

The Legend of Spyro: A New Beginning FAQ/Walkthrough

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The Legend of Spyro: A New BeginningThe Legend of Spyro: A New Beginning

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----- 1. STORY -----

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"In the Year of the Dragon, in a world beyond the realms, the Guardians awaited the birth of a purple dragon destined to restore balance to the world. But the Dark Master knew of this as well and sent forth a legion of his minions to destroy the Dragon Temple and prevent the birth of this special dragon.

"Several years later...

"When Spyro, a young dragon, leaves his home in search of the truth about his past, he finds a shocking discovery—the future of the world rests on his wings. In a race against time, Spyro must realize his destiny and learn what it takes to be a hero if he is to stop the Dark Master's latest creation, Cynder!"

----- 2. CONTROLS -----

These aren't all the combinations, but you can do different attacks with other combinations of buttons, especially in midair (such as with X or R after jumping).

Control stick: move

C-stick: move camera

Control Pad: choose breath (up: fire, right: electricity, down: ice, left: earth)

A: jump, hold to glide when in air

A+A: double jump

A+A+hold X: tail strike, for hurting enemies or pressing switches

B: breath attack

L: target

R: charge

X: attack, hold to knock enemy into air

Y: long-range breath attack

Z: use Fury when purple bar full
START: pause game

3. WALKTHROUGH

A. THE BEGINNING

When the game finally starts, just do what you're told. You'll learn the basics here. When Sparx is captured, you'll have to fight a lot of weird, baboon-like creatures, during which you'll learn how to use your fire breath attack. Then, there will be a cut scene.

Afterward, just follow the path. There are some spider-type enemies disguised as mushrooms, but they aren't so bad when they're by themselves. Later on, beat more of those baboon enemies to unblock the path. First, though, you should beat the three other enemies that come. Farther on is another cut scene, and you'll meet Ignitus.

THE TEMPLE

After that, go to Ignitus for yet another cut scene. Now, break open the tunnel on the wall and go along it. You'll have to fight more of those dumb mushroom spiders along the way, then, break through the hole in the ground at the end of the path. In this area here are two statues. Push them onto their stands while fighting off the enemies. Then, beat all the enemies to get the door to open.

After another cut scene, you need to find more statues. (Before, though, you can destroy that random crystal. I don't know if it matters.) The first statue is around some baboon enemies. Kill them and push the statue in place, then, continue. Push the next statue in place and fight off the mushroom spiders. At the door past here is a cut scene where you learn about the Spirit Gems. Collect them for Spirit Energy (for leveling up); you can get them from crystals and from defeating enemies now.

After that, hit the pillar next to Sparx to knock it over and break open a door. Go along here (while breaking the crystals) and kill any enemies that you find. Later, you can light a fuse to blow up enemies. Past them is a cut scene. Kill more baboons for another cut scene. Now go forward and after another cut scene, kill more baboon enemies. Now wait for Ignitus to come. Go to him for another cut scene.

IGNITUS'S TRAINING

Now Ignitus is going to teach you some moves. The first two parts just consist of killing all the dummies with fire breath. Next, you'll learn how to knock an enemy into the air with X, then, how to attack it while it's in the air with either AXXX or AR to knock it away. After practicing this in several different ways, you'll have a slightly harder thing to do. Knock one dummy into the air, then, use AR to knock it into another dummy five times. It takes some practice to get your aim right, but you'll eventually get it. Just remember that it is much easier to do if you're standing still when you press X. Running towards the enemy makes it harder. Next, you'll have to knock a moving dummy into a group of smaller ones. After that are a couple of lessons with your new move, Fire Bomb. Last of all is Fire Fury. Kill all the small dummies, and when the X button appears on the screen, press it to use the attack. This attack can now be used when you collect enough purple gems and fill up your purple meter.

After a cut scene, you'll have to fly to Dante's Freezer. Watch out for the enemies.

