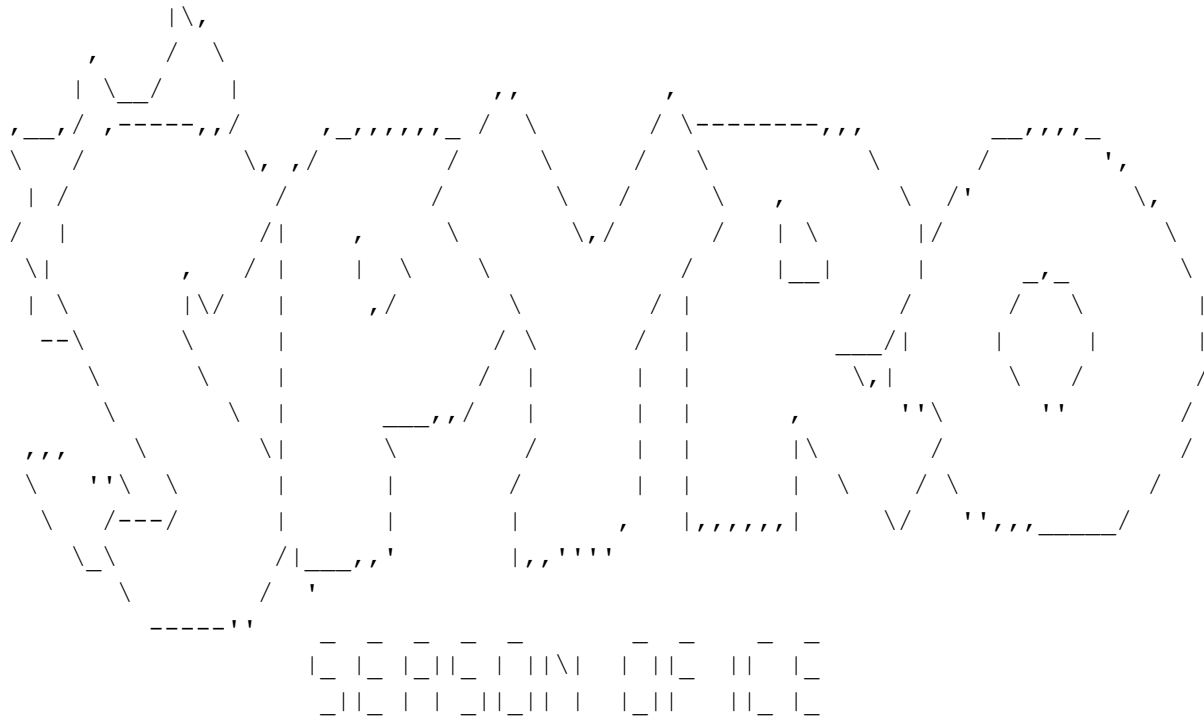


Spyro: Season of Ice FAQ/Walkthrough

by dark52

Updated to v1.0 on Jun 6, 2017

| This guide has a 61.76% GameFAQs approval rating. |
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| 21 Yes / 13 No | (04/06/2017)
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Version : 1.0
Type : Walkthrough/FAQ
Game : Spyro: Season of Ice - (GBA) - European Version
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v1.0 - 1/9/04

Completed work on the guide today. Also submitted it to GameFAQs too. There may be some slight things to work out with the guide in the future, but as far as I can tell this is the first and only version of the guide as there was little point in submitting a half-done version of the guide for a game that's been out for around four years now.

Now I only have one game in the Spyro series left to write a guide for, Season of Flame, and then I become the first and only person, so far, to do so on GameFAQs.

-----[02 - Introduction]-----

This guide for 'Spyro: Season of Ice' on the GameBoy Advance, is written by me, dark52, and is here to help anyone who is stuck on any part of the game.

While it isn't exactly the most prompt of guides ever written, it should still be helpful to those of you playing the game out there. I hope that this guide will help out at least one person to complete the game and it'll have been worth it, well almost.

Anyway, the guide here will walk you through each and every one of the levels in this game and attempt to help out with locating and collecting all of the 100 fairies trapped in their icy tombs.

-----[03 - Gameplay Basics]-----

Spyro: Season of Ice is the first Spyro game to appear on the GBA. The first Spyro game to be made by a developer other than Spyro's creators Insomniac Games, Digital Eclipse have done a decent enough job on this game to make it playable and replayable.

Season of Ice takes you, as Spyro, to the Fairy Realms in order to save them from an evil menace. Set shortly after Year of the Dragon, Season of Ice continues with a slightly linked story but really it's not the greatest story you'll have ever encountered.

The Story

Here's the official word on the story from the SpyroTheDragon.com website:

After the defeat of the Sorceress, many of her old Rhynoc minions were left out of work or had to take less-than-ideal day jobs. None more so than Grendor, the Rhynoc librarian at the Grand Central Dragon Realms library. A small, meek figure, Grendor never made the cut into the Rhynoc army and desperately longed for a career change.

One day, Bianca spent a few hours in the library researching ideal vacation spots for a trip she was planning for Spyro, Hunter and herself. With all the travel books, Bianca mistakenly left the Sorceress' Spell book behind. Finding the book, Grendor was inspired by an ingenious plan. Flipping through the pages, he found himself a transformation spell to change his meager frame into

a towering mass of muscle and brainpower! Wasting no more time, he read the spell aloud; too hasty even to notice the book was turned upside down. Grendor wound up with bulk and brainpower all right, but in the form of two heads, and a migraine in both of his thick skulls.

And here's my description of the opening part to the game...

The camera zooms in to see Spyro, Hunter and Bianca relaxing on a beach somewhere, probably Dragon Shores, when Hunter suddenly sees something in the sky. He thinks it's a flying sheep saucer but Spyro recognises it as a balloon. Bianca catches it and reads the note attached to it. The note is from Zoe and reads: 'Dear Spyro, I'm using every last drop of my magic to send you this message. Someone has cast a powerful spell over the Fairy World and, freezing fairies in Ice Crystals. And we can't get out! Now, the Rhynocs are back and collecting fairies one by one. I wish I knew what they were up to. Please come back before it's too late.' Spyro decides to go help the fairies and Bianca says she'll go off and check her spell book for something to help.

Hunter mentions that she hasn't been carrying the Spell Book for a few days which is news to Bianca but she finds out that she no longer has it on her. She realises that she must have left it in the library when she got the travel book for their vacation. As she sets off to find her book, Hunter, Spyro and Sparx head off to help the fairies.

The Controls

Spyro the Dragon
A Jump. Press again when in the air to glide. Press again whilst in glide to hover and end the glide.
B Flame
R Charge
Start Bring up the start menu
Select Open the Atlas

===
Gems
===

Gems are once again the currency of the world, and once again you'll be needing to collect it all to get 100% completion.

Gem Colour	Gem Value
Red	1
Green	2
Purple	5
Yellow	10

Gems are in the same places as usual. In flammable baskets, chargeable vases, locked chests, inside Rhynocs and just lying around on the ground.

====
Sparx
====

And as usual Sparx is Spyro's health meter.

Sparx Colour Hits Left

Yellow 4
Blue 3
Green 2
None 1

To regain Sparx's health just flame a small animal such as a sheep that will give out a butterfly. Each butterfly will regain one health point.

Progress Saving

Strangely enough, for a world filled entirely with fairies, there are no progress saving fairies in the whole game. None. So every time you die, you'll be taken all the way back to the start of the level and have to redo everything except collecting gems and freeing fairies.

Well, that's enough of that then. On to the walkthrough, getting started with Autumn Fairy Home.

-----[04 - Walkthrough]-----

Part 1 - Autumn Fairy Home

Autumn Fairy Home 500 Gems - 5 Fairies

You start out in a pretty random place after the beginning sequence of speech ends. With no real explanation of where you are apart from being in the Fairy Realms, you begin.

Move forwards a bit straight up to the right and you will come across a strange blue crystal on the ground. Flame it.

Fairy 001/100 Gabrielle
Once you flame a fairy they are then counted as found. And this first one will start off your collection.
Colour: Blue

She'll inform you about the Rhynocs being back. Yeah like you hadn't heard that already. Just to the right of the mushroom towers is a platform which holds several gems and the portal to Mermaid Coast. Again not in there yet as doing so would mean redoing all of the pumpkins from scratch.

Well move along now over to the right and down. Follow this path along until you get to a small blue bottle with a butterfly in. This is a new life for you, so flame or charge the bottle and Sparx will eat up the life, however unlike previous games the life giving butterflies in this game won't bring Sparx all the way back up to full health as well.

