

Spyro: Enter the Dragonfly FAQ/Walkthrough

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This walkthrough was originally written for Spyro: Enter the Dragonfly on the GC, but the walkthrough is still applicable to the PS2 version of the game.

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1. Story

At the end of the Year of the Dragon, young dragons receive their own dragonfly, but as the dragons wait for the dragonflies to come, ugly Ripto captures them all and scatters them throughout the land. Now Spyro must use his bubble breath to catch all the dragonflies and bring them back. (This is a very shortened down, a-tiny-bit-in-my-own-words version of the story from the instruction manual. Parts of it were slightly copied, so I take no credit for it.)

2. Characters

Spyro: Spyro is the main character. He must use his bubble breath so save all the dragonflies.

Sparx: Sparx is Spyro's dragonfly. Once you lose him, you only need to get hurt once and you'll die.

Hunter: Hunter is a weird cat dude. He teaches you how to glide and hover, kind of.

Zoe: Zoe saves your game whenever you pass by her. If you die, you'll return to the last place she zapped you.

Moneybags: In the Dragonfly Dojo, you have to pay fat, ugly Moneybags gems to cross over a chasm.

Bianca: I don't really know anything about her. She was in the game for, like, five minutes. The instruction manual says she's a sorceress.

Ripto: Ripto is the evil dude who caught all the dragonflies. Oh, no! You must stop him!

3. Controls

Spyro

Control stick or Control pad: move
C-stick: camera
A: jump, swim slowly underwater
A+A: glide
A+A+Y: glide and hover
A+Y: head bash
B: charge, dive in water, swim fast underwater
X: breath attack
Y: look around
Z: show Atlas
L: change breath
R: show inventory
Hold L and R: Wing Shield
START: pause

Tank

Control stick or Control pad: move
A: lower gun
B: raise gun
X: shoot
Y: look around
L: rotate turret left
R: rotate turret right

Plane

Control stick or Control pad: move
A: fire missiles
B: fire guns
L: bank left
R: bank right

UFO

Control stick or Control pad: move
A: tractor beam
Hold B: go fast
X: shoot

Manta Ray

Control stick or Control pad: move
Hold B: go fast
X: shoot net

4. Learned Abilities

Bubble Breath

Rune Location: Dragon Realms-near Spirit Dragon
Use: catching dragonflies

Electric Breath

Rune Location: Dragonfly Dojo-on top watery ledge near the second Dragon Master, Jackie
Use: hurting mechanical enemies, activating machines and things that look like little white poles

Wing Shield

Rune Location: Luau Island, on beach near beginning of area
Use: for defense and bouncing attacks back at the wizards in the Thieves Den

Ice Breath

Rune Location: Cloud 9-go forward from entrance
Use: freezing things, putting out fires, hurting fire enemies

5. Walkthrough

A. Dragon Realms

#1: Hunter痴 Lesson

Dragonfly: Bubbles

Location: When your back痴 facing the castle, go left. Talk to Hunter. Glide to where he jumped, and talk to him again. Glide to where he jumped and hover

to get onto the ledge. Talk to him again for a dragonfly.

#2: Front of the Castle

Dragonfly: Toons

Location: This dragonfly is in front of the castle.

#3: Buzzing Heat

Dragonfly: Fluffy

Location: Near the Jurassic Jungle entrance is a dragonfly. Catch it.

#4: Buzzing Cold

Dragonfly: Kenichi

Location: This dragonfly is outside of world 2, Crop Circle Country.

#5: Flame Challenge

Dragonfly: Jeet

Go through the Challenge Portal near where you got dragonfly #1. You have to flame breath the eight scarecrows in a limited time. Their locations are as follows: go straight from the portal to #1, go straight from here to #2, go right from here to #3 and #4, near where you first saw Hunter is #5, #6 is near the dragon statue, go right from here to #7, and right again to #8. You get a dragonfly.

#6: Ice Challenge

Dragonfly: Howie

Location: Go through the Challenge Portal not too far from the Thieves Den entrance. You have a limited time to use ice breath on all the eight campfires.

(#1 and #2 are easy to find. #3 is near the Thieves Den entrance. #4 is on your way to Jurassic Jungle. #5-#8 are around the Jurassic Jungle entrance.)

When you finish, you get a dragonfly.

