

Spyro the Dragon Boss FAQ Final

by Gbness

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Spyro 1 Boss FAQ
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1. Version History: Since I'll probably update the guide, I have a version history:

Version FINAL: This is the final version of the FAQ. I corrected a couple errors, and made this a bit better. Since my Dragon FAQ is like a walkthrough, I added some in-depth codes here, from the codes list as well. And not to mention my review.

Version 1.0: The first version of the Spyro the Dragon Boss FAQ.

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2. I know you're all probably thinking: "What the heck is RichardB doing? Just recently, he wrote a Dragon FAQ for this game, and now he's going to write a Boss FAQ to it! Is he an addict or something?" Well, yes, I'm an addict of this game, and it was my first Playstation game, so I treasure this game above many. And also, I have eight nice letters for you, and those are S, P, O, I, L, E, R, and S. So, you've been warned.

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

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

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

If you follow these 4 rules there's a 99% chance I will respond to you within 12 hours.

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

6. Boss FAQ: Bosses in Spyro the Dragon are not hard, but they do deserve quite a bit of strategy sometimes. Enjoy the guide. :)

6a. Toasty:

ARTISANS-Toasty

Health: 3

Difficulty: Easy

Weakness: Flame

Resistance: Charge

You'll find this big pumpkin head man around the Artisans World level Toasty. Go to him and flame him, after dealing with that vigorous dog. Two flames will kill the dog. You'll see there's a sheep in pumpkin's clothing. He'll have two dogs come after you. Flame them both in one hit if you can, then jump away to avoid their attacks. Try to flame then, while avoiding Toasty's attacks. After he's on fire again, the pumpkin's clothing will burn, and he'll have not one, not two, but three sheepdogs come after you. Be careful not to get hit, and glide around if needed. Toasty is really slow to attack, so don't worry about him. I don't think you can kill him until the dogs are dead, so take care of the dogs with your flame. They're resistant to charge though, as Toasty is. After they're gone, give Toasty his death. Then, go home!

6b. Doctor Shemp:

PEACE KEEPERS-Doctor Shemp

Health: 3

Difficulty: Medium

Weakness: Flame on his behind

Resistance: Anything else

After freeing Trondo, you're right next to Doctor Shemp. Hop up and take him on! He's very stupid, so just avoid the attack he tries to throw at you, then he'll walk behind, so scorch him on his back. He'll scream like a maniac, then start running. Follow him, and then his flame will wear off. Now he'll throw a shot at you, then he'll turn around really quick. When he turns around is the time to flame him! Then he'll scream like mad again, then run to another platform. Be VERY careful not to get hit here, or Shemp will just turn around VERY quickly, and have another shot. Jump, then flame his behind, and recover the treasure than Gnasty Gnorc has turned into his very own Doctor Shemp!

6c. Blowhard:

MAGIC CRAFTERS-Blowhard

Health: 4

Difficulty: Medium
Weakness: Flame
Resistance: Charge

Blowhard is slightly tougher than the previous two bosses because there are so many obstacles around and he's not exactly going to fight you in one spot like Toasty or Shemp did. He's right in front of you at the start, so get all those gems, and scorch him with flames, while avoiding his lightning bolts. He'll then run away and open the tunnel, so flame the druids and find Altair, then go over to the other side. Blowhard awaits. Try to avoid his attacks while simultaneously killing the gnorcs around here. After they're gone, put some nice fire on him, and he'll run away again. Get the fireworks chest, then avoid Blowhard's attack and fire him, then jump away very quickly or the firework chest will hurt Spyro badly. Now, he's low on health. Chase him to the Return Home Vortex, then avoid his attack and just kill him. He'll give you a good supply of yellow gems.

6d. Metalhead:

BEAST MAKERS-Metalhead
Health: 2
Difficulty: Easy
Weakness: Charge
Resistance: Flame

You cannot hurt the robot Metalhead by itself. See the power things in here? We have to charge them, but don't use flame, it's useless. Avoid Metalhead's attacks, and charge the power things one by one so that they break. But don't charge them when they're on electricity! Spyro obviously doesn't like it. After they're all charged, Metalhead will run away. Charge after him REALLY quick, and before he stands by the door, charge through as many parts of Metalhead's power supply! Repeat the process that you did in the last room. Metalhead is now much more dangerous, so just avoid all of his lightning bolt attacks, and you're good to go.