Just a bit further along from the life is an orange grinning pumpkin on the floor. In each level of the game (aside from the Speedway, Sparx and boss levels) there will be eight things in to flame or activate in some way or other in order to free a fairy. All of them when activated will make the exact same

sound so you can recognise them as being what they are. In this level it's pumpkins. So flame this one and be on your way.

Continue around the edge of the level until you reach Bianca who is standing next to a closed portal. She'll tell you to rescue more fairies to open it. To see exactly how many fairies you need to open it, simply walk close to it. In this case, you'll need 20 fairies in order to unlock the portal to the Winter Fairy Home.

Back out of here and continue along to the left until you meet up with Hunter. He'll tell you all about the joys of charging.

Further along the edge of the level again, working your way around to a second pumpkin over in the top left-hand corner of the whole level. As well as that, jump up onto the platform here and flame the third pumpkin that should be obvious to see down near the front of it. Up the top here is the portal to the Stone Age Speedway. You'll need to have collected 14 fairies before you can go through into it though. Once again back down and round along the edges and talk to Moneybags here. He'll offer to open up the Sparx level for you for a small sum of 400 gems, slightly less than the full total of gems you can collect in the level, but it is unlikely you have collected enough just yet so just move along for now. Further along the edge here, now going to the left, you should come across a fourth pumpkin to flame.

Head along and down a little to find the fifth pumpkin to flame. Now run down to the south-east and you will run into a frozen fairy right in the middle of the area.

Fairy 002/100 Tori

She'll start yabbering on about meeting up with Gabrielle, nothing interesting as usual.

Colour: Green

Head back to the edge of the level where you were and slightly further along and you'll find the portal to Market Mesa. You'll need to have twelve fairies to open it up though so walk on by. Just past here jump up onto the platform and flame the sixth pumpkin of the level. Also go talk to Hunter up here. He'll give you the usual lesson in jumping and gliding. Follow him to the first place he lands and flame the fairy there.

Fairy 003/100 Summer

Just sitting there she'll talk all about looking into the distance. Interesting stuff.

Colour: Yellow

Head up into the area north of her and collect all of the gems here. As well as that, you'll find the seventh pumpkin of the level. Flame it and head back to follow where Hunter finished up after the jump. He'll now tell you to make a really long jump, but just ignore him again and go up north to collect the few gems on this platform before jumping after him.

Fairy 004/100 Autumn

Once you land where Hunter is, flame the trapped fairy there to get her out.

Colour: Yellow

Now back all the way to the start of that jumping session and carry on around the edge of the level, now going south. As you do so you'll find the entrance to the level Lava Prairie, this one should currently be open already, but there's no need to go into it just yet, you've got the rest of the level to complete first!

A little past this portal is a platform with a few gems on, collect them and then head south to find the eighth and final pumpkin of the level.

Fairy 005/100 Grace

Teleported all the way back up to the top of the level, flame the fairy in front of you now.

Colour: Yellow

Now carry on round until you get to where you started off the level to finish off your collection of gems.

Lava Prairie 300 Gems - 6 Fairies

While Market Mesa is first on the list in the Atlas, it is unreachable currently so head on through to Lava Prairie, located over in the north-west corner of the main area. While you could do either of two other levels as well as this one at the moment, it's your choice really but I'm going with this one first.

Prepare for a rather pointlessly long entrance picture of Spyro flying between the levels as for some reason they decided to make the same thing as was done on the PlayStation, but do have the gems go out of Spyro almost one by one rather than all at once. Slow, and when you have no gems the loading of a level is a lot faster proving it's pointless.

Well, finally on with the level now. Lava Prairie, as the name suggests, is a lava level, filled with lava surprisingly. While if you fell off the side in the previous level you were saved, here you'll die right off. You will struggle a bit with a large jump up into the air, but you can't glide from it and the distance it gives is poor so it is rather dangerous to fall into the lava.

Head down to the right and flame the Rhynoc there. Collect the gems around here and head down to the left. Here you'll see a small pink flower on the ground. Much like those pumpkins in the first level, this is one of eight. Flame it. Now go down to the left or right and walk over to Bonky to have a talk about helping him with some pterodactyls. This is a challenge for throughout the level here so you'll be needing topay attention to him.

Down again and flame the green cactus bomb over onto the geyser that the pterodactyl just happens to be flying over. That's the first one down. Just down and to the left of here now and you'll find a frozen fairy right in the corner.

Fairy 006/100 Suzan

Flame her free and she'll talk all about some fairies hiding flammable objects, and surprise surprise it's those flowers and pumpkins you've been destroying! Woohoo!

Colour: Green

Indeed. To the south now where you'll find both a Rhynoc and another one of the pink flowers to flame. That's the second one now. Back up to the northeast now and talk to Trog who'll tell you to kill all of the Rhynocs in the level. Up on the platform behind Trog is a Rhynoc throwing rocks, so be careful when you approach to flame him. Go right up to the top of this platform, and if you look to the left a bit you'll see a locked chest which you currently don't have the

key for so ignore it but remember it's location.

Down to the ground level again and right at the base of the platform is the third of the pink flowers and just past that is another cactus bomb. Flame it over to a pterodactyl even further south and then go back and use it again on a third one even further along the path south. Now off up to the northeast of the area with the cactus bomb in. Along here head as far north until you reach the fourth of the pink flowers. Then head back down south along the other side of the pathway and up onto the platform there. All the way up to the top of this platform and you'll find both a key and a fairy.

Fairy 007/100 Michelle

You're the GREATEST Spyro!

Colour: Yellow

He sure is. Once you're back down to ground level you'll notice a pterodactyl flying around near here. Head directly south of it until you find the cactus bomb to take to the geyser.

Fairy 008/100 Ali

That was the last of the pterodactyls and Bonky will now give you a crazy looking rock he found plugging up the geysers earlier. Strange coincidence that it's a fairy eh? No speech this time though, not even a thankyou from her.

Colour: Blue

Since you're back near the start now, head on down through the level and then go up onto the first platform you get to. Remember the locked chest? Well jump down to it now and open it with the key you found near Michelle. Go back to where you found the cactus bomb for that last pterodactyl, and to the southwest of it you'll find yourself another one of those pink flowers to flame. Now head around to the southeast now and there's another Rhynoc and the sixth flower as well.

Now back round to the place where you killed two pterodactyls with the same cactus bomb. Go south here and then to the right and up the platform.

Fairy 009/100 Melissa

Right at the top you'll find this fairy frozen in her crystal.

Colour: Yellow

Drop back down to the ground again and go to the southeast now, here is the seventh flower to flame. Now to the west and kill the Rhynoc you meet on the way. Up onto the big platform here, kill the several rock throwing Rhynocs and collect the gems too. Back to the ground level once again and head over to the west where you'll find the last of the flowers.

Fairy 010/100 Cassandra

She'll talk about thanking you and about how the cacti were getting kind of prickly. Interesting.

Colour: Yellow

Turn around now and kill that last Rhynoc nearby.

Fairy 011/100 Rhonda

Once you flame the fairy given to you by Fang, a portal back to the Autumn Fairy Home will appear.

Colour: Yellow

By now you should have collected all of the gems in the level so you should now use this portal if you do have them. If not you're going to have to go around

and search the level for those last few gems.

Mermaid Coast 300 Gems - 6 Fairies

The portal to Mermaid Coast is located up on the platform behind the mushroom castle near the start of the level. This portal has always been open, so should still be.

Mermaid Coast is a level designed to look like a beach throughout, and as you might have guessed from the name, mermaids live here. Whatever you do, don't go into the water as it'll drown you straight away.

Go talk to Steffi who is sitting down just in front of where you start. She'll tell you to get rid of the Rhynocs in the level. Completion of this task will get you a fairy. Just to the south in this first area, and you'll find a sandcastle to flame and a locked chest. Go up and to the right a bit and you'll find a second sandcastle. Explore the rest of this area to get the gems, then head along the wooden bridge near to that second sandcastle.

Over here, talk to Stanley, who'll talk about flaming some lighthouses for him. Whatever. Go over the bridge behind him and get all the way up to the top of the platform. Flame the lighthouse so that it glows, and jump down to the right to get to the third of the eight sandcastles. Just a bit to the northeast now and jump over the water.

Fairy 012/100 Kathy

Right over here you'll find this fairy all frozen up, ready for a melting.

Colour: Blue

Also of note on this island; the fourth sandcastle and the second lighthouse. Flame 'em both. Jump back to mainland as soon as that's done though. Go along over the bridge on the southeast side of this place and go all the way along the righthand side to the bottom where you'll find the fifth sandcastle, a key and...