#7: Lightning Challenge

Dragonfly: Alex

Location: Go through the Challenge Portal near the entrance to Crop Circle Country. You have a limited time to use electric breath and all eight metal things. Their locations are as follows: #1 and #2 are on haystacks, #3 is a bit farther from the barn than the others, #4 is near the Honey Marsh entrance, #5 is on the upper path going to Luau Island, #6 is on the lower path going to Luau Island, go towards Luau Island then right to #7, and #8 is near the Luau Island entrance. (The last four you do should be #5, #7, #8, and #6, or something like that.) When you finish, you get a dragonfly.

#8: Down by the Bay

Dragonfly: Amie

Location: Go to the beach near the Luau Island entrance is. Catch the dragonfly here.

#9: Balloon痴 Shadow

Dragonfly: Sandra

Location: This dragonfly is near the Monkey Monastery entrance.

#10: Beyond the Gate

Dragonfly: Masa

Location: Not too far from the Thieves Den entrance is a dragonfly. Catch it.

B. Dragonfly Dojo

#1: Dragon Elders

Dragonfly: Roxie

Location: As you go through this world, you^{値1} find five frozen dragons. Melt the ice on all of them with flame breath for a dragonfly.

#2: On the Loose

Dragonfly: Staffi

Location: Go forward from the entrance and you^{値1} find this dragonfly.

#3: In the Mists

Dragonfly: Shellac

Location: In the same area as the second Dragon Master, you^{値1} find this dragonfly.

#4: In the Corridor

Dragonfly: Cinder

Location: This dragonfly is in the hallway near Zoe and the fourth Dragon

Master.

#5: Baby Dragons

Dragonfly: Moony

Location: Near the second, fourth, and fifth Dragon Masters are baby dragons who can 准 reach their kites. For all of them, you can freeze them with ice breath and use them as platforms to get up to the kites. (Or you can glide to the glides. For the first one, glide from the same area as the second Dragon Master, for the second ride up the twirly thing and glide over, and for the third glide from the same area as the fifth Dragon Master.)

#6: Lonely Island

Dragonfly: Dawn

Location: Near the fourth Dragon Master, glide and hover across the chasm. You 值 find the dragonfly here.

#7: Climbing Steps

Dragonfly: Cloudy

Location: This dragonfly is near the bottom of the ramp near the fifth Dragon Master.

#8: Dojo Time Trial

Dragonfly: Rashomon

Location: Go to the Banzai Speedway (go through portal across ledges near second Dragon Master, Jackie). You have about two minutes to do this. This is how I did it: fly through the eight rings first, burn the eight flying Riptocs, fly through and light eight lanterns, then, land and charge (If you charge, you lose a lot of control over Spyro) or burn eight rickshaws. You 值 get a dragonfly when you 池 done.

#9-Dojo Race

Dragonfly: Yojimbo

Location: Go to the Banzai Speedway (go through portal across ledges near second Dragon Master, Jackie). You must win a race against the ninjas in 3 laps. You must fly through every ring. Flying through stars makes you go fast for a limited time, while red stars give you missiles to shoot with X. Win this for a dragonfly.

#10: Tank Mini-game

Dragonfly: Cub

Location: Go through the portal in the same hallway as dragonfly #4. You have to go through this place shooting rock and wooden walls to break them and targets to open doors. (Kill bunnies for health.) Also, destroy all 21 tanks for the dragonfly.

C. Crop Circle Country

#1: In the Pastures

Dragonfly: Akira

Location: Go forward from the world entrance and drop down to the area beneath the barn. Catch the dragonfly down here.

#2: On the Loose

Dragonfly: Mitnick

Location: A little bit past the first barn, catch the dragonfly.

#3: Up the Broken Bridge

Dragonfly: Laurent

Location: At the next barn after the first Zoe you find, go beneath the barn. Climb up the ladder to the dragonfly.

#4: Cow Herding!

Dragonfly: Cedric

Location: After going through the entire area once, a bit past the entrance, there are cows. Attack the cows so they stand up, then, attack them again until they go to the farmer, Farmer Dean. When all five cows go to the farmer, talk to Farmer Dean for a dragonfly.

#5: UFO 痴 Attack!

Dragonfly: Flavie

Location: After getting through the entire area once, go back to the beginning. Electric breath the machine so the UFO is hit. Follow the UFO, and electric

breath another machine. Continue this until, when you go forward, you find a dragonfly rather than a UFO.

