the same direction as you. It'd be quicker if they were flying in the same direction, but anyway, flame them all. This place is really made so that you can easily flame the all of them. And with them gone, you're really on a simple flight path through the chests.

Swoop down after you've burned down the last plane, and grab that last chest. While time may be running low, the chance that it'll run out is quite slim. All the chests are quite easy to spot, so burn them down and collect the contents,

48 out of 50 dragons (well, YOU should, at least), so let's wrap other stuff up here. Climb up the fortress or whatever it is that's across from Metalhead, grabbing the gems that line it.

At the side of it, look at the small tree tops (literally) in the swamp itself, and glide over to the top one. There's a key on it, which is necessary for the locked chest below the Metalhead portal, and the smaller ones have some gems on them. Glide over to the land, find the locked chest, and get the rather numerous content inside. With 300 gems hopefully in your hands, let's head on to Terrace Village.

Bruno

====

Bruno is right past all the enemies. He's in the center; you can't miss him. The swamp is totally straightforward. He'll say how Gnasty Gnorc changed the swamp into an electrical junkyard or something like that.

Cleetus

====

From where Bruno is, go a little further, and you can glide to the right and see Cleetus. He's off to get Gnasty Gnorc and has no time to talk. I like this guy.

/-++<>~
<- \ / ++ ++ 5t. Terrace Village ++ / \ ->~
 \-++<>~
 Dragon Number: 2
 Gem Count: 400

Terrace Village is a fairly long winded but straightforward place, and it's not very long. Definitely the easiest of the three main levels of the Beast Makers world. So anyways, a large purple gnorc awaits at the entrance, with a weapon that has the power of electricity. Just flame him and there's no need to bother with that. Immediately up ahead, there are two paths, but just take the one in front of you first, where you're greeted by what I call Gnorc Gunners, and more big purple gnorcs. You know the drill.

Collect all the odd gems that litter this place, and enter the hut in front of you. Beat off any gnorcs in sight, and on the other side of the hut, it's just the standard. Another room, another opportunity to collect gems and burn some gnorc. You can go behind the huts (or whatever they are) to the left, and follow the rather linear path there to meet the entrance, so make sure you've scouted out the entrance to this place, and the paths at the back, and then head up the stairs at the furthest area we've reached. Not hard to find.

At the top of these stairs is Claude, another dragon. I'm starting to see a pattern in these names. But anyway, the rest of this place is an electric junkyard, full of electric fields courtesy of the Gnorc Technicians. There's one right at the entrance, as well as a three way fork. To the right is a rocket that will blow up a heavy chest, to the left is an odd gem here and there and a heavy chest (speak of the devil), and straight ahead is, well, straight ahead. Your choice.

Continue along the fields, making sure you don't go to a new field randomly, because you WILL get electrocuted if you do so. Take out all the large purple gnorcs and Gnorc Technicians, until around the end you'll find a Gnorc Gunner, followed by a Gnorc Technician right behind, as well as a large purple gnorc. You may want to finish the gunner off, turn back, and then take out the purple gnorc and technician, because it's quickly easy for the large purple boy to whip his weapon out.

On the other side, there are a few gems below the steps, but once on the steps,

you immediately have to deal with purple gnorcs and Gnorc Technicians. Hmph, typical. Around the end, though, you'll be able to jump down, run through some Gnorc Gunners, collect some chests, and head back up, though. So anyway, with everything you can find in your possession, take the whirlwind after the fields, up onto the factory nearby, and then glide over to the roof across from you. Climb up from there, claiming gems, and there you'll find a room that you can glide to, on the left with the Return Home Vortex. Do NOT glide in there.

That's right, don't. Instead, glide around the thingy near it, and land on the factory roof there. Make your way up and collect some gems, and at the top, flame the two rockets there. With them crashlanding on some poor innocent heavy chests, glide over and down to claim everything you see, and with that, make your way all the way back to the factory roof, and glide over to that room with the Return Home Vortex. Charge around it for the remaining gems, and enjoy a short level finished. Ready for the horror known as Misty Bog?

Claude

=====

None of the enemies in Terrace Village are a real threat. You will encounter large purple enemies that can shock you and electric gnorcs, but none of them are just dangerous. Just go up the stairs and further ahead, then you'll find Claude. He'll warn you about the electricity.

Cypris

=====

He's not hard, even with these traps. Get past the gnorc electricity, while killing all the enemies on the way and using all your noggin, then you'll see Cypris. Nothing here is dangerous, but the gnorcs sometimes set the green floors on electricity. Don't walk on it and that point, just get those nasty gnorcs. After making your way past all of them, you'll get your reward: Cypris. He'll tell Spyro that sometime he can tell the dragons all about his journey...

```
 /-+-+<>~~~~~<>+---\                Dragon Number: 4
<- \ /  ++ ++ ++ 5u. Misty Bog ++ ++ / \ ->~-----
 \-+-+<>~~~~~<>+---/                Gem Count: 500
```

In my opinion this is the single hardest level in the entire game. It's not that difficult to find anything, the only difficulty is getting to it in the first place. It features the hardest and most enemies in the whole game, and it's quite a parallel and forbidding place. But anyway, supposing you dare to stand up to it, you'll start on a platform across a vast swamp. Head behind the wall on this platform to meet a gnorc in a cage... hah, for a reason. It's a couple gems, though, so don't miss it.