Fairy 013/100 Nadia

..this fairy, just sitting there. Flame and go.

Colour: Green

Don't try to jump onto the land nearby, you won't reach it. Carry on around here and work your way through until you reach back to where Stanley was. Now that you've got the key though, head back along the bridge to the start of the level and go down to where the locked chest is. to open it up. Once that's done. Go over the bridge to the south of Stanley.

Go up to the top of this area to find the sixth sandcastle, then back down and along the south part. Up and onto the platform along here and flame the third lighthouse. Now off here again and back to ground. Go along to the west and flame the seventh sandcastle. Over the bridge and follow the path to the end.

Fairy 014/100 Amy

Sitting right there at the end, is Amy.

Colour: Yellow

Jump over to the right and flame the Rhynoc. Time for lighthouse number four. Along over the bridge back down on the ground and flame that eight sandcastle.

Fairy 015/100 Christine

As soon as the sandcastle is gone, the crystal will appear right where you are.
Flame it to collect her.

Colour: Yellow

Collect the gems here and then go along the bridge to the south. Up onto the platform and kill the final two Rhynocs here.

Fairy 016/100 Anna

As soon as the last one falls, you'll be teleported up to the top and the portal back to Autumn Fairy Home will appear as well as this fairy.

Colour: Blue

Grab the last few gems here, then flame the fifth and final lighthouse.

Fairy 017/100 Rachel

Stanley and Stacey will give you the fairy right away, you'll be teleported to where they are though.

Colour: Green

And that's the full completion racket for this level, so head on back home again.

Market Mesa 300 Gems - 6 Fairies

Found all the way round and up past Lava Prarie, near to the northwestern edge of the main area of the level. After collecting all those fairies, this portal should now be open for you to use.

Market Mesa is a place which is deadly if you fall off the sides. There's no hope for you if you do, so avoid them. Occupied by llamas, this place is kinda weird.

Flame the Rhynoc as it charges at you, then walk over to Luc and talk to him, he's the big green llama. He gives you the 'kill all Rhynocs' challenge for a fairy. Just to the southeast of him, you'll see a short candle. Guess what? Yep. It's the thing to flame. Jump down below the candle and grab the gems as well as flaming that pesky Rhynoc. The locked chest is here too, so remember that for a bit later.

Up and to the right, flame the Rhynoc and then the second candle. Then jump down below you (be careful) and flame the third. Go across to the left and back up again. Up and onto the platform to collect a few gems as well as a few kills. Now, round the corner to the right and flame the charging Rhynoc. Gather the gems here and flame the candle at the end. Jump down into the market area below you and talk to Lucky who'll inform you of a thief who stole an action figure.

Fairy 018/100 Grayson

Now this is difficult. And I'm glad they improved the thief system for their subsequent sequels, however here that matters not. The best way to catch the thief will be to charge around the area after him. You'll obviously need to avoid hitting the stalls if you can. Also know that flaming him doesn't work, so there's no point trying. You will eventually catch him after chasing him for long enough. You just will.

Colour: Yellow

Once you finally manage to get the thief, go up to the right and talk to Lyle. He'll ask you to help him out in ringing some bells. The order to ring them is:

Small, Medium, Large, Small, Medium, Large. Not the most complicated order really. So go down the path to your right and all the way along to the end, careful as there's one of those Rhynocs that just sends you flying at the end of the path, very dangerous. Once you've killed it, jump up to the bell and ring it.

Fairy 019/100 Liz

After (or before, your choice) ringing the bell melt this fairy that was already sitting there next to it.

Colour: Yellow

All the way back along the path again and go to the platform on the left of where Lyle is standing. Up here you'll be wanting to get all of the gems and then go up to where there's a candle to flame, then further up right the way to the top where you should find a key and the medium sized bell. Ring it and go back down along the leftside.

On the first one down you should find another candle. Drop all the way down to the bottom and then go along the path over to the left. Here you'll find the final Rhynoc to kill.

Fairy 020/100 Alice

As soon as that Rhynoc is dead, you'll be taken to see Pierre, who'll give you the fairy and open up the portal to get back home.

Colour: Yellow

All the way back to where you killed the Rhynoc and go a bit to the left.

Fairy 021/100 Lauren

She's just sitting there in an ice crystal.

Colour: Green

Flame the bell at the top as well as the seventh candle. Now head back along the path and then go south to the locked box in order to get the gems out of it. Now look over to the right with the use of the L button, and then glide over to where the gems are. Here, look to the right again and jump over to where the final candle and gem is.

Fairy 022/100 Marta

As soon as the candle lights, you'll be given the ice crystal to melt.

Colour: Yellow

Now back onto the main island and along to flame the three bells again in the right order.

Fairy 023/100 Irene

Once that's done, you'll be taken over to Lyle and he'll give you the crystal.

Colour: Yellow

Level Complete.

Stone Age Speedway 300 Gems - 2 Fairies

Ah. The Speedway. These things are horrible and almost impossible, yet not totally impossible, a lot of practice is needed to get good at them. Located over to the right side of the level, on the platform above where Moneybags is trying to sell you a way into Ant Farm.

Heh, choose Normal when it asks you, and then get ready to play. First to arrive will be a set of rings which you will need to fly through in order to both get extra time and collect their gems. All purple things in normal mode will drop a gem, when they do you'll need to go over to it and grab it before you miss it. After the rings come the bats which you will need to avoid or shoot. The yellow ones will give you an extra second, while the red ones won't do anything to help. Keep tapping A or B to fire repeatedly. Then come some strange wierd flying things, they're mostly gems at the moment though so shoot em all for some gems. You won't make it first time, but on the second go, after these creatures come a load of meteors. You can only shoot the rough looking ones, they will give you a +1 second boost for doing so, avoid the solid ones. Once through that, you'll be fighting a dragon similar to those found in Fireworks Factory of Spyro: Year of the Dragon. You'll need to keep firing at the dragon as much as you can, you'll also probably need a time of at least 10-15 seconds left, depending on how quickly you can fire, although obviously a time left of 36s is very useful.

Fairy 024/100 Sam

As soon as the dragon is dead, you'll be given a fairy, no melting involved.
Colour: Yellow

Now, either go back through Normal to get the last few gems of the level, or go into Hard mode in order to get the next fairy. In Hard mode everything is a little harder to do, things move a little quicker and you start off with less time. It's basically the same though.

Fairy 025/100 Peaseblossom

She'll be given to you once you beat the dragon at the end of Hard mode.
Colour: Yellow

That's another level complete. One more in this world and you can leave it forever!

Ant Farm 200 Gems - 1 Fairy

Very similar level to those found in Year of the Dragon. You control Sparx from a top down view and he has a load of moves including shooting, sliding and charging. Pretty much exactly what Spyro can do really. The portal is found right behind Moneybags, he'll require you to pay him 400 Gems before he'll let Sparx through.

Grab the blue key over on your right and go through the big blue door in the south. And by the way, the blue butterflies heal you. Through this door, shoot the insects attacking and then move around and down to the right. All the way down until you see an ant hill. Fire on it until it explodes. Also destroy the one south of it, then head back up a bit. Go left and into a room with two yellow bugs that will fire at you, kill them first though and grab the gems in here. Back up above where the ant hill was and into the room on the right. Destroy the six ant hills in here and head through the blue door in the bottom righthand corner.

Shoot the ant hill as soon as you get in and then the strange square thing that spawns shooting bugs. Then grab the red key and head out all the way to the red door you met earlier. Grab the gems, and butterflies in here and go back to the large room, go through the red door in the bottom lefthand corner. Shoot the shootey bug. Round the corner and destroy the two shooty bug spawners, they might be quite difficult to destroy with all of the bugs coming out of them, so keep going back round the corner for cover. Grab the green key and back out

into the large room again.

Straight up to the door right above you, destroy the two bug spawners and then go ahead and get that purple key. Now through the final door over in the top righthand corner of the large room. In here, use the shield you got earlier and run into him, keep shooting until your shield is almost gone, then get out of him and then continue your shooting. Run as he attempts to jump onto you, and shoot the little grasshoppers he sends out. Keep shooting until he's dead.

Fairy 026/100 Angela

As soon as he's destroyed you'll get this fairy.

Colour: Blue

That should be all for this level, and this world. So head back to Autumn Fairy Homes and go around the level until you get to Bianca in the southeastern corner. Talk to her and she'll take you through to Winter Fairy Home, as you're going through the portal Grendor will finally appear on screen and announce what's wrong with him, you won't have to fight him though.