#6: Free the Cows

Dragonfly: Fiona

Location: Go through the entire area. At the very end, flame breath the explosives to open the door and free the cows. Talk to Farmer Bill (the farmer near the swirly portal) for a dragonfly.

#7: Super Flame Challenge

Dragonfly: Tetsu

Location: Before the third Zoe, go through the Challenge Portal nearby. You have a limited time to shoot eight scarecrows with fireballs. They are easy to find. When you shoot them all, you get a dragonfly.

#8: Cow Abduction 1

Dragonfly: Jingles

Location: After the second Zoe, go up the ladder to the top of the silo. Glide into the alcove in the barn. Go into the portal. You have to use a UFO to save six cows. Don't let any cows get taken. Shoot any UFO holding cows. Grab a cow with the tractor beam and drop it into the fenced area. When six are safe, you get a dragonfly.

#9: Cow Abduction 2

Dragonfly: Jdubs

Location: After getting dragonfly #8, play the Cow Abduction game again. The gold UFO can shoot at you, but you can shoot back and destroy them. Save six cows for another dragonfly.

#10: Platform Panic

Dragonfly: Rickshaw

Location: At the next barn after the first Zoe you find, at the gap, fly to the alcove in the wall to the right. Go through the portal. There are moving platforms here. Get on one and head bash the switch. Go on the other platform and head bash this switch to lower some more platforms. There are five metal things to use electric breath on. More platforms will lower, so electric breath five more things. Now kill the Riptoc to get the dragonfly.

D. Luau Island

#1: Behind the Statue-Scuttlebutt-Go through the first two hallways, then, swim through the underwater tunnel. Climb up the ladder and go onto the nearby platforms. On these platforms, catch the dragonfly.

#2: Mountaintop

Dragonfly: Daisy

Location: Go through the first two hallways. Climb up the ladders in one part of this area. From the top, glide to the high up island. Catch the dragonfly here.

#3: Chili the Pig-Dill-As you go through this world, you will headbash switches to open the gates. By the end of this world, every pig will be freed. Talk to the last one for a dragonfly.

#4: In the Hoosegow

Dragonfly: Socrates

Location: Go through the first hallway. Go into the water and swim through the underwater tunnel. Climb up the ladder. Go through the hallway up here. Cross the platforms to the right. Headbash the switch to open a gate, freeing the dragonfly behind it. Catch it.

#5: Landslide

Dragonfly: Plato

Location: Go through the first two hallways, then, swim through the underwater tunnel. Climb up the ladder and go onto the nearby platforms. Glide to the ship. Use fire breath on the ship cannon so it knocks down a wall to reveal a dragonfly to catch.

#6: Tiki Fire Breath

Dragonfly: Homer

Location: Go through the first hallway. Go into the water and swim through the underwater tunnel. Climb up the ladder. Go through this hallway. Cross the

platforms to the right. Go up the ladder. Go through the Challenge Portal. You have a limited time to shoot four targets with fireballs. (Press Y for targeting mode.) Platforms will rise. Cross them to get over to the dragonfly. Catch it.

#7: On the Loose

Dragonfly: Gary

Location: From the entrance, go forward onto the beach and catch the dragonfly.

#8: Mantaray

Dragonfly: Krishnamurti

Location: Go through the first two hallways. Go through the portal. Catch more baby mantarays than Hunter before time runs out to get a dragonfly. (Stay away from the octopuses.)

#9: Drum Song 1

Dragonfly: Terral

Location: Go through the portal at the very end of this world. Repeat the song the tikis play by pressing A, B, X, or Y, depending on the drums they hit.

(A=bottom drum; B=left drum; X=right drum; and Y=top drum) You have to start over if you make a mistake. If you win, you get a dragonfly.

#10: Drum Song 2

Dragonfly: Maverick

Location: After beating Drum Song 1, do this again. You have more to memorize, but once you win, you get a dragonfly.

E. Cloud 9

#1: To Clock Tower

Dragonfly: Goose

Location: Go to the clock tower at the very end of this world. Go through the hallway, then, climb up the ladder. Catch the dragonfly up here.

#2: Around the Way

Dragonfly: Iceboy

Location: From the entrance, go forward, then, right. Go along this path until you get to a big, open area. Go through the other hallway. Glide across a few platforms. Around this area, you'll find a hallway. Go to the hallway, and catch the dragonfly. Go up the stairs.