6e. Jacques:

DREAM WEAVERS-Jacques
Health: 3
Difficulty: Easy
Weakness: Flame
Resistance: Charge

Jacques is a pushover, although his attacks will really hurt. At first just avoid his attacks, then run towards him and flame him. He'll usually run away, but eventually you'll get a chance to flame him. When you're jumping up platforms over the lava, Jacques will really throw boxes, so try not to be hit or you'll either have to glide off or Jacques will hit you and you'll fall into the lava. Be sure to dodge his nasty attacks and get to him, then flame him. Now he'll run away. Glide around until you find him right next to the Return Home Vortex. Anyway, Jacques is pretty easy and really rewarding.

BUG ALERT!: If you just flame Jacques from above, then when he gets stuck, you may lose a life and not get the gems. I hope it's just a defect in my copy, but be really careful here!

6f. Gnasty Gnorc: (!)

GNASTY'S WORLD-Gnasty Gnorc
Health: 2

Difficulty: Medium
Weakness: Flame
Resistance: Charge

Well, this is it. It's Gnasty Gnorc. He'll fire at you those green things that he used to turn the dragons into crystal, so avoid them. Go into the path on the other side. Eventually you should see a thief carrying a key here. Chase him down. It may take a while, but don't give up and just get him. After you've got that and the gems, go to the other door. Don't bother with Gnasty Gnorc, that can't be opened. In this room, you'll see yet another thief, carrying another key. So, I think you can figure out what to do with him. After getting his key and the gems, unlock the area that Gnasty is standing on. Now it'll go down and like the coward Gnasty is, he'll run away. How cheap. Ignore Gnasty, just get the gems. He'll be waiting for you. If you spent too much time collecting stuff, Gnasty may have a chance to run away, but basically he'll just try to shoot you then run away. Avoid his green shot, and before he runs away, flame him for a purple gem. Now you'll be in a room with tons of lava and platforms in it. Glide across the platforms one by one, while being fast and careful, as they're going to go inside the wall, and soon they'll all be gone, and Spyro will have no place to run, hide, or glide. Glide across them, and be VERY careful with the last three. Gnasty Gnorc will be trying to shoot you, and they are incredibly small. Now that Gnasty Gnorc is trapped right there, flame him, and then he's finally dead for good!

7. Codes: Copied from the Codes List, here are the codes

Synopsis: 2D Spyro

To turn Spyro into a second-dimensional dragon, enter the following at the pause menu: left, right, left, right, L1, R1, L1, R1, Square, Circle

Contributed By: THAguyINGta3. Source: Friend

Synopsis: 99 Lives

Anytime during the game, press the following: Select, Square x 6, Circle, Up, Circle, Left, Circle, Right, Circle, Start.

Contributed By: KasketDarkfyre. Source: Tips and Tricks

Synopsis: Level Select

Enter the Inventory menu by pressing select at anytime during the game, then press the following buttons: Square, Square, Circle, Left, Right, Left, Right, Circle, Up, Right, Down. The next time you visit a balloonist, you'll have access to all the worlds in the game.

Contributed By: Dallas. Source: Expert Gamer

Synopsis: Unlock Secret Crash Bandicoot: Warped Demo

When at the title screen, press and hold the L1 button then press the triangle button to unlock the secret demo of Crash Bandicoot: Warped.

Contributed By: Dallas, Source: Self

8. My Review: For people who like my work, here's my review for this game:

Synopsis: This game will tell you not to judge a book by its cover.

Rating: 9/10

The Spyro series is what I call an ''excellent'' series. Fortunately, this game proves to quite possibly be the greatest game in the whole series! It probably isn't as great as Spyro 3, but it's much better than Spyro 2: Ripto's Rage, and is worthy of being called a platformer better than Crash! Sure, Crash Bandicoot was okay, but next to this game, it is almost nothing! I really, really enjoyed this game, and although some say it is a ''kiddie'' game, this isn't true at all! And here is what makes the game so very excellent:

There's the dragon world in Spyro the Dragon. It is comprised of five worlds, each fit for the type of dragon. There's also another odd world as well, the junkyard. All of the dragons despise this area and avoid it. Each day in the dragon world is filled with peace. This should get you a clear idea of what kind of area the dragon world was before it happened...

One day, Spyro, the tiniest dragon in the world, was hunting down some sheep, when all of a sudden, a villain known as Gnasty Gnorc encased all of the dragons in crystal. He went to the junkyard and renamed it Gnasty's World, and he turned some of the 12,000 gems in the dragon world into monsters, and scattered the rest of them. He let some blue thieves steal all of the dragon eggs, and he turned the dragon worlds into Gnorc Worlds, but he missed one dragon, Spyro. So it's Spyro's job to go around the world, get the hidden treasure of 12,000 gems, free all the dragons, and get back the eggs, and then kick Gnasty's butt. It's a fun, addicting adventure.

