

# Spyro 2: Season of Flame FAQ/Walkthrough

by Flip

Updated to v0.7 on Mar 30, 2003

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|           Spyro - Season of Flames           |
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|           FAQ/Walkthrough                   |
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|           GameBoy Advance                   |
|                               |
|           Version 0.7                       |
|                               |
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## REVISION HISTORY

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version 0.1 - (3/21/03)

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wow I have not written a guide in nearly a year, but that FAQ bounty is just begging for a writer like me to get his hands on it. so as you know, i could not resist the grab of the green. put in layout, story, controls and a bit of the walkthrough (four levels). ascii art and other stuff to come definitely.

version 0.3 - (3/22/03)

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got a bit more of the walkthrough finished, was stuck on Tiki Tropics for

awhile but somehow managed it. added Agent 9's controls and made a few tweaks here and there.

version 0.4 - (3/26/03)

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added copyright, threw some things around and cleaned other things up. still gotta put ascii art in there. some good art too. who'da thunk a year of not writing would have me this rusty? ah...

version 0.5 - (3/27/03)

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threw in some more walkthrough, nearly done with celestial plains, almost at the last whole stage then i am home free! fixed a formatting problem also. beyond that, not much else. still looking for some ascii art to decorate this text with.

version 0.6 - (3/28/03)

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got another level added, threw around some stuff again, and took a whole bunch more spyro notes (i.e. firefly encyl.) foresee this being finished by sunday, monday at the latest. still looking for ascii art, since i suck at line draw.

version 0.7 - (3/29/03)

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changed the dividers layout, completed the 'going for broke?' section and added quite a bit of walkthrough info, however i don't think i'll be getting that ascii art anytime so what you see is what you get, almost done with guide though.

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## S T O R Y

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Spyro is basically flying home, glad that he doesn't have to save the weak characters from even weaker enemies, and trying to enjoy his vacation. When he arrives home however, he finds that the weather there is akin to Alaska's, i.e. below zero constantly. Him and his pals speak with the Dragon Elder only to find out that while Spyro (you) were saving everyone in the last game (Season of Ice), 'Rhynocs' (your enemies) slipped into your spot and stole the fireflies, causing weird disturbances (such as dragons breathing ice).

Thus, you must go on another quest to find fireflies and ram Rhynocs instead of your vacation in order to wrong the right, er somethin like that....

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## C O N T R O L S

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This part is pretty self-explanatory, as you turn the page here if you don't know how to do a particular move with any particular character.

A - jumping and gliding

B - breath whatever particular fire you have activated

L - hold it and move direction pad to look around, used in conjunction with

the Select button, shows the current level

R - sends Spyro into a charging spree, use for pots and pans, hold down to run

Select - changes fires (i.e. from ice breath to fire breath)

Start - pauses game and lets you view statistics for particular level, as well as save game, quit, etc.

#### Agent 9 Controls

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A - make Agent 9 jump, press twice for double jump

B - make Agent 9 shoot whatever projectile is loaded

L + R - switch weapons

up - enter a door with ammo/health

down + A - makes Agent 9 descend a platform

#### Directions

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IN this game, and all other GBA games you may not know what I mean by 'left', right or east or west. So I'll break it down.

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[w]	[n]	You should know what the letters stand
		for if you are older than 8 years old.
[l]	[r]	This diagram is so represented as the map,
		since it is tilted. L and R stand for
[s]	[e]	left & right, respectively.

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#### T I P S

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- This game is an exploring game. Explore every part of the place, and use the map frequently (Select + L)

- When fighting a boss, fight him on your own terms. Whether you are comfortable breathing forward or to the left per say makes a difference.

- To make your jumps longer, glide then make a hop at the end (press A).

- If you frequently have looked through every part of a level & still are missing some gems, chances are you need a new talent. Go back when you have it.

- The word 'Rhynoc' as it is used in the game actually means 'enemy'.

- Not really a tip, but isn't it strange how hardly anybody who gives you a firefly seems to know what it is? Like a fool with a brain.

- If you can't find a particular item or gem, try looking at the map. The dark spots are places you haven't been to, or just to get an idea of where the

item might be located.

- Not really a tip, but when you freeze somebody with the powerful ice breath, they don't even freeze. They just break apart like fine china on the ground.