Part 2 - Winter Fairy Home

Winter Fariy Home 300 Gems - 5 Fairies

Time to feel safe again. There's nothing that can kill you in this level as the fairies will save you if you go over the edge. This is the second homeworld of the Fairy Realms. Winter. Cold as you might imagine.

Go down to the right and flame the ice crystal on the ground, you guessed it, this is the first of eight. Go down to the left as soon as you can and flame the second ice crystal here, just a little bit further and...

Fairy 027/100 Fiona

...you'll come across this frozen fairy.

Colour: Blue

Down and round to the left again until you reach the place above where Moneybags is standing. Here you should see the third of the ice crystals to melt. Jump down and get the gems around Moneybags. Don't pay him just yet as that'll send you into the level, and then you'd have to reflare all those ice crystals. Now, go up and round to the right, going down when you can. Here you should meet up with Bianca who is standing next to a portal which will eventually take you to the Spring Fairy Home. Also melt ice crystal number four.

Back up again, and just to the right of the end of the path is another fairy stuck in ice.

Fairy 028/100 Christy

Melt her then.

Colour: Yellow

Down a little past her, and you should find yourself an extra life in a bottle. Now up to the right and continue along the edge until you reach another ice crystal. Melt it. Three to go. Keep going around the edges collecting gems until you get to where Christy was again. Jump up onto the platform behind her and grab all the gems around here and up on the next level. In the middle of

this area you should find yourself Fairy #29.

Fairy 029/100 Britney

She's stuck in the ice, aren't you gonna help her?

Colour: Yellow

Traverse your way over to a top righthand corner of the area where there's the sixth of the ice crystals and the 30th of the fairies.

Fairy 030/100 Sung

As usual, melt away.

Colour: Blue

Up onto the platform north of here, and grab all them lovely gems. Now go around the top edge of the level again and head west until you reach a place with some mushroom towers joined together with the seventh of the ice crystals at the bottom. Melt it! Then up onto the platform behind. At the far left side of this platform will you find the final ice crystal to melt, but before you do, collect the last few gems up here then melt it.

Fairy 031/100 Cindy

Teleported quite a distance, you'll need to melt her.

Colour: Green

And that should be that for this level. All fairies freed and all gems collected. Move along now, nothing to see here.

Hummingbird Fort 400 Gems - 6 Fairies

Located back where you got that last ice crystal, right up the top of the platform.

This level has a really strange backing to it, it's leaves and at first seems like it's solid, but it isn't so don't go jumping into it, you'll die right off.

Walk along to the left a bit and talk to Cpl. Elise, he'll give you the usual challenge of getting rid of all the Rhynocs from the level. A bit further along and you'll find a locked chest for use later. Glide over to the platform just to the north, and climb up the steps to where there's a weird circle on the floor, flame it. The first of the eight is done.

Glide over to the right and flame that Rhynoc, grab all the gems here and talk to Cpl. Marie. She'll tell you to help free six hummingbirds trapped in caves, much like they were in Year of the Dragon. Jump to the right and onto the tree trunks then go back once you've got the gems. Along over the bridge here and charge into the first of the cages, but watch out for the rebound. Then go a bit to the left and flame the second of the campfires

Jump onto the tree trunk in front of you, and then onto the platform to the northeast. Flame the Rhynoc. Grab all the gems on this platform and jump over to the platform north of you.

Over to the righthand side is another one of those campfires to flame. Go up to the top of the platform here and flame the Rhynoc shooting at you. Also charge into the bird cage on the way up.

Fairy 032/100 Julie

Up at the top you'll find this little one.

Colour: Blue

Go down and to the left, along here gather the gems then jump over to the left again. Kill the Rhynocs and then jump to the left yet again.

Fairy 033/100 Samantha

Just sitting there waiting for you to melt her.

Colour: Yellow

Yep, one more jump to a platform over on the left. Here's the third bird cage and the fourth of the campfires. Back to the previous platform and go along to the other end. Jump onto the island just off it. Work your way along here, free the bird and flame the fire. Also grab the key right at the end. Jump to the platform south-east of you and flame the Rhynoc who was attempting to shoot at you. Onto the tree trunk and then onto another large platform.

Here you'll find another bird cage, the sixth campfire and a frozen fairy up the top.

Fairy 034/100 Marissa

Just your usual backchat from these ungrateful fairies. Disgraceful.

Colour: Green

Along over the bridge and then onto the platform south-east of here. Go along to the end and flame the seventh of the campfires, then off to a platform on the righthand side of where you landed. Flame the Rhynoc to claim the last in the level.

Fairy 035/100 Candace

Cpl. Renee will give you the fairy.

Colour: Green

Down the steps and jump over to the right. The final campfire is here.

Fairy 036/100 Kiki

Once flamed, the frozen fairy will appear next to you.

Colour: Blue

Along past it now and over to the island you were on with that last Rhynoc. Don't charge the cage just yet though. Glide over to some gems on a small island just north of it and then charge into the last cage.

Fairy 037/100 Coco

Once that's done, Cpl. Marie will give you the fairy.

Colour: Yellow

Now head back towards the exit portal and jump over onto the tree trunk on the left, then down to the place where you started the level, along a bit and you'll reach the locked chest to get the final few gems of the level.

Panda Gardens 300 Gems - 6 Fairies

Located in the top righthand corner of the map, this level sees a return for a few characters from Bamboo Terrace in Year of the Dragon, by name only really as they didn't exactly have a personality other than being pandas. The level features instant death drowning, so don't go off the edge, people.

Walk along to the right and talk to Ling who'll give you the usual 'kill all Rhynocs' challenge for the level. Like you wouldn't anyway. Then go to the right and flame the light there, as well as the jumping Rhynoc. Turn around and go the other way now. Follow this main path along until you can go left. Follow it around to the left, up onto the platform here and collect and flame all you need to until everything is gone. Back down to below the platform and talk to Song.

Fairy 038/100 Jennie

D'oh! Another thief. This one seems a little easier though, just avoid the edges.

Colour: Green

Over to the right of this area you'll find the second of the eight lanterns to flame. Back up onto the platform and to the far right corner of the blue part, glide over to another blue platform on your right. Third lantern here as well as a locked chest. Glide back to the mainland again.

Over the bridge in the bottom right corner and around to the right where you should find the fourth lantern. Go round and down to the left now and at the end here you'll find the fifth of those lanterns. Back down the path again and round to where number six is waiting to be flamed.

Down past here and up onto the platform where you'll meet up with Yan who'll tell you to charge the Mystery Vase (argh! I hate those things!) and keep following around charging it until his friend comes out. So just charge it now, it'll show you where it has gone to, but you won't really need to pay much attention until it starts going where you've already been.

Anyway, over to the left you should find yourself in the company of the seventh lantern. Carry on left and then down to where the eighth and final lantern is situated.

Fairy 039/100 Charlotte

Teleported back to the seventh lantern, the frozen fairy will appear there.

Colour: Green

Glide over to the left, make sure to land on the platform here to grab both a key and a fairy.

Fairy 040/100 Oi

The strangest name for any of the fairies I'd have to say. No contest really.

Colour: Yellow

Jump down and onto the greenness below, then over to a smaller island and then finally back to the mainland where you were much earlier. Head off to get the gems out of the locked chest now. Once gotten, glide back to mainland and walk along the edge going south. When you see a platform off below you with a few gems on, glide over to it. The final Rhynocs are around here so flame 'em all!

Fairy 041/100 Steffi

Once that last Rhynoc falls, Ping will give you the fairy.

Colour: Yellow

Now head back to where you just were and up to the top of the platform.

Fairy 042/100 Natalie

Right at the top, is this fairy.

Colour: Yellow

Now charge into the Mystery Vase. Head to where it shows you where the vase has gone to now, repeat until you get back to where it started.

Fairy 043/100 Doodle

As soon as he pops out of the vase, Yan will give you his fairy.

Colour: Blue

And that is that. Panda Gardens completed.

Honey Marsh 300 Gems - 6 Fairies

Strangely, there's a level with the exact same name in Enter the Dragonfly. This place is located in the south-east corner of the homeworld. And again, any falling off the side will result in insta-death.

There's no-one to talk to on this first island, so glide off upwards to another platform there. Along a it to the left you'll find the Professor, he'll tell you indirectly to kill all of the Rhynocs in the level. Jump up onto the platform on the left and while you're up there melt the weird looking plant, yep, the first of eight. Back down again and go past where the Professor is standing. Jump over to the platform at the end.