B. DANTE'S FREEZER

There will first be a cut scene when you get here, then, you'll have to beat some soldier enemies. Most aren't too bad, but they have shields, which makes them a bit harder to hurt. The bigger ones are touch, especially when they lose their armor and become floating skeletons (so use a lot of fire to keep them stunned so they can't attack). After a short cut scene, you can break the crystals, kill the baboon enemies that come, and hit the tree to knock down snowballs. Put them on the catapult and hit it to shoot it. After about three the big gate will be broken, so go through.

Past the gate, kill all the baboons to get rid of the barrier in the doorway, then, continue. Farther on will be another barrier at some baboons. Use the catapult to hit an explosive to kill all the enemies and break the barrier. You'll have to kill all the enemies to get rid of another barrier past here, then, you can continue. Later on, watch out for the cannon that shoots stuff. You can attack it to kill the baboon controlling it, then continue. Later on will be a cut scene. There are crystals and soldier enemies here, including the bigger kind I mentioned earlier. There are also baboon enemies and explosive barrels rolling down ramps. Once again, the catapult will solve your problem. Once the barrels stop coming, you can continue.

ELECTRIC STREAM BREATH

Farther on is a cut scene, and you'll get the Electric Stream breath, which can stun enemies (but not as well as with the fire breath, though) and knock them down. Now you can break those crystals and use the catapult on the tower. Many soldiers are coming from the tower, and you can't go near it, or else you'll die, so a few shots from the catapult should do the trick. The soldiers will stop coming, and you can continue. Farther on is a cut scene and baboon and soldier enemies will come, and sometimes explosive barrels will come through the gates. Kill the enemies and break the crystals, then, you can continue.

At and after a big bridge, you'll have more baboons to kill and crystals to destroy. Then, you can go through the hole in the wall. Be careful here, since icicles will fall, so you'll need to charge to try to outrun them. And farther on are more crystals and baboons. Past them, you'll have to fight some soldiers and a few big creatures that aren't as tough as they look. Fire is pretty effective against them. As you continue, you'll find more soldiers and crystals, and past that, at a crystal, a baboon will make a barrier around you. Smaller baboons will come after you, while another one throws bombs at you from outside, so kill the latter with Fire Bombs. Another bigger baboon will then come, so kill it, too, and the barrier will disappear.

So past here, break through a cracked door and go through. Watch out for baboons and falling explosives. Past here, for a while, you'll just be going along and fighting baboons. Don't forget to break the crystals, including the ones in little, metal containers. Later on, there is a big bridge that breaks and leaves behind some ledges, so cross them, and past here is a cut scene. Watch out for the explosives being dropped, then, run forward and kill the baboons and the Dreadwing. Dreadwings are big bats, and they can't be hurt when they cover their faces with their wings. (When they block your attacks, they'll knock you back when they uncover their faces, so stay away. Pretty much all enemies that block attacks do this, but, to me, Dreadwings are the most annoying.) An easy way to beat them is to use fire, then, use your melee attack until a bit before the fire stops stunning them, then stun them with fire again and continue. This way they can't attack or defend themselves. After the baboons are gone, you'll have more baboons and Dreadwings to kill, then, there

will be a cut scene.

Beat the baboons here, then, break the crystals past here. Past them is a cut scene. Volteer is here, but you need to beat the Ice King first to save him.

ICE KING

This guy isn't too bad, but still annoying. At first, he has a sword and a shield. The latter can be broken, and if you dodge his sword, it may get stuck in the ground, where you can attack him without getting hurt. Anyway, he can make a bubble around himself, and when he does, you can't hurt him. Then, he'll have some icicles shoot at you, which leave behind gems. After that, make sure you jump when he raises his weapon, since he'll shoot some ice at you. Then the bubble will disappear, and the pattern will continue like that. Of course, you can attack like I already said you can, but once his yellow health bar is gone, you'll mainly want to attack from afar with breath attacks and the Fire Bomb, since the icicles leave behind more green gems than red ones, so you'll want to use up breath energy more than health. The Ice King's weapon now is an axe with a wider range, so you don't want to get close to attack anymore. This part is the same as last time in the boss's attack pattern, though.