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#### W A L K T H R O U G H

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Sunny Plains

Gems - 300  
Fireflies - 6

Now, let's walk through this game. Go along and get your first jewels, and your buddy [Bubba?] Sparx will let you know that you can break into the baskets using your breath or you can ram them. Sparx helps you out by grabbing the gems around you so you don't even have to touch them. Just ram all baskets and vases, then speak with Bianca.

She lets out your first firefly, so grab him. Blow ice on him and quickly scoop him, then go a bit farther in the same direction to meet your other pal, Hunter. He talks to you about fodder (sheep) and then gives another firefly, your 2nd. Freeze up the sheep, then ram into them for your health if you need it.

Turn southwest now, and go by the first platform. There you will find a firefly just roaming about the sundial. Now get up on the platform, and jump. You'll see Hunter again, but he is in two places at once! This violates all physics but hey, we ARE in a videogame. Practice your jumping skills, and when you get to the 'really hard' jump, press A again while already gliding for a midair hop. Hunter will congratulate you on your skills and hand you the 4th firefly. Up here also is the Country Farms level, remember because we will come back to it next.

Now run southeastwards, collecting gems and such until you run into a duplicate of Bianca by a giant sundial. Speak with her, freeze and capture the 5th firefly and go through the ice pillars. Use your new breath to freeze up the water, run across, get the extra life and gems then run back across. Now head to the Country Farms level. Yes you only have five, but it'll stay like that unless you do what I tell you. Tally ho!

Country Farms  
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Gems - 300  
Fireflies - 7

Collect the gems around you then descend and talk to the sad Henrietta. It appears her kid sister was kidnapped, so you must find her. Put it on your 'to do' list and move on. Freeze the enemies here then ram them for a quick gem. In a bit you'll run into the 1st firefly, snatch him up fast. Keep running through here, ignoring the various hills and such, stay on flat ground.

There are two types of enemies here, one runs away from you and the other freezes YOU. If you don't kill the other quick he'll freeze you first. You must fight ice with ice haha. Pick up the 2nd firefly (named Parch) and spot a fairy in the air, she is a midway place holder (like the sparkly barrel in Donkey

Kong). Okay now go up the hill here, take the key and run back to where Parch was, and go up those steps by him. Open the chest for the gems, then proceed to where you were past the fairy.

Right there is another ice Rhynoc and the 3rd fairy on this level. Go up the only hill here, to spot that one chick Henrietta's sister. Freeze up the iced out Rhynoc (bling bling!) and she'll repay you...

with a firefly. No sexual favors here, but Bianca will converse with you, now you have your fire breath back! Test it out, but switch back to ice to get that firefly, the 4th on this level. Go down the stairs by the Sunny Plains portal, and get the extra life.

Now head northeast again, and capture your 5th firefly. There's a weird looking portal right there, called a Challenge Portal. Head in and be challenged.

In here you must keep all the bottles cool for a bit of time. All you have to do is round around in a pattern breathing on the bottles, and you'll be fine. Your reward? The 6th firefly. Leave the portal. Now for the 7th firefly, you must switch to fire breath and burn down all the haystacks you saw, collecting the needles in them. You are looking for a needle in a haystack! The locations of them are as follows;

- Right behind the challenge portal you came out of.
- Next to the stairs by the Sunny Plains portal
- West of the Sunny Plains portal
- South of the Sunny Plains portal
- By the midpoint fairy
- Travel north of the fairy and go up the left hill
- Go north of the previous fairy and up the hill
- The last one is left of the hill, north and west of Henrietta's position.

Now you have all 7 fireflies, and presumably all 300 gems. Exit back to Sunny Plains via portal, and go to Shamrock Isle located near your start position.

Shamrock Isle

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Gems - 300

Fireflies - 7

Speak with Brian the Leprechaun and it seems he has misplaced his horseshoe, oh no! Where ME lucky CHARMERS! Haha. Go on and freeze the water geyser, then catch the 1st firefly of this level nearby the enemy. Whenever you see a geyser around, be sure to freeze it. There are no fodder in this level, so try not getting hit.

Run through breathing on the rolling enemies and the charging ones, and Sparx will tell you about looking around, and the big boulders. Fly past the fairy to save the midpoint. Fly eastwards to a new island. Clear out the enemies here, jump across and freeze this next geyser.

Now head back to the midpoint fairy. Chill the next geyser by her then leap to the next island, grab the 2nd firefly, make the longest jump, annihilate the two rolling enemies and grab the extra life. Then freeze yet another geyser,

make your way up, get rid of more rollers and contain the firefly there for your 3rd so far. Walk up some more, to spot the horseshoe in the distance.