Now glide to the stairs nearby, where you'll find four Tree Beasts, as I call them. Do NOT just charge at them, as they'll just eat you up quickly and immediately. Instead, wait for them to twitch and charge themselves, and give them a flame. After all, trees are quite flammable. Repeat this with all four of them, then glide over to the other side, where you'll meet a few Frog Lizards as I call them. They're not easy enemies to deal with in numbers, but one or two are easy to charge.

Check the odd corner and look behind whatever there is with L1 and R1, though, since there is the occasional thing lying about. But at the end here, we have three more Tree Beasts. Start by heading forward to the first one and waiting for it to charge at you, then going over to one side and taking care of that one, and finishing up with the last Tree Beast like you would normally. It's only good to be careful of such absurd beasts, right? I'm serious when I say they're ANNOYING AS HELL.

Your reward for that freakshow is Rosco, right on the tree stump. Release him from his crystal prison, and then glide over to the island on the right which stands in swampland. Flame and charge the Wild Boar and gnorc there respectively, then return over to the bridge, which is completely littered with gnorcs. Charge all of them for the gems they drop, and climb the tree stumps there if you want, but don't jump into the tree at the top. We have things to do first.

Return to the center of the bridge, and glide over to the platform on the left, where a lone gnorc awaits. Let him taste blood, then glide across the tree stumps there to get to a cave inside a tree with three Frog Lizards guarding it, go figure. These Frog Lizards are very formidable opponents, so take them out slowly and cautiously, preferably from a distance with your flame. After they've been turned into ash, enter this cave within the tree, where inside is about twenty Frog Lizards and gnorcs.

I'm serious, this room is FILLED with enemies. All of them are weak against the charge, but the Frog Lizards are so dangerous that this is not a recommendation unless Sparx is at yellow. You may be able to get out of it then, but what I'd say is that you should perhaps take one or two out, run back and avoid getting hit, finish some more off, and repeat this process safely until everything in here is cleared and you've collected all the dropped, shiny contents, and you can rescue Damon from behind. That was hard enough.

Exit through the right, following the tree trunk there for some gems, then glide to the land below, in which we've already traversed a little earlier (remember, it was with the three Tree Beasts), so it's not too far back. Glide to the bridge and cross it to reach the tree I mentioned earlier, and then just jump into it. It's just like the room where we freed Damon; it has two Tree Beasts and some gnorcs. Let them all have it, but handle the Tree Beasts very carefully.

With everything in here taken care of and the gems at the back in your inventory, head up and rescue ol' Zeke there, and head into the warm, peaceful outdoors... not on the first two adjectives. But anyway, it's filled with Frog Lizards, gnorcs, and two Wild Boars, so don't just charge everything. Watch if you see a Wild Boar coming, and then flame them. This place is filled with treasure, so make sure you can collect all of it. And with that, climb the stairs there and rescue Bubba. As much as I'd like to use the Return Home Vortex, let's stray for now.

Instead, glide to the little fort looking thing sticking up (I have no clue what it is), and over to the elevated ground to reach the steps above, to reach the roof of the cave that we were making our way through earlier. Clear the gems at the top, then glide to the tree stump across the upper bog. Wow, this swamp is made like a waterfall or something, it's really creepy. Make your way up the tree stumps and onto the bridge there, charging through each and every gnorc that you see. And at that point, it should be 500 gems. That was hard enough, so let's head on to the equally frustrating Tree Tops.

Rosco
=====

Enter, then glide over. Get past those GOD-ANNOYING TREES by flaming them. If you don't flame them in time, they'll eat you. After getting past that, we'll see some frogs. Kill them, and we'll see more STUPID TREES. Flame them like crazy, and then get Rosco. He'll inform you that the frogs are cold-blooded killers. NO, THE TREES ARE, MORON.

Damon
=====

Now this is the hardest dragon to find yet, hardly any contest with Maximos or Ragnar. Don't go back, glide across everywhere, fighting off every single enemy on the way, and then you'll see a cave. Kill the frogs, and then we face our ultimate challenge: there are frogs and gnorcs EVERYWHERE! You can hardly move around in here without being slaughtered by knives and tongues. At least there aren't any trees here so there's no reason to flame. Use your charge, and by all means BE CAREFUL! You wouldn't want anything bad to happen. Go through all of this by giving them a good hit from the horns and we'll see Damon. He's similar to Altair, he can hardly remember anything and feels like he's been trapped ever since he was just as young and small as Spyro was. Thank god, that was quite a challenge!

Zeke

====

After getting Rosco, charge right ahead on this wooden path until you get to a hole in the floor. Jump inside. Not more of those stupid trees? Well they're here, so just burn them, and then use your charge to take care of everything else. Then go up the steps and we'll see Zeke, another thank-you dragon.