Once the orange health bar is gone, the battle changes just a little bit. Before making the bubble appear, the Ice King can freeze you with his icy breath, and you'll need to press buttons until you escape. Mostly, the pattern's the same, but sometimes it changes. It seems random, but doesn't really make anything harder. Whenever the Ice King uses his breath attack, try to get behind him or to his side so you won't get hurt and so you can get closer for better accuracy with your attacks. You could attack him directly with X, but breath attacks are safer. Once you beat him, there will be a cut scene, and you'll be back at the Temple.

VOLTEER'S TRAINING

Go in the training place, and when Volteer comes, go to him for some training. First, you just need to use your new Electric Stream breath to throw dummies into targets, then, use it to defeat running dummies before time runs out. Next are two parts with hitting dummies with the Electric Arc (press Y) and using your melee attacks on them while they are in the air. Last of all, defeat the smaller dummies, then, press Z to beat the bigger dummies with your new Electric Fury. After another cut scene, you'll go to Tall Plains to look for Cyril.

C. TALL PLAINS

By the way, you can break the pots here for gems. Anyway, go forward and you'll find baboons soon. Fight them, then, shortly after, you'll find more baboons. You need to raise three pillars here, and one of the blocks you need to hit are nearby. Hit it by jumping up then holding X. Another totem will appear, so continue. Make sure you watch out for those square, stone faces in the walls. They can shoot spikes. Past here is a cannon that shoots spikes and a low area with baboons and many pots. Down here is also another block to hit to raise another totem. Then, as you leave here, you'll need to glide over the fence thing between two columns shoot spikes. It's easy to do with good timing. Before you leave this area, don't forget the crystals on a higher ledge.

Past here is a cut scene. You need to free Kane, the Atlawa in the remaining cage. All you need to do is kill the baboons, then a Dreadwing afterward. Break the crystals, too, then, continue on to find the last block. Hit it, then, move before you get shot with spikes. Past here is a baboon and

the four totems. Use them to get to some crystals and to get onto the log straight across from where that baboon was. Go along the top of the log, and right past it are armadillo enemies, which aren't very strong. Farther on are more armadillos and crystals and past them are baboons. Beat them, then, hit the two nearby blocks to make two totems rise. Cross them to get onto the log. You want to get onto that higher ledge, so go to the opposite end of the log so it tilts towards your destination, then run and glide to the ledge.

Past here are some more baboons and crystals. Don't go on the big leaves, obviously, since they'll collapse. Farther on are armadillos and past that is a rock creature. These aren't too bad as long as you use your breath attack on them often. The electric stream breath can knock them down very well, so it's especially effective. They can block attacks when they raise an arm, though, so you'll need to just keep trying until their guard is down. Past here are baboons, a Dreadwing, armadillos, and rock creatures. Be careful not to fall off the narrow bridge here. After here, glide across where the broken bridge is, then, get past the things shooting spikes. This is easy, since they shoot in order, from closest to you to farthest. In this area, barriers will be made along both the entrance and the exit. All you have to do is kill some armadillos and a lot of baboons to get rid of them so you can continue (and don't forget the crystals). Past a Dreadwing are some baboons, and if you climb up the ledges on the big rock near them, you can glide to the little island with many pots on it if you want to.

ICE STREAM BREATH

Anyway, continue and there will be a short cut scene. Watch out for the cannons here. There are also three blocks on each of the three levels here, and hitting all three will make a waterwheel start turning. You can ride the ledge on it up to a higher ledge. After most of the blocks are hit, armadillos will come to fight you, except baboons will come at one of the blocks. After riding up the last waterwheel, you'll have to kill some rock creatures to open a gate. Go through for a cut scene, where Spyro learn the ice stream breath. It can freeze things, but it may take a while. Anyway, in this area are crystals and rock creatures. Kill the enemies to open the gate. Go through, and past it will be a short cut scene. Here you'll need to beat the baboons. Don't forget the crystals here, either. Some are a bit more hidden.