Freeze the last geyser on the same level as the horseshoe, and get your 3rd firefly. Get rid of the enemy guarding it, then continue and veer off the ramp. Run back to Brian, give him his horseshoe to get your 5th firefly. Three more to go now.

You cannot get them now, so come back later when you have some a new ability. Head to the Temple of Dune now, on top of some stairs in the eastern side. If you want to get the other two fireflies and gems, visit the go for broke section.

#### Temple of Dune

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Gems - 300

Fireflies - 7

There is a rat nearby named Chris, talk to him and he explains that the Rhynocs have struck here too, by placing 7 bombs here. Keep going until you reach the first bomb, and knock it into the water. Go up and freeze the lemonade glass to obey ya thirst </plugin> then go forward again and knock the 2nd bomb into the water. Sparx now tells you about the atlas, but you've known since the first level haven't you?

Freeze the mummies then charge em like sparx says, and knock the 3rd bomb into the water. There is a lemonade over here too, cool it up. Head northeast now, capture the 2nd firefly while taking care of the Mummy and getting yourself a nice cool drink of lemonade. Knock the bomb off the pyramid and into the water, and then get rid of another bomb right after the fairy midpoint. 2 more bombs to defuse.

Chill the drink right there, then head south, up the steps, knock the penultimate boulder over and throat down some more yellow kool-aid. Now turn your attention southwards, keep running, cool up two more drinks and catch the 3rd firefly. Turn eastwards, go down and up the purple steps for the key for the chest of the level.

Maneuver yourself around to where you just got the 3rd firefly, notice the boulder which you cannot break yet. Back north, trollop inside the hole and collect the 4th firefly easily. Travel a bit southeast, then fly across to the island. Push the last C4 packet into the water, and Sparx will tell you to go tell Christopher. Not yet.

Now southward. Up the purple steps, drink your last sugary lemonade (if you followed my directions) and the 5th firefly will pop out. Ascend the steps then fly across. Keep going and eventually you'll reach the chest, which hold a pot o' gold! Talk to Christopher now to receive the 6th firefly here, we'll come for the last one when we have some sort of rock breaking ability.

Next up, Tiki Tropics. The portal is located on top of some stairs.

#### Tiki Tropics

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Gems - 400

Fireflies - 7

Whoa there are a lot of gems here. Converse with the trojan looking mofo there and he'll tell you that it's a bad time to be there, cuz there are plants all over. Spiky plants. So switch to flame breath, and torch the first three



Speak with that Tommy fellow again, and capture the last (7th) firefly on this level. Jolly good fun sir. Now you should have around 27 fireflies. Exit the level, and head to the Celestial Plains area, since you have now polished off Sunny Plains. The portal is in the middle of the level, with Bianca standing next to it. Talk with her to get in.

You land in a place, but it isn't Celestial Plains yet. To progress there, you must first tackle the brute formerly known as Crush, so start galloping towards him. If you check the atlas, it contains more information than before.

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| Boss Fight - Crush |  
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To win this fight, you must constantly keep moving like a con artist across the country. When he launches those cold projectiles at you, dodge them and watch them fall on the ground. Then go pick one up, as the game only lets you have one. When you have him vulnerable, shoot his own projectile at him and freeze up him. Then charge him while frozen, and run. Lather, rinse, repeat.

There is some fodder on the northwest side of the fight arena if you need it. After three times of your grab-n-go method, he is totally Crushed. Then a fairy named Cleo appears and gives you a new spell, used to crush boulders.

Now you are REALLY in Celestial Plains.

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| Celestial Plains |  
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Gems - 300  
Fireflies - 6
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Collect the gems then glide across to the next land area. Walk around collecting gems, but keep straight. Speak with Hunter, he wants to see you practice your new charge move. Please the dimwit for your 1st firefly and continue on North. Freeze the 2nd firefly there.

Now turn yourself around, charge to the southwest part and speak with Bianca next to a red gate (most of em are blue!). It turns out she has the 3rd firefly, and the red gate will make your fire breath stronger (instead of your ice breath). Turn left of here and you'll find the 4th firefly by Agent 9's Rumble Jungle portal.