#3: Thunder Cloud Attack

Dragonfly: Takehiro

Location: From the entrance, go forward, then, right. Go along this path until you get to a big, open area. Go through the other hallway. Glide across a few platforms. Around this area, you'll find a hallway. Go through it, then, up some stairs. Go through the Challenge Portal and shoot all the evil clouds with fire balls before time is up. Talk to the bear for a dragonfly.

#4: Hourglass Challenge

Dragonfly: Rick

Location: You have to activate all four machines in this level with electric breath. Talk to the bear near the swirly portal at the end of this world for a dragonfly. Here are the locations. #1-From the entrance, go forward, then, left. Glide to a platform over here. Glide to another one, then, ride up the swirly thing. #2-From the entrance, go forward, then, right. Go along this path until you get to a big, open area. Chase the thief and charge him to get a wand. Give the wand to the bear nearby to make a swirly thing appear. Ride it up to a higher area. Glide from up here to the rainbow. Go along the rainbow to a machine. #3-From the entrance, go forward, then, right. Go along this path until you get to a big, open area. Go through the other hallway. Glide across a few platforms, then, ride the swirly thing. Ride the moving platform to another machine. #4-From the entrance, go forward, then, right. Go along this path until you get to a big, open area. Go through the other hallway. Glide across a few platforms. You have to ride a moving platform somewhere around here to a higher place. Go through the hallway. Go up the stairs. Go into the water (after getting rid of the thunder clouds) and swim through the tunnel. Glide to the machine.

#5: Lip of the Clock

Dragonfly: Margaret

Location: Go to the clock tower at the very end of this world. Go through the hallway, then, climb up the ladder. Go to the area to the right of the top of the ladder. Catch the dragonfly here.

#6: On the Loose

Dragonfly: Savino

Location: From the entrance, go forward, then, right. Go along this path until you get to a big, open area. Chase the thief and charge him to get a wand. Give the wand to the bear nearby to make a swirly thing appear. Ride it up to a higher area. There 痴 a dragonfly up here. It 痴 really annoying to catch, but you 值 get it eventually.

#7: Pillar to Pillar

Dragonfly: Sylvia

Location: From the entrance, go forward, then, right. Go along this path until you get to a big, open area. Go through the other hallway. Glide across a few platforms, then, ride the swirly thing. From up here, glide to the pillars that have a dragonfly on one. Catch the dragonfly.

#8: Rainbow Time Trial

Dragonfly: Tashistation

Location: Go forward and left from the entrance and glide over to a platform. Ride up the swirly thing. Ride the moving platform to a building. Go into the alcove behind the building, and go into the portal to get to the Rainbow Speedway. You have less than two minutes to finish this. (The way I did it was: fly through eight rings, flame attack eight stars, flame attack eight flying Riptocs, then, land and charge (If you charge, you lose a lot of control over Spyro) or burn eight go-carts. You 值 get a dragonfly when you 池e done.

#9: Rainbow Race

Dragonfly: Grayson

Location: Go forward and left from the entrance and glide over to a platform. Ride up the swirly thing. Ride the moving platform to a building. Go into the alcove behind the building, and go into the portal to get to the Rainbow Speedway. You must win a race against the flying Riptocs in 3 laps. You must fly through every ring. Flying through stars makes you go fast for a limited time, while red stars give you missiles to shoot with X. Win this for a dragonfly.

#10: Spitfire-Sky Base

Dragonfly: Tweedle

Location: Go to the clock tower at the very end of this world. Go through the hallway, then, climb up the ladder. Climb up some cogs, then a ladder, then some more cogs. Go into the hallway. Go into the portal. You are flying a plane here. Watch out for the ships and flying beds. Destroy all four ships for a dragonfly.

F. Monkey Monastery

#1: On the Loose

Dragonfly: Foamy

Location: Glide forward from the entrance. Catch the dragonfly here.