Bubba

====

Bubba's annoying to get, but we need him to get 100%. So what we do: go through all the gnorcs, hogs and everything, and climb up the steps to find Bubba. He'll tell you what to do with the frogs: smash them and squash them and squeeze them and squish them and stamp them. Spyro will inform Bubba that dragons ARE dragons, after all...

```
 /-+-+<>~~~~~<>+--\          Dragon Number: 3  
<- \ / ++ ++ ++ 5v. Tree Tops ++ ++ / \ ->~~~~~  
 \-+-+<>~~~~~<>+--/          Gem Count: 500
```

A devastatingly frustrating level, Tree Tops is probably the longest and most confusing one in the entire game, and there is no harder level to collect 500 gems in. You're treated immediately to seeing a thief run away... carrying an egg? Nope, a purple gem. Near him are two Witch Doctors, as I like to call them. Anyways, flame the Witch Doctors, big and small, and take a left up into a room with a fork. Doesn't look like it, but there are two windows and one path to follow, and a path to the right. Head up first.

Here, charge through the Witch Doctor, then take a left up to find a key and two large Witch Doctors. A key already? Oh well, burn the Witch Doctors and head up the stairs and take a right to find a Stonehenge, or whatever. An extra life is there, along with some more Witch Doctors and gems. Collect everything you see, then use the path and glide over to the island on the right, where you can free Lyle. There's also a Supercharge there, which isn't altogether appropriate for a place like this.

But anyway, take the Supercharge and glide to the Stonehenge in front of you, which is a standard platform. You may notice another platform way off in the distance, but don't even ATTEMPT to glide there, because you will fail and it's much easier to get there later. Grab all the stuff on this Stonehenge, flaming all the Witch Doctors and stuff, then glide to the Supercharge on the right. Take it to its full power, and at the end of it, leap over to the heavy chest that's like, right below you.

With that chest broken and the contents hopefully yours, collect anything here and then glide over to the platform with the Return Home Vortex there. There are some gems there, as well as a tree stump WAY up above with lots of stuff, but you cannot jump up there, so don't bother trying. There's a whirlwind nearby, though, which takes you to a bridge. Not the stump above, but a bridge. Oh well,

just take it and follow it inside the room there, which has the usual Witch Doctor, and a heavy chest inside. Ignore the latter for now.

Return to the bridge, and glide over to another bridge to the right, which is right below where we started. That's okay, it's time to take the right that we saw at the entrance. When you get to that fork, take a right and get rid of any enemies you left, and you'll see a purple thief run forward. Wow, strange colors and stuff. Glide to the room across there, and flame the Witch Doctor there. Land on the floor, and use the key to open the chest there, which is full of lotsa purdy colors. Yum.

Take the stairs there, after you've collected everything, and free Isaak there. Now it's time to really get started Supercharging, as Isaak hints to. Start with this Supercharge, and then you'll be able to use it to leap to that heavy chest I mentioned earlier. Heh, not bad. Head back to the bridge, take the whirlwind up, and follow all the way back to the Supercharge, and now we start major gliding. Follow up to what I say here, otherwise it may be extremely confusing.

Start with this Supercharge, and at the end of it, jump over to the right, so you'll be going up a backwards Supercharge. From there, jump over to the ramp on the other side, and shoot up there with all of your mighty Supercharge, and then do the longest glide you possibly can, across from there. With enough length, you'll be able to land on the platform we saw earlier that we couldn't hope to Supercharge to. There is a lot of treasure there, including a few purple gems, not to mention the gem thief and a dragon named Jed. Needless to say, you're congratulated for this effort.

With that done, glide over to the first Supercharge that we came across, from where we freed Lyle. Take the Supercharge, land on the Stonehenge, and then jump over to the bridge on the right. But from there, don't take the bridge normally, instead, once it ends, jump way over to the right, with the Supercharge still intact. Now you should be on the lower bridge, able to go through the tree, and then at the end, you can jump over to that high tree stump way above the Return Home Vortex.

From there, you can flame the purple thief and collect all the remaining gems. With that you should have 500 gems, but it's quite easy to have a few missing. If there are, just start from the beginning, and look at any room there is. There's nothing on the bridges, so don't bother looking at there; look in the tight corners of rooms such as the one with the locked chest. Having finished this incredibly painful place, let's finish up with the boss of the crop here, Metalhead.

Lyle
====

Wow, that's my father's middle name. :) Return to the beginning, and then go the way the green thief went to arrive at a Stonehenge. This isn't too much of a hurry, so you can take out the enemies at the first Stonehenge beforehand. Take care of business there, then go to the left and find Lyle.

Isaak
====

It's hard to explain things in Tree Tops, but eh, I'll go on. Go at top speed, leave the gnorcs for later. Show that thief no mercy, unless you want Isaak first. Take a turn around here and you'll see a purple thief in the distance. Glide over to him, killing the gnorcs, and you'll find Isaak up there. He'll tell you to jump at the end of a supercharge, and then Spyro could really go far...