Head to the bouldered hill by the Candy Lane portal, charge the boulders then fly across the pillar to spot Moneybags fat greedy ass again, and some moon blocks. Now fly off the edge, far north and if you are any good you can make it onto the next ledge, or if you fall far enough it'll automatically put you on that ledge. Up here is the 5th firefly, so snag him. Or you can run back down the (used to be) bouldered hill and fly across easily. Your choice.

To get the last firefly, you must go around freezing all the Celestial Stands (blocks with moon symbols on them). Their locations are as follows;

- By the portal located near Sunny Plains/Starry Plains
- In front of the Candy Lane portal on the west side (til' I die!)
- South of the previous one, next to the bottom of a bouldered hill



- On top of the bouldered hill
- The pillar across from the bouldered hill, by Lunar Ledges.
- Next to Lunar Ledges again.
- Right next to the Haunted Hills portal, near where you dropped in
- On the southeastern tip of the map, close to the Winter Mesa portal.

Since you are close to the Winter Mesa portal, you might as well head in there.

Winter Mesa

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Gems - 400

Fireflies - 7

Not much else to do but keep gliding, so come on, do it you can put yo' wings into it. Past the locked chest you'll meet up with Andy the chicken. First turn on your fire breath and light up the Christmas tree by him (1). Run west then and light another Christmas tree (2). Now run up the hill by Andy, and capture your 1st firefly here. This also helps you clear out the enemies. Now you'll find out you must put Andy under protective custody, so escort him.

Turn on your fire breath as cold breath has no effect here against the snowmen bombing you with snowballs like the U.S. bombs Iraq. Don't go too far in front or too far in back of him. Shoot the snowmen faster than they can throw, and you better be good cuz they got Greg Maddux arms. Check your map frequently to get an idea of the level's layout.

After you are done walking him by the hand, you are rewarded with the 2nd firefly. Continue on the yellow line path, speak with the next chicken. He says he needs you to light the candles that float, and there are five of them.

The candle locations are as following;

- Southwest of where you got the stronger flame by the chicken
- Exactly northwestern diagonal from the Celestial Plains portal
- Down the ramp near the 4th Christmas tree.
- On the west side of a map, if you look around there is a boulder near.
- By the 2nd tree, the place just west of Andy's starting point

Now that they are all lit, you shall receive the 3rd firefly, but you have to go all the way back to Pierre. Walk between the red gates and go up the hill. Light the tree (3) up there. Run past the Celestial Plains portal up. At the base of the hill is the 4th firefly. Tread up that hill with the snowmen, for the midpoint fairy.

Drop down and light another tree (4), no not marijuana buddy. Go back to where you just got the 4th firefly, up the hill again but turn north and venture up those steps. Turn to the right and light yet another spliff, oops I mean tree (5). Run down the slope right there but don't run off the ramp, instead stop to hit yet another Christmas tree (6) by the snowball/grenade launcher.

Now reverse your path to where you lit tree #5, but instead turn left this time and head down those steps, to spot another tree (7) and a boulder. Dash into it

and crawl into the hole. There are just gems in here, so when you collect them leave and keep going down the stairplace. The key to the chest is down here, so snatch that up. Go by the third candle spot and make the long jump across to where you started.

Going by from the starting point, open the chest up. Follow the path from you started on Andy's little protection walk, but instead go up on the west side of the place where you can spot a boulder. Ignore it for a second, torch the snowman and light the last tree (8) to finally get your hard-earned 5th firefly! Good hustle. Now stop ignoring the boulder, after all it loves you.

Crash into it and speak with the chicken there. A lil' game of hockey eh? It's a whiteboy sport, but dragons can play too.

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When the defending Rhynoc (\*) is on the left side, you should shoot it on the right side, and vice versa. Simple strategy, shoot the puck where he is not, and maneuver him to get him where your strong side is. Stay up close at all times. Or move slow then speed up and shoot the puck. Just play calm. A fun game, quite easy.

After getting 5 pucks on the Rhynoc, you'll receive the 6th firefly! Leave and come back into the hole, and it seems that the goalie wants a rematch! You must score 8 this time instead of five, so go cream his ass with my tips! Too many exclamation points! Ahhhh! Of course the victory prize is the Stanley Cup! I mean 7th firefly...haha exit the level into Celestial Plains.

Now head towards the \*spookified\* Haunted Hills, located near the beginning of Celestial Plains.

#### Haunted Hills

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Gems - 400

Fireflies - 7

You notice a specter as soon as you enter, but alas, he is NOT an enemy. Speak with "it" and it tells you that alas, Poor Yoric is lost. Guess what? You must find him. So start your engines, destroy the ghost-in-the-ground (snake in the grass?) and notice the locked chest there.