Once this place is clear, over to the right again. Clear this platform again, flaming the second of the plants, then move along over to another platform on the right at the end. Go along here and up onto the platform.

Fairy 044/100 Yaya

And right at the top, you shall find this frozen fairy.

Colour: Blue

Back down to ground level, and carry on along the main path, right at the end you should find the third plant to melt. Jump off to the right and onto another platform. Right at the top of this place just to the right of where you land, you should find the key to that locked chest you found right at the start of the level. Clear this island and jump down and to the left in order to get to yet another platform. And right at the other end of this place is the fourth of the plants.

Go back a little way so that you can glide over to the right and actually land on a platform rather than hitting the side and being killed. Here is flower number five, and right in the corner, a fairy.

Fairy 045/100 Letty

Flame the crystal.

Colour: Yellow

Off to the left now. Nothing special on this place, so just grab the gems and flame the Rhynoc and move along to the next one. Up the top on this place is the sixth flower. Glide over to the platform directly on the left of this place and grab the gems, then off to the platform north-east of you. Get up to the top here and glide over to the right again.

Finally, we're onto the main platform of the level. Go up to the left and up the platform and you should find both a large flower and a frozen fairy.

Fairy 046/100 Chu Chu

Yep, and again another fairy thanks you.

Colour: Green

Go round the edge of this platform clockwise, and you should find the seventh plant. Carry on down here until you reach the Professor. He'll tell you about some bees and his time machine. To achieve what he asks, go over to the left and up to the beehive there. Flame it and as the bees come out, charge away towards the nearby flower. As long as the bees follow you to the flower, all is well and there's just another three to go. Go down to the large lake of honey, and follow the path to the one going left. Flame the hive at the end of it and lure the bee to the flower up next to the fairy you freed earlier. Rather difficult, but if you manage to get up to the gray step it should fly into the flower. You should also find the last of the Rhynocs around here.

Fairy 047/100 Karen

The Professor will give you the frozen fairy.

Colour: Green

Now follow the path of honey back again and then go along the other one going down to get to the third of the hives. Plainly the flower is directly south of the beehive. Now back to the honey lake and follow the final path to a beehive. The flower is directly west of the hive.

Fairy 048/100 Kristen

As soon as the bee goes into the hive, you'll see a short scene involving the Professor's time machine, and the frozen fairy will appear next to you.

Colour: Yellow

Now that that's done, head back up to where that last beehive was and melt the final flower.

Fairy 049/100 Rhiannon

As soon as it melts, you'll be taken over to the location of one of the previous flowers.

Colour: Yellow

Glide down to the left and go all the way along to the other end, glide over to the platform you first started on and open up that locked chest to get those last gems. And it's goodnight from Honey Marsh.

Ice Age Speedway 300 Gems - 2 Fairies

Found over to the east of where you come out of Honey Marsh. It's the second speedway of the game, only two more after this one.

As before, the first time you go through you should be aiming to collect all the gems rather than complete it as there just aren't enough bonuses to pull you through to the end. First come a load of bats, you should know by now that the yellow ones will give you +1, the red ones nothing and the purple ones will give you gems. After the bats are some flying bear things, the purple ones will give you gems. After that come the rings, and after those come some of those draclets from Crystal Glacier in Spyro 2 on the PlayStation. The purple ones again drop gems, while the yellow ones give you +1, the blue ones do nothing again. Finally after them come the two snow-white dragons. Quite easy to kill this time, just keep shooting and avoid them as they get close.

Fairy 050/100 Liora

Once you kill both of them, you'll be given the fairy, no need to melt it even.

Colour: Yellow

Now onto Hard mode. Slightly harder as you might expect. No gems though, so repeat Normal mode if you need to get any.

Fairy 051/100 Naomi

Once completed, you'll get it.

Colour: Yellow

Ahh, all done. Exit and proceed over to Moneybags.

Wasp City 200 Gems - 1 Fairy

As before, Moneybags is demanding a nice sum of 600 gems to get into the level. Pay him and be done with it.

These levels aren't quite as different in enemy variations as they were in Year of the Dragon where you got a new set of creatures to destroy for each level, here they're all the same. Ah well.

As soon as you arrive, go up around the corner and shoot the bug. Then go up some more and shoot a couple of ants. Carry on up till you destroy an anthill, then go back down and to the left instead of up. Shoot another two anthills in here then charge down past a protected one. Shoot like crazy killing the bugs here then go down to the left and kill another anthill. Grab the blue key.

Head back up and through the blue door. Destroy three anthills in here and then go round the corner to get the red key. Out again and through the red door which is located out near the start of the level and up to the right. Destroy the shooty bug spawner and go down to the right. Destroy the two anthills and grab the green key. Now off through the green door.

Work your way through here shooting all the things, until you get the purple key. Once you get it, head back out all the way, don't go through the door right here just yet. Now go through the other purple door, but on the way there, destroy the anthill which is now available to destroy. Once you get the gems, head back to the other purple door and go through.

Use that shield you just picked up and shoot repeatedly at the big bee. As it runs out, head over and grab the butterfly in the room. Use it when you can see the bee as it will hurt him a lot. Then just keep shooting at it and the little bees until it explodes.

Fairy 052/100 Jody

Right as it explodes, the fairy will appear for you.

Colour: Blue

Grab any last gems in this room and fly over the portal back to Winter Fairy Home.

With the whole world completed, it's time to go see Bianca. She's waiting by the portal to Spring Fairy Home. Go talk to her.

Strangely you don't actually end up in Spring Fairy Home, instead you end up here.

Grendor's Lair 2 Fairies

You'll only be able to get just the one at the moment though. It's a big boss fight here. Jump into the middle of the arena to begin. Keep circling him as he fires those fires at you. Wait until there's enough gone for you to charge into him. Then as he jumps up, avoid his shadow as he will soon be crashing down again. Repeat another four times (five hits in total) and he'll start exploding.

Fairy 053/100 Lisa

He'll then dissapear and leave behind this fairy for you to melt.

Colour: Green

Bianca will tell you to round up the last 47 fairies. Now go through the portal over on the northwestern side of the level, through to Spring Fairy Home.

Part 3 - Spring Fairy Home

Spring Fairy Home 300 Gems - 5 Fairies

The penultimate world of the game, just the Summer Fairy Home to go after this one. But for now, appreciate this for what it is. The fairies will once again save you if you go over the edge in this level so don't worry about that too much.

Go down to the left and flame the first of the eight flowers on the ground here. Go round the next area anti-clockwise, and down the steps to the second plant. Continue along this side of the level and go around until you get to a part that goes off to the south-west. Along the path you should find the third flower. Continue past and talk to Bianca who'll tell you to collect yet more fairies in order to open up the portal to the Summer Fairy Home. Go to the other end of this area where you should find both the fourth flower and the 54th fairy.

Fairy 054/100 Heidi

Ungrateful little...

Colour: Green

Anyway, back along the path that brought you here and continue your journey anti-clockwise. Continue along past Moneybags who's guarding the portal to Caterpillar Gardens, don't pay him until you want to go in. Continue up past him a bit further until you reach a place with a frozen fairy up top.

Fairy 055/100 Judy

She'll warn you about the big bad Grendor. Bit late for that.

Colour: Yellow

And on past here to where you'll find the fifth of those orange flowers. Continue along further until you reach another platform. Go up and to the right. As you do you'll get to flame number sixth.

Fairy 056/100 Merriweather

Over to the right is this little one.

Colour: Green

Now over to the left, and just below the Time Machine Lab portal is the next fairy.

Fairy 057/100 Tessa

Melt away.

Colour: Blue

Directly south of the fairy is the seventh of the flowers. And once again, directly south and to the right a bit, is the last one.

Fairy 058/100 Cassie

Teleported away to where a previous flower was, you'll need to free her from the crystal.

Colour: Yellow

And that's a wrap. Go on home people, or more precisely, to the Time Machine Lab! If you've managed to keep up with the walkthrough and have all 58 fairies, you will be able to access the lab, if not you'll have to wait until you have the 58 required which can be gotten from any of the other levels in the world that are currently open for you, including Roman City for example, but for this walkthrough it's on to the Time Machine Lab.

Time Machine Lab 400 Gems - 6 Fairies

Located in the top lefthand corner of the level, up near to where Tessa was. It's another level with the one fall kill routine, so no falling or being knocked off the edge. OK?

Go forwards a bit and talk to the Professor. He'll tell you to clear his lab of Rhynocs. Up onto the platform behind him and charge into the robot Rhynoc, flaming won't work against these guys. Now go back along to the other end of this current island and then back again to glide over straight up.