Past here, you'll go to a big log. Go right in it to find some pots, then, go left to continue through the area. Outside it are baboons, cannons, and crystals. There are also things swinging overhead, but they shouldn't even affect you. Anyway, past here are more crystals and baboons, so kill the baboons to open some gates. More baboons will come, and after you've taken care of them, you can go through either of the opened gates, since they lead the same way. Farther on is a cut scene at a maze-like area with more baboons and crystals, and a couple of cannons. On a higher ledge are two blocks. Hit them to open two gates to reveal four balls. Four indentations will be shown, which are easy to find, so roll a ball into each of the indentations to open a gate in the wall. Glide through, and there will be a cut scene.

Now, go on over to that big floating thing. You have to fight many baboons as the platform floats to where you need to go. The baboons will start off small, then, there will be medium ones, then big ones. The Electric Arc was a very useful attack for me. This part may take several tries, but you'll eventually get it. When the platform stops, you can get off. So go along the path, and at some armadillos are two paths. This is the beginning of an easy maze. It has some crystals to break, armadillos to fight, and swinging things to run past. And sometimes you'll need to hit blocks to raise totems, so you can get over higher totems. It won't take very long to find the end of the maze, which is the area that has rock creatures. Past them is a cut scene and some crystals, and after you cross the bridge, you'll have a boss battle.

STONE SENTINEL

There are crystals around here, so make sure you break them when you start running out of health or breath energy. The Stone Sentinel can shoot its fist at you, kick you, and it can spin its body and hit you with its arms if you get too close. It's safer to attack from afar, so do so. Electric breath is not as effective as fire or ice, though, so don't use that. This battle's pretty straightforward. The boss has three bars of health, by the way, and when you beat it, Cyril will be freed and there will be a cut scene.

CYRIL'S TRAINING

This training is very simple. First, you kill dummies by freezing them with ice breath, then by using your melee attack on them. Then, you hit ten dummies with Ice Shards (press Y), then, freeze them with ice shards by shooting them until they freeze. Last of all is the part where you kill the smaller dummies, then, kill the bigger ones with Ice Fury. After a cut scene is the next area.

D. MUNITIONS FORGE

Like usual, there are baboons and crystals around here, and when you beat the baboons, a barrier will disappear. Past that is a cut scene, then, more baboons to kill and crystals to break. (By the way, you can freeze some small enemies into balls of ice and push them into lava to kill them easily.) When enough enemies are defeated, another barrier will go away, so continue. Farther on is a cut scene with a Manweersmall named Mole-Yair. He wants you to rescue some other Manweersmall by breaking the crystals they are attached to. Anyway, past here is a Manweersmall and some baboons. You'll find a place with several paths you can go along, so explore a bit. You'll find more moles to free, crystals, like usual, baboons, and Fire Beetles. After freeing several moles, there will be another cut scene, and a path will be opened. You can still go back and explore more if you want, and after you can go along this new path.

EARTH SHOT

For a bit, you'll just be going along and killing baboons and a group of Magmaworms, which are pretty wimpy, though they can shoot a thin stream of fire at you. After those, there's another barrier, but killing the big baboon will get rid of it. Farther on are Fire Beetles, baboons, and Buffalo Beetles (big scorpions). Buffalo Beetles are the tougher enemies here, but ice is pretty effective on them, luckily. At where the baboons are, there are some metal things above them. You'll need to cross them to get to a higher path. Past here is a cut scene at an odd building, and you'll learn the Earth Shot, which I don't think is that great, though it can knock back enemies. You can't just hold B to shoot it like previous breath attacks, so you'll obviously want to upgrade it. Anyway, beat the group of baboons that come and continue.