Keep going until you see your first coffin, right by it is the first Jack O' Lantern (1) that needs lighting.

Go down the ramp, then make an immediate turn left. Fire up the various enemies, and the next pumpkin when you come to it (2). Get all the pots and vases around here, then smash the boulder and enter. Grab the key, then turn on your freeze breath, chill the mummy then ram him and all the vases. Leave again now, and make a right where you went down the ramp.

Light another Jacky Lantern (3) and the midway point will save your progress. Head east right there at the fairy, and you'll luminate another lantern (4). Now south of the fairy there is a boulder, crack it and enter. Capture the 1st firefly, then leave and go up the ramp for an evil witch and the 2nd firefly. Head south again now to activate another pumpkin (5) then turn westward.

You'll find the 3rd firefly just flying around on fire in the graveyard with various enemies afoot (no not on ya foot). Go further west, light another lantern (6) and break the boulder there then veer inside. In here you have

found Poor Yoric, so take him with you and leave.

Yoric is quite annoying, asking you dumbass questions all the time like if you can scratch his nose. Only thing is, he doesn't have one! He's a skull! Ah. Tell him to stfu.

Turn southward now, and light the next to last pumpkin (7) and enter another boulder area. Capture the 4th firefly here, and go back out. Enter the blue portal (a challenge portal remember?) and receive your challenge.

If you win, you get the 5th firefly. All it is, is basically jumping from platform to platform. If the witchs get in your way, blast them. It also is in a circular fashion, so know before you do it. When you are finished, you must go all the way back around to receive your firefly, but it is worth it.

From the exit of the challenge portal, jump west across the green goo (river of souls?) and burn the last Jack O' Lantern (8) for the 6th firefly. Now run all the way back to the first spectre. Open the chest on the way there, and collect the 7th firefly. We are done here, so lets leave ok! Good.

Now lets polish off the last of the Spyro levels on Celestial Plains, so we may proceed to the easier Agent 9 + Sheila stages. It's called Watertopia. It can be found all the way at the north of the stage.

Watertopia

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Gems - 400

Fireflies - 6

Switch to ice breath and keep it there for throughout the level. As always, there is someone in need of help. This time it is Steffi, the mermaid. You must clean up all 15 of the Rhynoc soldiers (ones with shields) by ramming them. There is one near you, as well as a sand Rhynoc. Get both of them, and freeze up the first geyser (1).

Guess the software folks ran out of things to freeze/burn, since we already took on geysers in Shamrock Isle. I won't get on them too bad for it though.

Fly across east to land on, well a land formation. Tackle all four Rhynoc soldiers, two geysers (2 + 3), two sand Rhynocs and a the 1st firefly before again leaping southeast across the water. Get the 2nd firefly and break down another soldier like the Raider's offense got broken in the Superbowl, and meet up with the midpoint fairy, whatever her name is.

Smash some pots, go up the ramp and chill down the next geyser (4). Destroy both soldiers at the top to reduce your remaining militia count to six, and then head into the boulder. There are plenty items in here, ranging from the 3rd firefly to an extra life. Collect them all, and go to the top where you just defeated two soldiers.

Fly north to the single stump, bind the sand Rhynoc's molecules then combust them for him, and take the 25 gem. Now turn west and fly for a few seconds, don't want to prematurely land in the water like me.

Clean out the few enemies including a soldier, and frost up both H<sub>2</sub>O spouters (5 + 6) then speak with Stacy the green barbie there, her crown has been stolen, and the masses charge with revolution in the mist! Away with monarchy!

In the challenge portal, you must catch the crackbabie who took Stacy's crown. Play cops & robbers with him for a bit, then realize to catch him you hold R

down and cut corners. Sometimes he will juke you (change his pace up for nonslang folks) so you must constantly be on guard. When you catch his ass, turn him in for the 4th firefly.

Get to the north eastern edge of this particular block, then fly east across. Ice up the sandman (no not the maniac in Death Warrant) and also ice up another geyser (7). Make your way up to the top, destroying the rest of the Rhynoc task force, and at the top off the final one to get a message saying you must tell Steffi (at the beginning).

Before you go back however, cool down the last geyser here (8) and enter the boulder to finish collecting all of the 400 gems on this level. Since there is no feasible way to get back to the beginning of the level (without hax0ring), press start and exit it, and re-enter and speak with her for your 6th firefly.