Here you will find a couple of Rhynocs and a pencil on the ground, flame the pencil, it's the first of eight. And glide upwards again. Go up the platform, working your way right up to the top. Grab the key on your way. On the purple bit, go over the titanium spork (you'll need it for a challenge that you've yet to be given) and flame the second pencil.

Fairy 059/100 Cookie

Down to the left is where you'll find her.

Colour: Yellow

Glide over to the right from the very top and land on a platform. Here you'll find the third pencil to flame right up at the top, a second and third spork and the fourth pencil too. Jump down to the bottom level here and grab these gems. Over to the left now and onto a platform with yet more gems on. At the other end of this thing, glide to the right. Up the top of the platform you can reach on here, then glide over to the other one.

Fairy 060/100 Deborah

Just needs a flaming.

Colour: Yellow

Go down to the bottom left of this current island and glide off to the southwest, at the end of this island is the fifth pencil. Now try and glide over to the right from the nearest point to it, which is basically near to where you first landed on the island. Up the top flame the pencil and then head back to that previous island.

Glide off to the bottom left now, and go round this small island and round up

onto one over to the top left. Up the top here you should find the sixth pencil. Now off to the bottom left and glide over again. Go up the platform and talk to the Professor. He'll tell you about his six missing Titanium Sporks, you should already have four of them and the fifth is right next to him. Glide over to the left again and open up the locked chest.

Over to the right and glide a bit further. Go along here until you get to the sixth and final Spork.

Fairy 061/100 Gladys

As soon as you pick it up, you're taken back to the Professor and he'll give you the fairy.

Colour: Blue

Move along back to where you were when you got that last Spork. Up the top here and you'll find a fairy.

Fairy 062/100 Maggie

Thus proving that the colour of the fairy denotes what type it is. As she says she's a Winter Fairy, in the Spring Fairy Home world, therefore fairies aren't all in the right place, and her being blue just proves that Winter Fairies are blue and the others are Yellow (Summer), Green (Spring) and Yellow with red hair (Autumn). Simple. Probably anyway.

Colour: Blue

Go over to the left and glide over to the platform here. Grab the gems and kill the final Rhynoc.

Fairy 063/100 Xiang

Hair Tonic eh?

Colour: Yellow

Now all that you need is the final pencil. To get to it, head around the level until you get to a small purple raised part, glide over to the north and to the final pencil.

Fairy 064/100 Hollie

There, that's them all.

Colour: Green

And that's all folks. Apologies if this part of the guide seemed a bit detached and less than informative as I believe I went a rather long way round, plus I really don't like this level. I will probably try to rewrite the whole of the Time Machine Lab part sometime in the future, just not right now.

Roman City 300 Gems - 6 Fairies

Found down near the sea. This level features water which will drown you on touch, so once again avoid falling off the edges.

Grab all the gems on this small island and then glide over to another island west of here. Talk to Tribune Bryan, he'll tell you to help him find Senator Ricci. Glide off to the right now, and up to near where there's a Mystery Vase. Talk to Mayor Leo. He'll tell you to help free Citizen Paddy from the Mystery Vase. Charge into it and it'll teleport off somewhere in the level, you'll find it later on.

Go round to the right and take care of the two Rhynocs that will start charging

at you. Then go up the platform and glide off to the left and land on the ground. Flame the Rhynoc attempting to hit you with some rockets, and then glide over to the left once again. Here go around and up, then back down and along the path. Talk to Councillor Stuart now. He'll tell you about a thief. Ugh.

Fairy 065/100 Kim

This has got to be the worst place to put a thief. Not only are there plenty of things for you to charge into, the water here kills you on contact so you've got pretty much no chance. However,

Type: Autumn

Now, go around this area killing everything you can find, but don't jump over any water just yet. Just above where you end up after catching that thief, is a oil lamp, flame it. Seems a bit late into the level, but this is the first of the eight items to flame.

Go up to the north-west corner of the whole level, here you should find a key, the second oil lamp and a frozen fairy.

Fairy 066/100 Nina

It's right up on the platform here.

Type: Spring

In the south-east corner of this huge area is the third oil lamp.

Fairy 067/100 Jessie

Up the top near an oil lamp.

Type: Winter

Fairy 068/100 Laramie

Gotten after flaming the eight oil lamps.

Type: Summer

Fairy 069/100 Doty

Senator Ricci will give you the fairy once you wipe out the last of the Rhynocs.

Type: Summer

Fairy 070/100 Sarah

As soon as you smash the Mystery Vase for the last time, Mayor Leo will give you the fairy as a reward.

Type: Autumn

That's it. Apologies for the lack of a walkthrough for most of it, I kinda went crazy on this level. Expect a rewrite in a future version.

Twilight Bulb City 400 Gems - 6 Fairies

This level's found over to the top left-hand corner of the map. Again this level sports a nice feature that kills you straight away if you fall off the edge.

Walk over and talk to Zachery. He'll give you a challenge to turn on all the lights in the level. This should be easy. Glide over to the platform over on the left and grab all the gems here before heading north-east. Flame the Rhynoc and that wind turbine thing on the ground, similar in style to a type of chest from the original game, this thing will spin. It's also the first of eight in

the level. Now glide off to the right once you're done with this platform.

Take care of the Rhynoc here and move along to the platform over to the north-west of you. Here head north along it, flame the second wind turbine as you go. Then when you get to the end, turn around and go the other way. Here at the base of the large wooden part, is the third of those wind turbines. Flame it. Then go up onto the wooden platform and flame the Rhynocs on it, right at the top is the fourth wind turbine.

Now glide off to the right and land on top of where you have been previously but couldn't reach. Here flame the switch next to the lightbulb, and melt the frozen fairy.

Fairy 071/100 Sugarplum
The same old tired response again.
Type: Summer

Glide off down to the left and land on a platform as yet unexplored. Grab the key here and flame the switch for the second of the lightbulbs up north. Now head down and round to jump over to another platform west of this one.

Fairy 072/100 Callie
Up the top of a wooden bit here.
Type: Winter

Jump back down and go to the left where the fifth wind turbine is waiting. Head down the other end of this platform and flame the sixth turbine, as well as the third of those lightbulbs up on a platform over on the west-side. Then glide a bit further to the left. Up here you'll find another Rhynoc and the fourth of the lightbulbs. Now head back to the previous platform you were on and then glide to the south.

Clear the platform of gems and Rhynocs, then glide off to the north, stand in the middle of the top of the platform here and glide over to another platform, you'll probably need to use the hover technique to get up to it.

Fairy 073/100 Blue
Right up here's this fairy, all trapped in ice.
Type: Winter

Glide down to the left and work your way round back to where you were before that last glide. Here, go off to the left now. You'll find wind turbine number seven in the corner up north, and then at the other end, glide off southwards.

Fairy 074/100 Syliva
In the bottom right corner of this small island.
Type: Autumn

Off to the left I think now. Then once this place is cleared it's off to the left again. Here you should find both the last wind turbine and lightbulb. Flame the lightbulb first.

Fairy 075/100 Elizabeth
A little mention to Insomniac Games here? Maybe. Whatever it is, flame the fairy after Arlo's little talk.
Type: Summer

It's not too far to the wind turbine from here, so go back there and flame it.

Fairy 076/100 Mab

Teleported away from here, the fairy will be sitting there in front of you.

Type: Spring

From here go to the right, glide to the right and work your way back through the level until you reach the locked chest. Open it and be on your way as that should complete the level for you. 70% of the game is now complete.

Aqua Age Speedway 300 Gems - 2 Fairies

Located right in the middle of the homeworld. The only good thing to say about this level is that it's the second to last one of the game. Mmm.

Same as usual, Normal mode and attempt to collect all the gems you can on the first go through as you'll never make it. The order in which things arrive are: first come the rings, then a set of balloon things (pink does nothing, yellow gives you +1 and blue gives you a gem), next are a set of jellyfish (shoot the small ones circling the larger one, then when they're all dead you can destroy the large one which will give you a gem), then next come a load of crab like things (blue gives you a gem, red nothing and orange +1) which you will need to avoid as they come on screen, then another of those large jellyfish with smaller ones surrounding it, and then finally the last dragon.

Fairy 077/100 Jo

After killing the dragon, Sparx will give you this fairy.

Type: Summer

Then either collect any last gems you need in Normal mode, or move onto the slightly more difficult Hard mode.

Fairy 078/100 Betty

Once you finally kill that end dragon, you get this fairy.

Type: Autumn

All done, exit.