Jed
===-

Jed isn't hard, he's just tricky. You may be thinking, use the supercharge to get him, right? Wrong. You have about a 1 in 30 chance of accomplishing this. What you have to do is go to the right instead of Jed, continue the supercharge wherever you may, and then do quite a ride from one area to Jed, getting the thief and Jed. Jed will compliment Spyro on his skills.

```
 /--+<>~<+--+ \                Dragon Number: 1
<- \ / ++ ++ ++ 5w. Metalhead ++ + / \ ->~<+--+ \
 \--+<>~<+--+ /                Gem Count: 500
```

Metalhead, unlike the last three levels, is a full fledged level. There's only one dragon (no surprise), but there are actually 500 gems, as well as a hidden overlook that we'll have to take advantage of. But it's MUCH easier than the last two levels, so it's welcome relief. Start by heading up the stairs in front of you, and a Witch Doctor will immediately hurl a smaller one at you. As you can see, this place has a rather fast pace to it. Charge the Witch Doctor and stuff, and clear the gems around you.

Climb up the stairs and finish up with the Witch Doctor, and from here we can take advantage of the secret. Look below to find a large river of swampy mud, a path below, and an entrance in the bars. Alright, might as well take that. Jump to the path below and enter through the bars, and inside, CLAIM THE TREASURE! You deserve it for discovering this little overlook. Head up the stairs, collecting treasure, and sniffing out the rooms. There are two rooms, above and below, one with an extra life and one with a whirlwind. You know what to do.

With the whirlwind, you'll be gliding out of a tower and onto the roof of another building. Get whatever there is there, then glide over to the roof of another building that's in the distance, for another extra life, and some treasure. Then you can just drop below, get whatever you missed earlier, then climb the stairs. It's some standard Witch Doctor action, as well as dropping some smaller bogie men to get you. You know the drill, it's easy stuff. Just grab the gems in the corners.

Climb up the stairs wherever you see, until you have two Witch Doctors. Charge their spawn and then finish them off, and take the path to the left to meet Sadiki, who will introduce you to Metalhead. Much harder than Blowhard, but then again, anything else is. Enter, and the fight begins.

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^=^=^=^=^=^=^=^=^=^=^=^=^=^=^=^=
*          BOSS: METALHEAD          *
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Metalhead is a worthy opponent, but to damage the robot itself, you can't just flame or charge it. Instead, Metalhead runs on a set power, courtesy of the power rods here. When they're charged with electricity (i.e. flashing red), AVOID THEM, as they will damage you. Don't even bother if they're flashing, since they're just going to turn on. The best strategy here is to charge through the place, avoiding the charged bolts, and charging (right) the uncharged ones (yeah, seriously).

Meanwhile, Metalhead will attack by shooting out a beam of electricity which should be easy enough to dodge. With all the bolts down, Metalhead will break the door down and run away, so you can chase him if you want. But don't forget the stairs in between the rooms here, as there are some gems at the top of the stairs. In the second room, there are more bolts, plus Metalhead will have a more rapid rate of electric fire, but it won't be enough to save him. Just

Magic Crafters world, but all the same, it's a very enjoyable final world before Gnasty's World. So anyways, a cannon manipulates all the enemies here. Enemies are constantly blasted, to be made big or small. I'm going to assume that enemies are small, because if they're large, just wait on them. Or if they're not shielded, then flame them. Easy as cake.

Charge through the two enemies at the entrance, then glide over to the next platform, flaming and charging as you go. Awaiting you here is the portal to Dark Passage, which will be our first level we go to, but not now. Take the whirlwind in front of you, and on the platform there, flame the little imp right there, and you can either charge forward, try and get past the two large, shielding imps in which the cannon will NOT hit, or take a right. I go with the third option, as the second is trying to do something impossible.

Head under the gate to the right, and once there, rescue ol' Lateef there, who will prepare you for the light of the Dream Weavers world. Heh... run around flaming the chests, not yet heading into the Lofty Castle portal, then return to find three shielded imps on the path up ahead, just waiting to be charged. Follow to the end of the path, but when it ends, don't yet glide to the platform in the distance. Instead, head up the stairs on the right to find a portal to Jacques (yeah some name, it is the boss), and take a left to see the balloonist. Yeah, it's tempting, but don't go to Gnasty's World yet.

Return to the end of the path from earlier, and glide over to the platform with the three small imps. Let 'em all taste it, then jump into the... chain of whirlwinds. At the top, you will find an imp with a cannon there, and one that happens to manipulate the size of the enemies here. To start things off, charge that little squirt (why doesn't he use the cannon to make himself grow?), and then YOU take over the cannon. Start with those two large, shielded imps that blocked the stairs off. ;)

Allow them to shrink in size, and then glide over to the platform over there to meet Zikomo, who has a very distinct sounding name. I like it very much, so... yeah, whatever. Glide to the platform with the passage over to the right, flame and collect everything, and from there you can see the portal to Haunted Towers. Oooh... creepy... the third dragon, Mazi, also resides there, and he gives some very interesting info. Might as well take advantage of it and flame the clock guy.