Now that you have over 50 fireflies, you should head to the Starry Plains portal, located on the eastern tip of the map. Speak with Bianca and enter, however on the way there, you are sidetracked.

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| Boss Fight - Gulp |
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One's trying to gulp ya, the other is trying to crush you, next thing you know the last one will be trying to pulverize ya...actually all of em try that.

To defeat his seemingly impenetrable defenses, you must outrun his missiles. When you hear a clanking sound, it means a missile fell on the ground, so you must pick it up. And launch it at him. Three times. While he is constantly firing more missiles at you. And they have tracking systems, going in whatever direction you go in. But it shouldn't be too hard, as you ARE a veteran, aren't you?

There is fodder in the middle if you need it. After you beat him, he mentions some volcanic lair and then a fairy named Calliope appears and gives Sparx the ability to take an extra hit before you croak. Thank the wench, and enter Starry Plains.

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| Starry Plains |
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Gems - 300
Fireflies - 6
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Run straight forward ahead and speak with Bianca, she'll explain how the new green gates work, same as all the others except they give you lightning breath which is pretty strong.

She then hands over the 1st firefly, get that and run north a bit more to make the 2nd firefly capitulate to your mighty mighty breath. Maybe Spyro should try brushing once in awhile...

Keep traveling north to reach another lightning gate with the 3rd firefly by it, go through then jump on the raising platform and illuminate the first star block on this level (1).

Travel south now and light another one (2) and keep treading along for another one (3) by a third lightning gate. Make sure you start fresh with the lightning gate, and go up the steps on the southwest.

Hunter has some useless info on moving platforms but possesses the 4th firefly, so wait for one to come to you. Make the star block near you (4) shine while waiting and take it across.

When on the long strip of column, take the platform left and light the star block there (5) and notice where Agent 9's portal is.

Go back and refuel your electric breath (sizzle sizzle) and now take the flying plat north instead of left like I told ya previously and strike another star block (6).

Now we must visit the east side, so lets head there. Run through a lightning gate if you see one, and light up the penultimate star block on the eastern side (7). There is the 5th firefly right by it so grab that too.

On the lower east side of the map, there is a blue gate, so follow these next sentences quickly. Run through the gate, breath on the shallow waters, then dash west of the blue gate, through a green gate, dash on the icy surface before it melts and take care of the last star block (8). Collect the 6th firefly. Next you may head to Dreamy Castle, in the map's middle.

Dreamy Castle

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Gems - 500

Fireflies - 7

As always, there is some entity in trouble needing assistance. Before you speak with her, immediately go right and freeze up the 1st firefly.

Minda tells you that her Mayor has been kidnapped and sentenced to life on a hot balloon, now if only someone would have the sense to do the same to Guilani...

Just a few steps from Minda is a cuckoo bird, burn its annoying ass (1) and keep going north. Set fire to another wooden flyer (2), then use the up and down plats to get up. There is the Mayor Minda spoke of, but you can't get him down just yet. Blow fire on the balloon, and he'll begin moving. Follow him!

Fly southwards quickly and torch another winged vertebrae (bird for you laymen) (3) and keep on the Mayor's trail. While traveling south you notice the 2nd firefly, so grab him up then notice the boulder right there.

Break in and discover three soldier Rhynocs guarding some vases and a 25 gem, send them to HELLO Operator, give me number 9!

Once back outside, take the first rising plats up, then take the next one that goes south. Take another plat when you go there going west, and burn the next cuckoo (4). Grab the key on top of a platform then drop back down. Let the midpoint fairy save your progress now.

Go back to the boulder place and this time up both plats. Blow hot air on the mayor (as if most needed them) to watch him spiral away yet again.

He travels southwest now, so follow him right up to the most southernwestest corner in this map, with a single vase up there. Break it then heat his balloon up again and start traveling.

Follow him in his course northwards, and up a ramp you'll toast another bird (5), mmm chicken!

Many Rhynoc soldiers try to stop your flow, but put a stop to theirs first. When you see where the Mayor temporarily stops at, go south then up the west ramp to spot a challenge portal, next to another annoying cuckoo (6). Head inside the portal now to be challenged.

Shirley the pig asks you if you want to be Dream Knighted by her rollyness, so say yes and run the gauntlet. It's very easy, you must land on the blue squares with stripes on them, all six of them. Here are their positions, but watch for the Rhynoc ice wizards...