Caterpillar Gardens 200 Gems - 1 Fairy

Located directly behind Moneybags. Pay him the 800 gems he wants and head on in. Same enemies and premise as the last two times. Get on through and defeat the big bad boss.

Having said that, as soon as you exit the first room you meet up with a new enemy. Just destroy its leaf to stop any more coming out. Go round the corner here and into a larger room with several doors. Destroy another of the new enemies, a large bug which requires several shots, and then head up and grab the blue key.

Yep, through that blue of doors. Head up past the protected thing, and destroy the large bug spawner up here. Head back down again past the protected leaf and destroy an anthill south of it. Go along this path, destroy a bug spawner and get the red key.

Through the red door and kill the things in the first room. Head south and destroy a leaf, then east and go all the way through here past several doors and finally grab the green key after a lot of killing. Go back and then through the first green door you find, then to the right and through the next green

door.

Go along here and destroy the leaf and bug spawner as you go, right at the end is the purple key. Head back to the first room full of doors and go through the purple one.

Grab the gem in here and head back to the other previous purple door which will lead you to the final boss fight. Use whatever butterfly power you have on it and then if that runs out grab the red butterfly in here and use that.

Fairy 079/100 Roxie

Once you finally get it to explode, this little fairy will popup.

Type: Winter

And grab any gems you've missed in the level then head on back through to the Spring Fairy Home.

Now that all of the levels in this world are complete, it's time to move on to the final world. Go over and talk to Bianca who will once again open up a portal to the next world, the final world, Summer Fairy Home.

Part 4 - Summer Fairy Home

Summer Fairy Home 300 Gems - 5 Fairies

And now we're onto the final world of the game. The Summer Fairy Home. The usual thing in the home worlds where if you go off the edge it'll bring you back up, even if you don't want it to.

As you arrive in the world, head around this area collecting the gems before going down to the right. As you go, flame the orange flower, shame they ran out of ideas for a new thing to flame here. As you get to the end of this short path, go to the right and follow the edge along and then continue along the edge as it turns to the left.

When you reach it, jump up onto the platform and go all the way up to the top. On the second step up is the second flower to flame. Then right in the middle on the top is a third flower, and all the way to the left is to fourth.

Fairy 080/100 Glinda

And just to the left of that fourth flower, is this 80th fairy.

Type: Spring

Now, go to the furthest point east on this platform, just past the portal to Space Age Speedway, and glide over to the right and land on top of a platform there.

Fairy 081/100 Chi Chi

And almost by coincidence, this fairy is just sitting there on top of the platform.

Type: Winter

Drop down and talk to Bianca. She'll tell you that you need more fairies to get to Grendor. And unlike other Spyro games where you could probably already go and face the boss, here you won't be able to until you get 99 fairies, and the 100th one is inside the level so you'll need to complete everything else before

you can defeat Grendor.

Head along the path to the left and then carry on in the exact same direction along until you meet up with the 82nd fairy.

Fairy 082/100 Penny

At the bottom of a dip.

Type: Autumn

Now along to the left and follow the edge around until you reach the fifth flower. Then follow the edge once more carrying on in the same direction. Go right when you can and grab the few gems here as well as the sixth of the flowers. Continue along to the northeast until you see Moneybags, don't pay him yet, then turn and go down to the right. Now, in this area right next to a tree you should find flower number six.

Fairy 083/100 Merritt

Right in the corner next to Dusty Trails.

Type: Summer

Now, from here head to the southwest and flame the eighth flower as you pass it.

Fairy 084/100 Mellie

As you flame it, you'll be taken off to where the fairy is waiting for you to melt her.

Type: Autumn

And that is that. Full completion of the level. All the fairies and all the gems should be gotten by now.

Dusty Trails 400 Gems - 6 Fairies

Back along to where you found Merritt, the portal is right next to her. And as usual, the water (maybe quicksand?) off the edge will drown you straight away so keep off it.

Head to the left and talk to Sheriff Skip. He'll tell you to clear the level of Rhynocs for him. Go to the right a bit and flame the lamp. The first of eight. Now go along the path behind Skip and then jump across to a second platform with a second lamp on.

Go down along the right and continue along the edge clearing this island of Rhynocs. When you get to it, flame the third lamp and grab the nearby key, then go back a little and up and flame the fourth of the lamps. Now up onto the platform at the top of this island. Right in the middle up the top is the fifth lamp to flame. Once this whole island is clear of gems and Rhynocs, go to the far right side of this high up platform and glide over to another platform that is otherwise unreachable. Flame the Rhynoc and grab the life. Drop down to get some more gems and then go over to the right.

Now, go along the righthand side of the large island again until you get to the first wheel in the ground. Now glide over to the right here. Then jump to the island southwest of you. Grab all the gems on here and go to the part with the Rhynoc on. Flame it and then jump to the island north of here. Over in the far right corner of this island is the sixth lamp.

Fairy 085/100 Sandra

And right up the top of the platform here is this frozen fairy.

Type: Summer

Go to the place where that sixth lamp was and jump to the island south of you. Go along to the other end and once again jump to the southwest. Work your way through this place until you get to Farmer Scott who'll inform you about a thief.

Fairy 086/100 Carrie

The thief in question is located a lot further down the island. He's running about but generally easy to catch. Amazingly I ran straight into him as he ran across the screen. You probably won't be that lucky, but he isn't too hard to catch if you're chasing him.

Type: Winter

Now up onto the set of platforms just to your left and around in the middle you should find lamp number seven. From the very top of this place, glide to the right and try to land on top of the platform with a fairy on.

Fairy 087/100 Flavie

If you can manage to land on it and melt the ice crystal, then this is your reward.

Type: Autumn

Drop down off here and go straight to the southeast. Jump onto the island here and flame the Rhynoc. Jump back and go along the island again all the way to the far end. Go up onto the platform here and go right up as far as you can on the lefthand side. Now glide over to the left and land on the platform there. Up here's a locked chest and a frozen fairy.

Fairy 088/100 Alex

Flame it.

Type: Winter

Jump down off this high platform and grab the gems below it. Glide to the south now and flame the final lamp.

Fairy 089/100 Eileen

Upon flaming the lamp,

Type: Spring

Fairy 090/100 Mariah

On the flaming of the final Rhynoc, you're taken all the way to

Type: Summer

And that should complete the level for you.

Star Park 400 Gems - 6 Fairies

Located at the far left of the level, around about in the middle, but just a bit above.

Go to the left a little and Kranky will talk to you. He tells you to find his friend, and to do that you'll need to kill all the Rhynocs. Behind Kranky is the locked chest of the level, and over to the far left is a snow llama. Flame it. Yep, it's the first of the eight. Go up the platform and talk to Louie. He'll tell you to collect some launch pad pieces, six in total.

Glide to the island over on the left and straight away you'll find the first of those six. At the far end of this island, jump over to the next one north of it. Grab all the gems and go up to the top here, flame the snowball throwing Rhynoc and collect the second of the launch pad pieces. Glide over to the left.

Melt the second snow llama and then go along to the right. Go up onto the high platform and flame the two Rhynocs throwing stuff at you. Glide over to the right now, and land on top of a platform that is unreachable from the ground below it. Up here is the third of the launch pad pieces and the third of the snow llamas. Drop down and grab the gems, then jump off to the left onto another island.

Flame the Rhynocs here and collect all of the gems. Then jump up to the top of the platform and flame the frozen fairy.

Fairy 091/100 Meg

There's nothing to do but melt her.

Type: Winter

Jump down to the left and then across again to another island with just a fairy on.

Fairy 092/100 Ember

Melt the fairy to get it.

Type: Autumn

Go back to the previous island and go along it till you get to the fourth snow llama. Then carry on even further. Here you should find the fifth llama and the fourth launch pad piece. Glide down to the left, then once that's clear, glide to the south. Flame the Rhynoc on this island and then jump over to the right.

Go up the top of the platform here and collect the fifth launch pad piece, the sixth llama and the 93rd fairy.

Fairy 093/100 Gwen

Located right in the middle, all frozen.

Type: Summer

Now onto another island southeast of this one. Before moving on again, make sure to flame the seventh llama. Then once this island's clear, go on to the southeast again. Go down the quitel long path until you get to a rather large open area. Go up to the top here and jump up to get the final launch pad piece.

Fairy 094/100 Tammy

The rocket will now launch, and Louie will give you the fairy to melt.

Type: Winter

Over to the far left of this island you should find both the key, and the final llama to melt.

Fairy 095/100 Agent 10

As soon as you melt it, the fairy will appear quite near to you, so you won't be suddenly back halfway through the level again.