#2: Save the Yetis

Dragonfly: Jewelwing

Location: You have to free five yetis frozen in ice. For most of them, you have to use a cannon (or a rocket one time) to break the ice off of the alcoves the yetis are in. Go into those alcoves and melt the ice to free each yeti. After saving all the yetis, talk to Bartholomew for a dragonfly. This is the locations of the yetis. #1-Glide forward from the entrance. At the door, go right. Continue this way. After Bartholomew the Yeti, glide across a gap. Glide to the thing to the right, and go up the ramp. Glide to another nearby thing. Ride up the swirly thing nearby, and glide into the alcove in the wall. Melt the ice to free Nigel. #2-Glide forward from the entrance. At the door, go right. Continue this way. After Bartholomew the Yeti, glide across a gap. Go this direction until you get to a swirly thing. Ride up the swirly thing, then, glide into the alcove in the wall near the lower cannon. Melt the ice to

free Simon. #3- At the door, go right. Continue this way until you get to a swirly thing. Ride it up, then, glide to an area with a cannon. If you池e facing the wall, go left. Glide along the wall until you get to a ledge. Glide across the floating platforms until you get to another area. If your back is to the portal, glide to the alcove in the wall to the right. Melt the ice to free Caleb. #4-Go to the swirly portal near the end of this world. Go left and melt the ice to free Gunther. #5-Go past the swirly portal. Glide across the gap. Melt the ice to free Hobart.

#3: On the Ledge

Dragonfly: Holly

Location: At the door, go right. Continue this way. After Bartholomew the Yeti, glide across a gap. Glide to the thing to the right, and go up the ramp. Glide to another nearby thing. From near the cannon, glide forward. Go left. At the top of here, glide to another area. A dragonfly is up here. Catch it.

#4: Locked in a Chest

Dragonfly: Young

Location: Go to the swirly portal near the end of this world. Light the rocket with fire to knock down an ice wall. You probably glided from a higher up area with a cannon on it to get here in the first place, so go back there. If you池e facing the wall, go left. Glide along the wall until you get to a ledge. Get the key. Go to the right of the doors at the beginning of the world. Unlock the chest with they key for a dragonfly.

#5: Hunting Wiptocs

Dragonfly: Gaku

Location: At the door, go right. Continue this way until you get to a swirly thing. Ride it up, then, glide to an area with a cannon. Glide down to another cannon. Shoot all three flying Riptocs for a dragonfly.

#6: On Thin Ice

Dragonfly: Shadow

Location: After you go through the entire world once, go past the door that was closed earlier near the world entrance. Go forward then left. Catch the dragonfly over here.

#7: Behind the Doors

Dragonfly: Damsel

Location: After you go through the entire world once, go past the door that was closed earlier near the world entrance. Catch the dragonfly here.

#8: Ice Slide 1

Dragonfly: Cuebert

Location: After you go through the entire world once, go past the door that was closed earlier near the world entrance. Go forward then to the right. Go through the portal. Slide to the bottom of the slide before time runs out. Don't 稚 hit anything, and don't 稚 fall off. Slide between flags for more time. When you win, you值1 get a dragonfly.

#9: Ice Slide 2

Dragonfly: Dancer

Location: After beating the slide once, beat it again for another dragonfly. You have less time this time.

#10: Spitfire-Factories

Dragonfly: John

Location: At the door, go right. Continue this way until you get to a swirly thing. Ride it up, then, glide to an area with a cannon. If you池e facing the wall, go left. Glide along the wall until you get to a ledge. Glide across the floating platforms until you get to another area. Go through the portal. You fly the plane here. Destroy all twenty Riptoc turret factories for a dragonfly.

G. Honey Marsh

#1: Treetop

Dragonfly: Russell

Location: From the entrance, keep going forward and you值1 find an area with a thief. Go past here. Climb up some wooden platforms. At the top, go left to find a dragonfly. Catch it.

#2: Locked in a Chest

Dragonfly: Tim

Location: From the entrance, keep going forward and you'll find an area with a thief. Go past here. Climb up some wooden platforms. At the top, go onto the treetops. On top of a flower is a key. Now, continue through this world. When you cross a big pool of honey, go up some platforms to get up to another treetop-like area. Up here, use the key from earlier to open the chest for a dragonfly.

#3: Beehives

Dragonfly: Lily

Location: After you cross a big pool of honey, go to the left where a pile of rocks are. Have Spyro put a rock in his mouth then spit it out at a beehive. You have to keep coming back for more rocks. Shoot all the beehives (and the bees so they don't hurt you). Talk to Alex-Bob, the gator near the rocks, for a dragonfly.

#4: Honey Stills

Dragonfly: Taka

Location: As you go through this world, you'll find weird machines called honey stills. Use flame breath on the part on the front of them that looks like a little wheel to turn them off. By the time you get to the swirly portal, you should've turned them all off. Talk to the gator near the swirly portal, Warren-Bob, after you turned off all the honey stills for a dragonfly.