A platform in the water will lower itself, allowing you to claim some stuff on top of it. So jump down, take the whirlwind nearby, and... it's another chain, which will end with you gliding back to the entrance. This is as good a time as any to go over to where the two large, shielded imps were blocking off the stairs leading above. Charge them with vengeance, and once above, you'll find yourself above the Lofty Castle portal. Glide over to the narrow little path on the wall, and follow it to the right.

From here, there are two clock guys, and two lowered platforms. What do you do now? Yep, FLAME THE CLOCK DUUUDES. Let them both swallow some ash down, then climb up the platforms and glide over to the Icy Flight portal, just don't enter that yet. Anyway, that should wrap the Dream Weavers home up. Now just return to the entrance and enter Dark Passage.

Lateef
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Glide over to Dark Passage, kill enemies before they grow (the cannon above makes them grow, just charge enemies when they are small), glide over to the next island and enter the passage right ahead of you and then see Lateef there. I'll say right now that his words are useful.

light.

Glide in between the turtles, careful not to get snapped, and flame the light jester. Now head to the walls and quickly charge the turtles before the light kicks back on, then take the whirlwind there to arrive on the roof. Well, not really the roof, since there are a lot of stairs here, but anyway, there's yet another passage, with the fourth dragon here, Apari, in front of it. Just get him freed, and get the gems at the far ends of this place, and enter that passage behind Apari.

Jump over to the right and climb the stairs, where you'll find an area with a purple floor right below. Since there's absolutely nothing there, and no point whatsoever of jumping down, don't bother. Instead, climb the stairs further up, and glide over to the other side of the gap, jumping from ledge to ledge, and at the end of this is Obasi, yet another dragon. That makes the fifth and final dragon so far, so yeah, this place is fairly populated, I guess. But anyway, it seems the passages here are built on a mountain, cuz that's where you are.

Set into flight and glide over to the other side of this cliff, and in this cavern, just charge the pups (poor doggies), and use the whirlwind at the end, to find a rocket. It's science, right? Just what we were looking for... give it some fire, then glide over to the Return Home Vortex platform, and to the heavy chest, to claim your treasure. And with that, you should have 500 gems, and be ready to advance into Lofty Castle.

Kasiya

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From the entrance, continue through the barrage of enemies here. Remember the clock jesters from Home? Well, they're basically the same, but they focus on light instead of time. If it's dark, the enemies here are dangerous. The golden puppies here become red killing dogs with huge mouths, and the green turtle-like things with the armored shells become gigantic armored green creatures that cannot be killed. Obviously, you will want to let those light jesters have it so it'll be light and the enemies will just be small like creatures. Now that you know this, go ahead to find Kasiya. He'll tell you to watch the jesters.

Azizi

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Just go ahead flaming everything and you'll see Azizi in two seconds. He'll thank you. But all the same, there are those big green monsters and the overgrown puppies to look out for.

Bakari

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Bakari is akin to Azizi, just continue killing stuff and you'll find Bakari. However, you'll have to do a bit more gliding than before to get to him, and right before him you'll have to glide across a cliff, and on the other side there are killing monsters right near the end, and usually the light will be off. This might be a bit tricky. Anyway, take him out by attacking the light jester and then go right ahead. Bakari will await you there. He'll tell you that you are just might be the dragon to kill Gnasty Gnorc.

Apari

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From where Bakari is, do a bit of searching. See the green cave on the other side? Glide down and across, then you'll land there. Continue forward killing the enemies you will see (don't worry, no jesters) and then glide to the area in the distance. Charge right through the four puppies, then destroy the two huge shielded devils by flaming the light clown and then charging these

This is my single favorite level in the entire game. It's unique, long, tough, and it has every good element of previous great levels put together into one completely awesome level. So anyway, the level starts with a wooden door in front of you, which is both flammable and "chargable". So take any appropriate action to it, and in that room, you'll meet Storm Wizards (yeah, they're back), and Gnorc Knights. Together with that, there are Armored Knights (as I call them), but ignore them as they're invincible.

Charge both the Gnorc Knights and Storm Wizards, then cross the bridge to find a metal door to the left (which is impervious to flame or charge), and an Armored Knight to the right. Yeah, marvel at my incredibly unique rhymes. But anyhow, you can't get past either, so might as well follow the bridge to get kissed by a fairy, just after getting rid of the Gnorc Knight, and that proves my point that Spyro is a lady's dragon. But anyways, don't waste a second of this effect, as it gives you Superflame, just like in High Caves.

Follow back through the last bridge, and flame the Armored Knight on the left immediately. But don't head through there; head to the right wall and flame the metal door, and while the treasure there is very tempting, don't bother with it. Take the next bridge, closer and closer to the entrance, and use the last seconds of the Superflame to breathe on the Armored Knight in here, and the downed one at the very entrance. If you can't do it first try, just return to the fairy and get more breath. Amen.