Past here will be a cut scene. In this area are fire cannons, crystals, baboons, and most importantly, three levers. You need to hit them all for a cut scene. One is on ground level, and the other two are on higher platforms. After the cut scene, you'll be riding something on a track, going after a train. Use B or Y to shoot the Caboose; you can also ram into it to cause damage. After that, you can attack the Steam, but I don't think you can beat it. It'll just get behind you later, and you'll have to go fast to keep from getting hurt. It's kind of an odd, little "fight". Anyway, there will be a cut scene, and you'll be back on the ground again.

Along here are many crystals, and Buffalo Beetles, Dreadwings, and Magmaworms. Past all that, you'll have to go up some ledges, then, cross the

track while avoiding carts. You can fly out of the cart's way, then, fly back to the track, or you can get on the platforms near the track. The platforms have baboons on them, and if you fall, some platforms will lower so you can get back up easily. That's nice of them. Anyway, on the other side of this area, go into the tunnel. No more carts are coming, but you'll have some Fire Beetles to kill. Past here is a cut scene with Exhumor, Mole-Yair's brother. He wants you to break the cages here to free some Manweersmall, so do so while fighting off baboons for another cut scene.

Go along the newly opened path. Once again you'll have the usual enemies to get past, and past a pipe shooting out some type of gas, you'll need to climb up some ledges to get to the path in the wall. There are Fire Beetles and more crystals and Buffalo Beetles past here, then, you need to break through a cracked wall. Past here are more Fire Beetles and crystals, and all you need to do is go to the door to open it. Past here are some Magmaworms. Blow up the barrels to blast open the wall (stay back or you'll get hurt). Past that is a cut scene. Go up the path here. There are baboons, crystals, Manweersmall to free, and some carts you need to watch out for. Past here are more baboons, and when you beat the last one, the door will open. Through here are many crystals and a boss battle.

STEAM

Here's that stupid train thing again, and this time you have to beat it. It stays on the track, mainly on the round part, but will go on of the straight tracks leading from one side of the circle to the other if you cross on a middle track. Many times, when it goes on a straight track, it'll get stuck at the end, and you'll have time to shoot it a lot. Use the Fire Bomb on it; the other elements are much less effective. As the battle goes on, it will go faster and attack more. It can shoot fire balls at you, and shoot fire from either side, so make sure you're always on the move and never get too close. When it's down to the red health bar (there are four in all), it won't get stuck as often on the straight track, but that's the best way to hurt it, since it goes so fast now. Keep running across the middle tracks to get the Steam to go along them, so that when it does get stuck, you can hurt it. There's not much to this battle, as you can probably tell, but it does get a bit difficult later on. Just keep trying, and you'll get it. Afterwards, Terrador will be free, and there will be a cut scene.

FLEEING CYNDER

You need to escape from Cynder now! You'll be flying here, and you can shoot with Y, but you won't need it, since you rarely see any enemies other than Cynder. Hold R to fly faster, and make sure you dodge a lot. Cynder can shoot stuff at you and bite. There's not really much else to explain. It may take a few tries, but you'll get it soon. Then, there will be another cut scene, and you'll be back at the Temple.

TERRADOR'S TRAINING

First of all, you have to beat attacking dummies with the Earth Shot. Then, you do the same to running dummies before time is up. Next, you'll use the Earth Bomb (press Y) to defeat dummies outside the elemental ring, which throws them into the air like the Electric Arc. Use the Earth Bomb on more dummies after, and defeat them with melee attacks while they're in midair before time runs out. Last of all, you use Earth Fury after beating the little dummies.

E. CONCURRENT SKIES

You are now at Cynder's lair and need to free Ignitus. Go forward and after a little bit, you'll find some baboons, and farther past them are

Electric Leeches. They can suck breath energy from you. Anyway, break the gate you get to with an Earth Bomb, then, go through. Past here, you'll have to fight a lot of baboons until the door opens. You can't go back, since there is a barrier blocking the way you came in. Once the door opens, kill more baboons that come, then, go through the door. Past some electrical stuff are a few more baboons. Kill them to open another door.