#5: Thief Chase

Dragonfly: Duckweed

Location: From the entrance, keep going forward until you find a thief. Chase him and charge into him for a dragonfly.

#6: Around the Bend

Dragonfly: Suzuki

Location: From the entrance, keep going forward. In the area where the thief is, go along the edge of this place until you find a dragonfly on a narrow place behind a tree. Catch it.

#7: On the Loose

Dragonfly: Zwan

Location: At the first place where you cross flowers, lower down on the flowers is a dragonfly. Catch it.

#8: Walking the Planks

Dragonfly: Gori

Location: After crossing a big pool of honey, go up some platforms to get up to a treetop-like area. Catch the dragonfly up here.

#9: Honey Slide

Dragonfly: Clubtail

Location: Past the swirly portal near the end of this world, go along the path behind the honeyfall. After going through a hallway, glide into an alcove in the wall. Go into the portal. Get to the bottom of the slide before the bee does for a dragonfly.

#10: Honey Tank

Dragonfly: Pliskin

Location: From the entrance, keep going forward. In the area where the thief is, go through the portal. You have to ride a tank here. You must shoot targets, Riptocs, bees, and beehives. You have about 2 minutes and 30 seconds to shoot 20 bees and finish the area. When you win, you get a dragonfly.

H. Thieves Den

#1: Wizard Riptocs

Dragonfly: Micky

Location: As you go through this world, you'll find wizard Riptocs. Use Wing Shield to deflect their magic attacks back at them to kill them. After you kill all the wizard Riptocs, talk to the thief near the swirly portal, Thiefy Wu, for a dragonfly. (As you go through this world, you should find all the wizard Riptocs. Only one you might miss. After the first two swirly portals in this world, charge through the cracked wall near the second one. A wizard

Riptoc is here.)

#2: Locked in a Chest

Dragonfly: Racket

Location: In the room with the pool of water, get the key on the ramp. Past the swirly portal, when you池e outside, glide to the thin ledge to the left.

Open the chest with the key for a dragonfly.

#3: Ice Challenge

Dragonfly: Marta

Location: After the area with a lot of axes is a room with a pool of water. At the top of this room, go through the gate and ride up the swirly to a higher ledge. Glide along from ledge to ledge. A little bit past here, glide across the room to some more ledges. Go along these ledges. Go through the Challenge Portal. Use ice breath on all eight campfires before time runs out. Their locations are: #1 and #2 are back in the direction you came; #3-#8 are past the Challenge Portal. When you finish this, you get a dragonfly.

#4: On the Loose

Dragonfly: Martin

Location: After the area with a lot of axes is a room with a pool of water. At the top of this room, go through the gate and ride up the swirly to a higher ledge. Glide along from ledge to ledge. You值1 find a dragonfly up here.

Catch it.

#5: Over the Edge

Dragonfly: Atsumi

Location: Near where the last wizard Riptoc was, go forward to the edge. Glide to the right to a hidden ledge. Catch the dragonfly here.

#6: Chopping Block

Dragonfly: Jordan

Location: Keep going until you find a big area with a lot of axes. (a place where you can see the sky to the right) A dragonfly is here. Catch it.

#7: The Lantern Perch

Dragonfly: Charlotte

Location: After the first two swirly things you ride up, go up the nearby steps. Glide to the lanterns. In one is a dragonfly. Catch it.

#8: Oasis Time Trial

Dragonfly: Coppertop

Location: Keep going until you find a big area with a lot of axes. (a place where you can see the sky to the right) Go into the middle area, then, glide into the alcove to the left. Go into the portal. You have about two minutes to do this. The way I do this is I fly through eight rings, flame breath eight flying thieves, flame breath eight camels, then, land and charge (If you charge, you lose a lot of control over Spyro) or burn eight camels. You值1 get a dragonfly when you池e done.

#9: Oasis Race

Dragonfly: Neo

Location: Keep going until you find a big area with a lot of axes. (a place where you can see the sky to the right) Go into the middle area, then, glide into the alcove to the left. Go into the portal. You must win a race against the thieves in 3 laps. You must fly through every ring. Flying through stars makes you go fast for a limited time, while red stars give you missiles to shoot with X. Win this for a dragonfly.

#10: Platform Pandemonium

Dragonfly: Morpheus

Location: After the first two swirly things you ride up, charge through the cracked wall. Go through the portal. You have to glide from platform to platform activating the little poles with electric breath. At the beginning is six platforms moving in a circle. When they are activated, glide to the middle area. Activate the poles so a platform lowers. Go on it and charge the Riptoc for a dragonfly.