Head to that metal door we burned down, and collect everything there is behind it. It's a lot, I'll let ya know. With everything else collected, let's move on. So anyway, it'd be nice if in going forward, you had some Superflame still, but it's not a big deal. Head back to where the Armored Knight was blocking the way onward, and at the end there, just use the whirlwind to head up to the fields above. There are some Armored Knights there, both downed and up, but either way, if you have Superflame, send them to the inferno, as well as anything else here.

At the end of the field here is the first dragon, Kosoko. From right behind him, follow the bridge to some kind of fort. Or whatever it is, I'm terrible with medieval history. Surf the sides of it to get some gems, and then enter it to find a single fairy who will give you the kiss of death. Or rather, your enemy's death. Use your newfound Superflame to burn down the metal door, heavy chest, and any single other Armored Knight that's in the field. With everything here completely dead, head forward beyond the metal door of the past.

Take out the Storm Wizard here, and take the whirlwind up to the stairs into the castle itself. Hehehe, just knew that in a medieval world, there had to be a castle other than Lofty Castle, right? Too bad this one's superior. Jump up the stairs here and find the arrows to a Supercharge within the gate. This one is very important, but it's not that vital yet. Use it to get through the door right ahead, and then crash it anywhere. You are now in the foyer of the castle, with five doors, all blocked.

The three doors on the right all have wooden doors on them, while the two doors on the left (which are more important) have metal. Start with the upper wooden door, and charge through it to meet a fairy inside. Yeah, you know what the result of that is. Immediately go to the room on your left (which is blocked with a wooden door), and you'll find an Armored Knight inside right away. Send him to the burning haven, and claim all the treasure inside, because trust me when I say it's a lot.

Leaving that room, charge into the room on the left of there, which is the third wooden door, and inside is the second dragon, Lutalo. And no, this is not going to become another Dark Passage. With whatever you need to do in there done (as

in, running back and forth), return to the room with the fairy, and get some more Superflame. From here, find the metal door on the right, and burn it down to claim the death of an Armored Knight right behind. :) There are stairs there, but don't use them yet.

Instead, head to the other metal door, and make a wild dash to the end of the field there, where a heavy chest lies. Collect every single thing inside, and finish up with any enemies here. Now it is time to do the single most insane thing the game will demand... after this, nothing else will seem crazy. First of all, return to the Supercharge. It's time to do the unthinkable since Tree Tops. Get it going to full power, and then go through the first door on the left, which was the lower metal door, which leads to the fields.

Keep the Supercharge going, and jump down to the left. Take the arch through, and at the end of the ramp, jump over to the distance, where you'll land on a quite distant platform. Collect whatever odds and ends lie here, then take the whirlwind up to the true haunted tower, which is actually the second floor of the castle we were in earlier. To the immediate left is a dragon named Copano, who will congratulate you on that leap of faith you just took. But now we have precious little time to spare.

Enter the room on the right, and before doing ANYTHING, climb the stairs and glide over. Climb to the top as quickly as you possibly can, because the Armored Knights can and will come alive when a Storm Wizard sends some sparks down. Immediately get to the very top, and once there, give that Storm Wizard a good facelift into death. Then charge into the room on the left, and get a kiss from the fairy, which will give you eternal Superflame. That's right, for as long as you remain in Haunted Towers, you have Superflame. Awesome.

Return to the last room, and head down the staircase Superflaming every single Armored Knight you see. Then jump to the bottom, claim some easy treasure, and then return to where you found Copano. Just head outside to find a heavy chest which should definitely be flamed to gain what lies inside. From here, go back into the tower, and find a hole in the floor. Jump in there, and we're right back in the room with the six passages at the first floor of the castle. So with that, take the stairs which were formerly blocked with metal.

Take a right and flame everything you see; there's nothing that Superflame can't destroy. Including Armored Knights, which are now just sissies waiting to be sent. Claim everything within this court (notice there's a fairy here, but you don't need them anymore), and then you can just take the Return Home Vortex back to the Dream Weavers home. Too bad Superflame will be gone as we go to Jacques and beyond, but wouldn't it be cool if otherwise?

Kosoko
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Get past the knights, charge through everything, and eliminate it all. All of the gnorcs are in knight armor and some have magic so they have all taken a step up on the difficulty scale. You'll come to a room with a fairy. She'll kiss you and your breath is ultra strong! Flame the steel door right behind you and then use the whirlwind, and meet Kosoko. He'll inform you about the fairy's kiss.

Lutalo
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From Kosoko, go forward flaming the enemies here and perhaps get to the end of this area and reach the fairy, then get her power and head up the path a little before her. Inside, just use supercharge in here, and go into the red room. Lutalo is here. He'll speak about Gnasty Gnorc.

Copano

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Besides Jed and Damon, Copano is probably the hardest dragon you have yet to find. Return to the entrance of this passage and use the supercharge. Exit through the second left door. Once you get outside, go to the left and when you reach the end of the island, do a gigantic supercharge-glide. This will be hard but it is indeed possible. Use the whirlwind and get to the top, then you'll see Copano. He'll mention Spyro's supercharge ability.