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-----
|   2       3   4       | The numbers signify the order that you
|                               5 | must go in. Easy enough.
|       1           6       |
|               7         |
|               8         |
|               9         |
-----
```

Your reward for this? The 3rd firefly. Repeat it on hard to earn the 4th firefly, and to earn the title of Elite Knight of Dreamland (worthless as it is). Once done, travel back north and heat up the Mayor again. Move with him east. He floats for the last time, and lands near the Starry Plains portal.

Now that you have saved him, he gives you your 5th firefly, transaction over. You've chased him all over this level! Drop down and ignite another chirping birdy (7) and break into the boulder place. Inside is your 6th firefly.

All thats left is to find the last cuckoo clock, lets hope it doesn't turn out to be the Amityville Horror.

Back where you stopped the 6th clock, you can fly northward off the ramp so do so. Collect the various gems and you'll stumble upon the last clock (8) which holds the last firefly (7) near a 25 gem and lo! you are done with this level.

Now you should have around 75 fireflies. You can choose to go to the last level right now if you wish, or gain more fireflies. The choice is yours as you can play after the ending, but frankly I'm a perfectionist and I like to COMPLETELY finish a game. So being said, let's proceed to Moon Fondue, located in the far south of Starry Plains.

Moon Fondue

```
-----
Gems - 400
Fireflies - 6
```

Whoa this level looks weird, like a straight cutout of what would happen if nuclear war ever occurred.