I. Jurassic Jungle

#1: Recover Lab Pieces

Dragonfly: Jason

Location: As you go through this world, you值1 find an Invincibility Portal. Talk to the rat nearby, Dr. Kogan, and say you值1 get his lab equipment. He值1 turn on the Invincibility Portal. Go through it. You are invincible for a limited time. Go onto the lava. Use ice breath on the creepy white Riptocs, then, charge them for lab equipment. There are seven in all. The seventh is through the hallway in the lava. Talk to Dr. Kogan after you致e retrieved all the lab equipment for a dragonfly.

#2: Gem Statue

Dragonfly: Scarlett

Location: Go inside the temple (the building with the statues in it). On the walls are pictures with a color and a certain number of squares around it. (Hint, hint, this is important if you want to try to get the dragonfly without my help.) 知 not sure if it痴 the same in every game, but I used flame breath on the colored gems on the statues in this order: red, green, blue, purple, then, yellow. A dragonfly will appear, so catch it.

#3: Lightning Challenge

Dragonfly: Rhett

Location: As you go through this world, you值1 find a bridge with land beneath it. Go down there. Go through the Challenge Portal. You must use electric breath on all eight little pole things for a dragonfly. There locations are as follows: #1-5 are around here; and climb up ladder to second level of building where #6-8 are.

#4: Locked in a Chest

Dragonfly: Jean Marc

Location: Go inside the temple (the building with the statues in it). Climb up the ladder on the wall. On top of one of these small statues is a key. Go outside the temple and unlock the chest to the left (if facing away from the building) in the tall grass with the key you just got for a dragonfly.

#5: Thief Chase

Dragonfly: Bonky

Location: As you go through this world, you值1 find Invincibility Portals. Near the second Invincibility Portal is Dr. Snivels. Talk to him. Go through the Invincibility Portal. Go onto the lava. Chase and charge the thief. Talk to Dr. Snivels for a dragonfly.

#6: Attack of the Cavemen

Dragonfly: Wonky

Location: As you go through this world, you值1 find cavemen Riptocs. They池e easy to find. Kill them all, then, talk to Dr. Egghead, the rat near the end of this world (he痴 near some lava).He值1 give you a dragonfly.

#7: Inside the Temple

Dragonfly: Doompa

Location: Go inside the temple (the building with the statues in it). Climb up the ladder. Catch the dragonfly up here.

#8: On the Lava

Dragonfly: Mitch

Location: As you go through this world, you值1 find an Invincibility Portal. Talk to the rat nearby, Dr. Kogan, and he值1 activate it. Go through the Invincibility Portal. Catch the dragonfly on the lava.

#9: Lava Slide

Dragonfly: Saji

Location: As you go through this world, you值1 find a bridge with land beneath it. Go down there. Go through the portal. You must slide down the volcano. Watch out for lava and rolling boulders. When you get to the bottom, you get a dragonfly.

#10: Tower

Dragonfly: Warren

Location: As you go through this world, you值1 find an Invincibility Portal. Talk to the rat nearby, Dr. Kogan, and he值1 activate it. Go through the Invincibility, then, go through the hallway in the lava. Go through the portal.

You have to climb to the top of the tower without running out of health for a dragonfly. Watch out for darts, spiders, and falling rocks. Sometimes, you must get onto ledges, then, glide to other ledges to find a safe place to climb up.

J. The Ending

You need all 100 dragonflies to completely beat Ripto. In Dragon Realms, go left (if your back is to the castle). Drop through the hole in the middle of a big, white ring on the ground. There is cricket fodder here.

Phase 1: Dodge Ripto's attacks. This battle is very easy if you do it right. If you just run up to him and flame attack him, then, chase him as he runs away and continue attacking, you should beat him before he gets a chance to attack you.

Phase 2: This is the same as phase 1, but you use ice breath on him now.

Phase 3: Now Ripto is really big. When he hits the ground with his club, there is a shockwave. Jump over it. He also shoots stuff at you from his club. (The order of his attacks is he hits the ground twice then shoots three things at you.) When he rests his club on the ground, use electric breath on it. Repeat until you win.

6. Copyright Stuff

Methinks Universal Interactive owns this game. I own the walkthrough, so don't copy it without my permission.

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