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Jacques's level isn't too bad, but it's a world of fire, clock jesters (no more light jesters), and boxes coming from out of nowhere (seriously). But with that, the enemies at the entrance aren't too bad, and a charge and flame are much greater than they are. Flame the clock jester at the entrance, then jump on to the platform in front of you. Yeah, basically, the whole world plays out like this. Just move up a bit from there, and you're immediately faced with a fork of left and right.

To the right is a straight and narrow path, while to the left is a bunch of platforms. The right is overall more appealing, but we'll only be there for a second. There's a clock jester somewhere right there, so give him a good flame, and then immediately HEAD BACK! Yeah, to that left path. Take out any surrounding enemies, then flame the clock jester that's near the platform there. With the platform there raised, jump up to the ledge and drop down below, to the lowered platform there. You heard me, stand on the lowered platform on the other side, and STAY THERE.

Eventually, that clock jester you flamed a minute ago (the one right into the right path), directly relates to this. That platform will raise, and you can glide over to the distance, and free a dragon by the name of Unico. Yeah, Jacques is the only boss level that has two dragons. But with Unico freed, you have two paths to take once again; one has a whirlwind and four platforms in the air, and one has a ledge way off in the distance for you to glide off to. Take the latter first, and get over to that ledge to find a few odd gems.

Take the whirlwind there to go back to the fork, and in the other path, just use the whirlwind there and move over to the left. All the platforms here are mounted by monsters, and you want 'em all dead. Dead as doornails. If you fail, just head back to the whirlwind and do it again, just don't land in the lava below, since it burns. And also, don't forget the gems on the walkway below, since you're more likely to concern yourself with the gems above. So with that, return up and to where you freed Unico.

Glide back to below the platform which is now risen, and glide over to the very small island on the left, and to the large island in which a very large platform centers around. It goes hand in hand. That being done, let the jesters around the platform burn (yes, there are two of them), and then glide to the little cave in the wall, where you can pick up a key. Yeah, there's a locked chest here. From there, jump back to that platform, and you can just continue to the next island, where it's just one more jester and one more platform.

Above there, you'll find that locked chest, which has a LOT of gems in it, trust me. Here you can head to the right, or down the stairs there, but start with going to the right. Just head down there, take all the enemies out, and you'll end right where you got to that left-right fork with the left going to Unico and stuff. So once you get back there, head all the way back to the locked chest, and go down the stairs to free Revilo. From there, Jacques is right up

has like 8 gems in it, but oh well, at least we're closer to 400 gems. Return all the way back to where you hurled the barrel, and then step by step glide over to the next ship, which is in front of you. And in there, take out the Gnorc Coopers and other likewise enemies, and cross the bridge there to reach Tomas, who is our 77th dragon (wow, lucky), and also from the Artisans world. And he has my brother's name. Boo.

Cross the bridge from here, taking out the line of gnorcs on it, then jump from the platforms into the structure below. No, do NOT try to glide over to the Return Home Vortex across the sea, that's just a terrible idea. Reach the floor below, and use the opportunity to charge the rats as fodder for Sparx, since you may be running low on health at this point. But anyways, there are three rooms here, one green, one blue, and one purple. And there are also some Gnorc Coopers in here as well, so take those out FIRST.

Yeah, so three rooms. The blue has a key in it and nothing more, so let's go in there first. It's just a small little room with a key and nothing else, so that will be taken care of quickly. Head into the green room next, which is filled with Gnorc Coopers everywhere. Well, what do you do? Chuck barrels at their head? Yeeeeeep. Take out every single enemy in the entire room, and claim that locked chest in here. Now that only leaves one room to enter, and that is the purple room.

From in here, use the barrel to get rid of the armor that the Barrel Coopers are wearing, then simply glide over and burn them to death. The same process will repeat again, and you'll be on the other side of the passage, and near a whirlwind, in little time. And the whirlwind will take you to that distant platform with the Return Home Vortex. :) Let's hope you have 400 gems, so you can safely have this place finished, collect 50 more gems from Gnorc Gnexus, and enter Twilight Harbor.

Lateef
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Lateef again, cool. Ignore my incredibly nostalgic state of mind, and forgive me if this strategy isn't great. Just go straight ahead, flame all those big gnorcs twice apiece, then go straight ahead and up, flaming TNT barrels and jumping over normal barrels. Get up high and do some nice glides and you'll reach Lateef. It's just some good luck messages.

Tomas
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He's really straight ahead from Lateef. Head forward and left, through there, up, forward, right across the path with the barrels, farther right and across, then you'll find Tomas pretty straight from there. Just destroy things carefully, and you'll see him. He'll tell you he never expected to be freed and he always believed in Spyro. Took a while, huh.

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 \-+-+<>~::~::~::~::~::~::~::~::~::~<>+--/\           Gem Count: 400
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Twilight Harbor is right behind Haunted Towers as my second favorite level, and right behind Misty Bog as the second hardest level. It's a hella fun place, even if it's this late in the game. You'll start on a fairly linear path, with some Gnorc Gunners on it. The whole place is filled with Gnorc Gunners, and all the enemies here have projectiles. Charge through this one, and then jump up to the area above, where you get an up or a right. Up will take you to a crossdressing gnorc and the way beyond. The right is an extra life.