Type: Summer

After that, head all the way over to a place where you can jump over to another island to the east. It's located directly south of where you got Tammy. On this island you should find almost all the remaining gems (still got that chest to open) and the final Rhynoc.

Fairy 096/100 Beany

Oscar will appear over by the portal back to the Summer Fairy Home.

Type: Summer

That's the last of the fairies of this level. Now go up next to the fairy, and glide over to the northeast and land on the island quite far off, you won't be able to see it from standing. Now right in the corner here, jump to the island south of you. Here you should find the locked chest and the final gems inside. Now head on home.

Space Age Speedway 300 Gems - 2 Fairies

At last, the final speedway. Located up north. Same setup as usual, choose Normal mode in order to get a go through collecting the gems, then once you've done that go through again to try to complete it.

The order in which things arrive is as such: First a load of strange flying things, green = nothing, yellow = +1, and blue = gem. Just shoot like crazy at everything, and since they're flying away from you they can't hurt you at all. After them come another bunch of strange things, and like the jellyfish of the previous Speedway, smaller ones surround a larger one, destroy the small ones first. They also tend to hurt you a lot more than the jellyfish did. And next another load of weird creatures, it looks a bit like they're on flying pogo sticks. Anyway, the red ones give you gems, brown ones nothing and yellow ones +1. And then some rings to go through. After that, a load of bi-planes. Green ones nothing, yellow +1 and blue gives you a gem. Avoid them as they get close to you as they do hurt. And finally comes the large very tough dragon. A lot of shooting and about a minute of time should do you well.

Fairy 097/100 Mustardseed

And as soon as you finally destroy the dragon, Sparx will give you this one.

Type: Summer

Now, either go back through again to get the rest of the gems, or go into Hard mode and collect the fairy there. Remember though, Hard mode means it's more difficult, you've got less time.

Fairy 098/100 Micki

Finally, once the dragon is dead in Hard mode. You'll need at least around 30 seconds when you reach the dragon if you've any chance of killing it.

Type: Autumn

Now that's that. And now Exit back to the Summer Fairy Home.

Beetle Burrows 200 Gems - 1 Fairy

Located over behind Moneybags in the middle of the eastside of the homeworld. Pay him the 1000 gems he wants to let you through.

Grab the gems in this room and go along the path shooting bugs as you go, all the way to the other end with the blue key. Go back along the passageway until you reach the blue door to go through now. Go along here shooting the shooty bug and then a large caterpillar followed by a large bug. Go down and follow the path. Charge through the blue door at the end and destroy the two ant hills in here as well as grabbing the red key.

Back out to the main corridor and go through the red door just north of the blue one. Go through the large room straight across to the left and then up to get the green key. Then go back into the large room and destroy the bugs in there, except for the thing spawning the large bugs of course at that's still protected.

Out and through the green door here. Go up here and destroy the ant-hill before going left and up in order to destroy an ant-hill. Then go down the other way to get some gems. After that out into the room on the left which houses both a large caterpillar and the purple key.

All the way back out and through the large purple door. Destroy the large bug spawner by aiming diagonally. South of it is another one to shoot, easier this time though, and just to the right is another one of those strange looking things that does nothing at all except hurt you if you run into it, but it will also release a butterfly when destroyed. Destroy it and the bug spawner behind it. Now go back up and along the path leading northwards. The path ends at a purple door. Guess what's behind it.

That's right the boss. The best butterfly power to have on you when you go in is the shield one as that will protect you for a short time while you pummel it with your normal shots. After that grab the purple butterfly in here and use it while the beetle is on teh screen, then if he's still alive use the red butterfly and throw all the bombs at it until it finally explodes leaving behind a fairy.

Fairy 099/100 Franny

As soon as this fairy is released you get a new ability to warp to any level in the game that you've already visited.

Type: Winter

And that should be that. Collect any last gems you need and head back to the homeworld through the portal that just opened up. Now it's on to the final boss.

Grendor's Lair 2 Fairies

Now's the time to get that second fairy. The last one of the game. Head up a bit and along the path to where Bianca is waiting for you. Now that you have all 99 fairies you can go face Grendor for the final time. Head through the portal

The edges here will now kill you straight away so no falling off please. The level's the same as before in shape so go to the middle where Grendor is waiting for you. An identical battle to before will start. Instead of fire balls they're ice balls. Just circle him till there's an opening for you to charge him. Try to keep him in the middle of the arena when he jumps up, the large shadow means that he's on his way down. Repeat for a total of eight hits to finally destroy him.

Fairy 100/100 Zoe

And once that's all over, you'll get Zoe, the story will wrap up and the credits will roll.

Type: Autumn

Back in the Summer Fairy Home now with 100% of the game completed. There's only one thing left to do now. Remember the Dragonfly X level that needed 100

fairies to get into? Well it's over on the far left and is now open for you to play the bonus game. (Just as a side note, if you go back into Grendor's Lair you can now keep on getting as many extra fairies as you want as for some reason it will give you one each time you go in there, you'll only have to view the end story and then skip the credits to get them!)

Dragonfly X

Moneybags is waiting for you outside the level and will give back all the gems, strange how this is the first game where he's done that without being forced to. (He makes up for it in Enter the Dragonfly by never giving back the gems he takes).

Dragonfly X is a strange little game. There's not much point to it either. If you wait a while it'll show you a demo of it, but it doesn't do very well. Anyway, the point of the game seems to be to destroy the bug in the centre. To do so shoot off enough of the outer shield so that you can get a shot through to destroy it. However it will shoot back if it has a chance. Each time you kill it you get 1000 points, the barriers give you 10 points per and the little bugs that it sends out give you 50. There are several butterflies that appear which will give you special weapons to use.

There's nothing really to do apart from compete for the highscore with either yourself or someone else. Ah well. That's all for the game. 100% completed and the extra game tried out (you can now access it from the main menu as well). Goodnight!

-----[05 - Cheats and Codes]-----

All these codes are entered on the main title screen where it shows the logo for the game and tells you to press START.

All Portals Unlocked
U, U, D, D, L, R, U, D, A

Warp Ability
L, R, R, L, U, L, L, R, A

99 Lives in New Game
L, R, R, R, D, U, R, U, A

Infinite Health in the Sparx Levels
D, U, U, D, L, R, R, L, A

Infinite Ammo for weapons in the Sparx Levels
D, R, U, L, L, U, R, D, A

Weapon Select in the Sparx Levels
R, U, R, L, D, U, L, D, A

After entering that code on the title screen, go to any Sparx level and while your in there press the following combinations to select what thing you want:

- U + Select - Shield Weapon
- D + Select - Homing Missiles

L + Select - Widespread Bullets
R + Select - Purple Wipeout
L Button + Select - All Keys Collected

Key:

D = Down
R = Right
L = Left
U = Up
A = A Button
L Button = L Button

And those are all the official cheats for this game.

These codes are all found on the GameFAQs website which is where I borrowed them from.

-----[06 - Contact Information]-----

If you need to contact me for anything to do with this particular game (Spyro: Season of Ice) then send me an e-mail with a clear subject that has something to do with the game in it somewhere so that I won't just delete it, as I generally do that a lot. I would also like to know exactly what game it is that you are contacting me about as I have written a guide for nearly every Spyro game now so saying something like 'I'm stuck in this boss level, HELP!!!!' really won't get you anywhere.

My address is:

dark52(at)darkspyro(dot)net

Contact me there for help with finding the fairies or contributions for the guide. And yes, I do realise that having the (at) and the (dot) bits are annoying, but apparently it will reduce all the junk mail that I get, so just replace them with the @ and the . to get my address. You may also get a faster response from either the forum for this game at GameFAQs.

Or at my forum:

<http://forum.darkspyro.net/spyro/>

Also, before asking, make sure that it isn't answered in the guide anywhere. Please.

The latest version of this guide is located on GameFAQs.com;

So if you're reading this guide from anywhere else (excluding my own website which also has the latest version) then please go to this version of the guide to see whether your question has been answered already.

-----[07 - Thanks]-----

Thanks to Digital Eclipse for making a decent enough Spyro game, better at least than the awfulness that was created by Equinoxe and Check 6.

If there is anyone who has contributed to the guide in anyway and I have

neglected to mention, then thank you.

-----[08 - Copyright]-----

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And one last thing, this guide is currently only allowed at these three places:

<http://www.GameFAQs.com>
<http://www.darkspyro.net>

And that's all for this guide. Watch out soon for my Season of Flame guide which I am making to have finished a guide for all current Spyro games.

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