```
#$%$$$%#%$@#
more to come!
!@$*%((#(&&&*
```

```
*-----*
                A G E N T 9   &   S H E I L A
*-----*
```

Since they are not really part of the game, I decided to throw their levels in

a separate section, to let the player focus on Spyro, since he always has a multitude of things to do in his levels.

=====  
\* Sunny Plains \*  
=====

#### Minty Mines

-----  
Gems - 300  
Fireflies - 1

The controls for Agent 9 are listed above if you are confused. Okay, first off collect the gems around the area then double jump onto the platform above. Double jump to reach any gems you can't normally get, and blast the enemies. Drop down, and enter the door with the green goo above it to refill your gun, then drop again and enter that door if you need some health.

Progress your way on and move past a giant falling gem, to spot some tougher enemies with rocket launchers. It takes 5 shots of the green goo for them, 3 shots for the others. Enter the next health door, then drop and enter the door with the yellow ball above it. Now you have a stronger ammo, so jump back up to the health door you were just in.

Hop up platforms twice, enter the green goo door and hop the gap to be greeted by the midway fairy. Walk across the gated area destroying various commandos, and you'll reach another place where a huge diamond is dropping. The box with the arrow tells you in the future, so watch out for it. Blast the last two enemies, run into the firefly box and you have completed this level. Hooray!

Let's finish off Agent 9's stages on this Plains area by heading to Alpine Above. The portal location is past the place where Bianca has her stronger ice breath station set up.

Alpine Above  
-----  
Gems - 300  
Fireflies - 1

This level is much lighter than the last, but lets quit comparing and contrasting. Shoot a few folks here, including a pesky grenade launcher then use the inertia of the platform to jump over. What do I mean by inertia? Jump up and down on it, and the millisecond your feet land on the platform immediately double jump over.

Get your refill of green goo, then double jump up and take on the rocket launcher. Use the same strategy now to get across three of these weak space platforms, and turn left. Keep going down all the way left, jumping from platform to platform until you've collected all those jewels, which in case you should be at around 40.

Head back to where the platforms were now, instead turn yourself right on a dime. Hop up the platforms maneuvered as steps, and land on a column. Double jump to reach a 25 gem, and now drop down. Clear out the enemies here, then proceed right.

Use the flying plat (short for platform) again and finally reach the midway point fairy. Clear out this area as well, but be vigilant about it. Run right, use another Superman plat (cuz its crippled) and refill your ammo. Go back to where you just cleared out some enemies, jump up twice and blast the grenade

Rhynoc away, then veer right for another ammo recharge.

Keep hopping up, shooting enemies as you go. When you reach the long walkway, head left for the stronger bullets (yellow suns). Make a leap (double leap) of faith left, and hopefully you will land on the 25 karat gem. Go all the way back to where you were before the leap of faith. Now don't stop going up until you hit the midpoint fairy.

Now this next part takes incredible platforming abilities, or good concentration as either will you get across the many flying plats. After the middle one, they get much more sensitive so therefore, you must become, much more sensitive. Now you must be expeditious in your movements here, as the grenade Rhynocs are out in force.

Jump up until you reach more flying platforms, go across them to face a spaceman. Shoot him out of the sky to send him to the Columbia's fate, with one blow he folds. Drop down and grab up the firefly on this stage, and take your leave.

Wow that was a doozy eh?

##\$%\$\$\$%#\$0#  
more to come!  
!@\$\*%((#(&&&\*

\*-----\*

G O I N G F O R B R O K E ?

\*-----\*

\*note, this section is for those who wish to gather all of the gems possible from the levels, if you cannot obtain some the first run through (i.e. can't get through the boulder in Shamrock Isle). You may still beat the game without this section however.

Sunny Plains II

-----

Now if you want the last firefly on this level, you must go around lighting all the torches with your flame breath. The locations are as follows -

- Left of the first time you saw Hunter
- By the platforms where you jump with hunter
- In the middle of the trickling mini-river
- Due north of the Canyon Hop portal
- East of the previous.
- By the Celestial Plains portal
- South of Bianca, by a big spike-boulder
- Get the stronger ice breath and there is the last, across the river

Now you have totally completed this level. Next up to complete is Shamrock Isle, where you probably are trying to nail all the other gems and 2 fireflies.



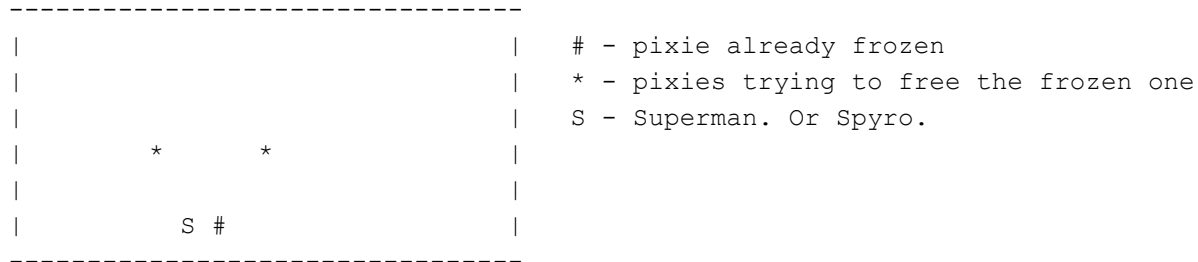
Shamrock Isle II

-----

Dash towards the south of the map, then turn, facing your northeast and keep flying across the islands until you reach another leprechaun, named Darby. He needs help inside a challenge portal, as the fire pixies are destroying his crop or somethin. Turn on your freeze breath and head inside.

This really is a game of freeze tag with three fire pixies, and if you freeze run and run after the others, they will mostly likely tag their cryogenic buddy back into the game. Thus, you must freeze one, and stay in his vicinity at all times. Move around a bit though, because the other two will be trying to rescue him. Like so;

Fire Pixie Freeze Tag



When you have the objective completed, receive your 6th firefly from Darby. Speak with him one more time and it seems that there are four fire pixies now, and you must freeze them again. Use the same strategy, and receive the 7th firefly. Now you want all the gems. So go to the rock adjacent to the first island (where the Sunny Plain portal is) and break open the boulder.

Inside get the key for the chest and return to the first island. Break open THAT boulder, and open it to procure the last of this islands gems. You have one last level to go. Go to the Temple of Dune, you can find it on top of some stairs by Bianca's blue gate.

Temple of Dune II

-----

If you wanna finish up this level, traverse directly south from the norther pyramid, and crack open the boulder with your crushing ability you got when you defeated Crush. Inside, is a mouse next to a challenge portal, along with an extra life and some scattered gems, which will propel you to 300/300 if you found all the other gems.

Shoot the time with the mouse, and he mentions that some crackhead has stolen his great treasure. Could it be?!? The same crackhead that was running around in Watertopia (if you did these levels outta order like me) ? Go inside and you'll find that it is indeed the one and only.

To catch him, you must become him. Haha j/k. The six pillars make this a real challenge, but of course it is a challenge portal. You must try to predict his moves, and follow him. You are a bit faster than him, but he can juke you good. After you got him go get your 7th firefly, and pat yourself on the back since you were Going for Broke. The end!

\*-----\*

L E G A L S T U F F

\*-----\*

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quote - coming when walkthrough is finished!

-EOF-

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