Start with the latter, pick up that extra life, and take out the occasional

enemy there. And from there, head up and past the Gnorc Axeman (I can't find a creative name for him), and then take a right. You can jump off the bridge down below, or you can head along the ledge on the left. There's a fair bit of stuff on the left, so don't miss it. After doing that, glide to the path below, and follow over to the left. Here's a Gnorc Commando, a stronger version of a Gnorc Gunner. Easy stuff still, though.

Collect everything there is in this small purple room (wow, romantic), and then follow the outside path to reach a heavy chest and Cosmos from the Magic Crafters world. Then it's another simple path forward, past some more gnorcs. Just glide past the bullets they will shoot at you, though, since you're bound to get hit. Don't try and take them both out at once; just dominate them, and move on past the Gnorc Axeman. I'm starting to think they should've called this place "Gnorc Factory".

Inside the room up ahead, head a little bit in (not with the courtesy of several Gnorc Gunners), and take a left up the stairs. The gems there are a bit tough to miss... the Gnorc Axeman isn't, though. Collect any gem that isn't yet nailed down, and move on to find a bridge held by two levers. IGNORE both levers for now; we'll come back to that. Up ahead is Cleetus from the Beast Makers world. Yeah, we know about Gnorc Commandos by now; just head up the path on the upper right. It's a Supercharge!

Charge down the Supercharge (it works), and then take a left at the end of the path. Dash across the bridge, into that green room, and outside to where Cosmos and the heavy chest were. Use the last of the Supercharge's power, and let the heavy chest taste oblivion. With everything inside it in your possession, head back to the bridge supported by the two levers, and flame the second one. To avoid difficulties, just make sure it's the second one, and then go back to the Supercharge.

Use it to head up the now elevated bridge, and sky rocket into the passage above the green room below. This room has the occasional treasure, but you'll want to return all the way back to the Supercharge after you've cleared it all out. Using the Supercharge, dash on that bridge ramp, and don't stop when you enter the room above, just keep using it and glide to the platform in the distance, where you'll find three yellow gems. Not much for a feat like that *ahem*, but not that bad either. Now it's back to where you found Cleetus, and advancing.

The room up ahead holds one Gnorc Commando and two Gnorc Gunners. Go from left to right and take them out, or you may get a faceful of bullets. Once you have them take out, take the right on the right and in the next purple room, it's all three enemies in Twilight Harbor... a Gnorc Gunner, a Gnorc Commando, and a Gnorc Axeman. Take them out one by one, but go for the Gnorc Axeman last. This room is quite menacing, and you're yet to see what's up ahead. Carry on through the upper left.

And that one last path there holds four gnorcs, with two being gunners and two being commandos. Take them out one at a time, jumping to avoid the bullets, and going slowly. You don't want to die right before reaching the Return Home Vortex, do you? So just slowly proceed, and when you reach the end, glide over to the other side and claim the last few scraps of treasure (let's hope you have 400 gems now), and the Return Home Vortex. Time for some nasty Gnasty hunting.

Cosmos
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Destroy the gnorcs, then go ahead straight and you'll see Cosmos there. These gnorcs are really tough. All of them wield machine guns and this is not good at all. They can get you by a long range and they're very agile, especially the big yellow ones. Sometimes you'll have to wait for them to reload. Get past all

either way, make sure you have everything there is to get, then look for a tower that has a Return Home Vortex on it. But DON'T use it! Inside, just set off the fireworks chests, where about 950 gems worth of burgundies drop down. With 2000 total gems, now go through the Return Home Vortex for the final ending... and the game is now over, sadly. Hope you enjoyed it.

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You, obviously, deserve something for actually taking the time to find the URL to this guide, actually say "eh, let's see how bad this is", "He's back again? Let's read this!", or "Hopefully this can help me in my quest through the game", because you deserve something for that. But with that, here are some shout-outs to whatever and whomever helped me.

- Jeff "CJayC" Veasey: For running the whole site of GameFAQs, the main site that I work for. It's an awesome site, and I must commend CJayC for running this great site for 6 whole years and posting this guide.

- Stephen Ng: For being the FAQ editor for IGN, which is the other site that I write for. I am honored to write for IGN, since it is a great site. I was also very glad to do an exclusive for IGN.

- All the guys who first got me started writing from GameFAQs and all of my best friends like SinirothX, Psycho Penguin, Meowthnum1, CVXFREAK, Karpah, ZoopSoul, Crazyreyn, Gobicamel, asa2377 (OH EM GEE YOU TROLL), Warhawk, Cyril, supernova54321, Minesweeper, AlaskaFox, me frog, RHarrison, masterzero99, Tom Hayes, wayalla, djg40, MTincher, NickBush24, BurningFox, AquaBlast, and definitely more that I'm forgetting: you are some of the best friends that anyone can have, and I may have quit FAQing/left FCB forever without all of you. Thank you for everything and for motivating me to get my ass in gear.

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