Appeal is what Spyro's visuals present to you. Wow. These graphics are some of the best I've experienced in a Playstation game! Those gems are really bright and radiant, and just about everything in the game simply looks magnificent! For a game made as early as Spyro the Dragon was, I am quite surprised that it featured such great graphics! The areas all look realistic, from the grass to the water to the occasional desert or swamp or snowy area. The enemies themselves are all well designed, and the dragons themselves look just like they should. I believe that Spyro's graphics will powerfully appeal to you.

The music and sound appeal to you. This music ROCKS seriously! I don't believe you will find music that fits the area as perfectly as this music does! There's the music in Peace Keepers, which sounds sort of like music would in some sort of temple or war or something, the music in Terrence Village, which sounds like the perfect music for some swamp, and the music in Jacques sounds like the music would in some place filled with magic, fire, and imps. Perfect here! I haven't found one bad song here.

We must discuss the sound then. Spyro's voice sucks. It isn't half as bad as his voice in Spyro: Enter the Dragonfly, but I've got to say, this voice is awful. All I can say is the word SUCK. With the exception of Spyro, all the voices in the game were very well done, from Delbin's to Gnasty Gnorc's. Just fine with the voices.

The sound itself, like the attacks and stuff like that, really makes you feel right at home. It sounds just like it would in life, from the sound of the gnorc's cannons to the sound of Spyro sinking into the water. Spyro's charging really makes a nice sound as well. The gnorcs make some really great sounds too. So overall, the sound in Spyro the Dragon steps right on top of that in other games.

Spyro's control and gameplay are great. As for control, it's simple. Use the D-Pad to move, L1 and R1 to roll, L2 and R2 to move the camera, Triangle to USE the camera, X to jump, Circle to breath fire, and Square to charge. No improvements needed in controls. As for gameplay, I can just say the Spyro The

Dragon is just plain fun. In the game, there are 80 or so dragons to find, sometimes needing puzzles to get to. All the puzzles themselves are very fun and enlightening to through. Occasionally, you can do the rather difficult to control, but very fun to do Super Charge. This is extremely jerky within controls because you have to move at about four times your usual speed, but once you learn to control it, you can easily go through all of this in short time. There are 14,000 gems in the game, coming in rubies, emeralds, sapphires, diamonds, and amethysts. All of them are beautiful and entertaining to collect. Plus, you occasionally have to chase thieves down too. I really love to catch them! All the challenges in this game are very fun, but just reading this is not enough. Basically you'll have to play this game to find out how fun it is. It's none other than fun.

But as legendary as that is, there is one big fault I have to say: the length. This game is VERY short. It's not short to get everything, but if you just wish to end this game, getting the first ending, you can do it in six hours. The second would take about ten hours. But all I have to say is that you can easily beat the game in a day.

It's hard to find a game as easy to love replaying as much as Spyro. There is just something about it that makes it no different from a masterpiece. Replayng is almost as good as it is completing the game itself. Excellent. Just excellent.

Okay, it's time I said a bit of a bad point about this game: It's hard to find a bit of challenge in the game. Hell, it's VERY hard to find a bit of challenge in the game! The game is even easier than Crash Bandicoot: Warped! Well in my opinion it is. The fact there is no challenge bothers me at some times, but it's no big deal.

Here are Gbness's ratings.

Graphics: 9.6/10
Music: 9.4/10
Sound: 9.2/10
Control: 9.3/10
Fun Factor: 9.5/10
Replay Value: 9.7/10
Challenge: 5.3/10

Good Points:

Good graphics.
Good music.
The sound rocks.
Controllable control.
Extreme fun factor.
Splendid replay value.

Bad Points:

The game is short.
There is no challenge.
I found two bad points.

Spyro The Dragon is an addicting action/adventure title, and I cannot recommend it enough for fans of this type of game. Do not let the cover fool you, the game is no game for kids. Anyone can pick up the game, and in less than ten minutes will enjoy it. This is a promise on Gbness's part.

*This game has received the Silver Medal by Gbness.

9. Outro: Well I hoped you liked my guide, and I'm glad to be able to bring this to you on GameFAQs. Look for more guides by RichardB in the future, for Spyro the Dragon and even better games! Glad to help! Good bye.

10. Credits:

Gbness: For writing this FAQ.

Effigia: For being a great friend. :)

CJayC: For posting the guide.

Venom1102: For being a good IM friend.

DMorgan: For being my favorite FAQer.

THAguyINgta3: For contributing a code. Thanks.

Kasket: For contributing another code. Thanks!

Dallas: For contributing two codes! Thanks a LOT!

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