Through that door, kill the baboons coming through the gate until they stop coming, and a platform will rise. Cross it to a higher ledge, then, kill more baboons for another platform. On a higher ledge are baboons and a Conduit. The Conduit can be killed by attacking the round part. The Conduit will attack if its red light passes over you or if you attack it. Kill the enemies here to make more platforms rise. Cross them to the outside, where more baboons are. Past here are Electric Leeches, crystals, and blue rock creatures (which are like the rock creatures in Tall Plains). Past them, kill some baboons to open a door. Go through, kill more baboons, and go through the next door back to the outside, where there will be a cut scene.

Past here are many baboons, and you need to kill them all to make the barriers go away. After that are rock creatures, and past them are more baboons (and a Dreadwing later). Kill them to get rid of another barrier, then, ride the elevator up, while fighting some more baboons. At the top, go into the building and kill the Conduits until some platforms rise. Cross them to get to a hallway. Kill the baboons here, then, cross some platforms past them. Of course, at a bigger platform, a barrier will surround you, and you'll have to kill baboons until it goes away. Past here is a tall room. Drop to the bottom and kill the Conduits and baboons to open the door. Go through to the outside, where there will be a cut scene.

There are baboons and electric cannons here. Beat them to make the barrier go away. Past here are more baboons to kill. Be careful of those towers, since they shoot electricity that can hurt you (but it can also kill enemies). After you kill them, this barrier will go away. Past here are baboons again and Electric Leeches and rock creatures. The path continues on a higher ledge, and past the rock creatures there, you'll have to beat even more baboons. There are some towers here, and if you stay out of the white light coming from them, they won't shoot you. (You can fly through the white light, just don't walk through it.) After the baboons are beaten, the barrier will disappear. Past here, break through the gate with an Earth Bomb or something, then, beat the baboons and electric cannons.

ELECTRIC KING

After that, you must fight the Electric King. He is very easy, but best fought from afar. Upgraded fire bombs are very useful against him. He's pretty much the same as the Ice King and will make a shield, shoot stalactite-like stuff that leaves behind red and green gems (and maybe a blue or two), and then he shoots some other stuff along the ground. Since he stands at the top of the stairs (and he never seems to leaves that spot), that third attack has no effect if you aren't standing right in front of him. He has three bars of health, and at the red one, he can shoot some electric breath that can stun you, but he won't be able to hurt you if you stand back. Just attack until you win.

Now go through the doorway he was blocking, and kill the baboon. (Don't worry about the electricity coming from those crystals; they won't hurt you.) Now destroy the crystal shards and ride the elevator up while fighting baboons. You'll stop at three levels where you have to beat baboons, then, destroy the crystal shards to ride the elevator up further. After that, there will be a cut scene after riding the elevator up more.

All you have to do is do one health bar of damage to Cynder. She can hit you with her tail and wing, so try to attack from afar. There are crystals here for when you need gems. This isn't too hard, and once you hurt her enough, there will be another cut scene.

F. CONVEXITY

All you do here is cross some platforms (and jellyfish) to get to Cynder. Remember that at one time, you'll get to a higher ledge near a big planet, but you can't glide to Cynder from there. You need to glide to an area to the right (if you're facing Cynder) to continue.

CYNDER AND THE ENDING

Anyway, Cynder has three bars of health. At the first, she'll stay on the ground and attack with claws, her tail, etc. She can also use a fire breath attack, which is a good time to melee attack her to save your breath energy. Then, you should mainly use long range attacks, and break crystals when you need more breath energy or whatever. After you get rid of one bar of her health, she'll fly around and shoot fire, then, land. When she's on the ground, she'll attack pretty much the same as before. Just fight the same as before. The last part is simple. You can shoot stuff at Cynder with B (and only move left or right), and she'll shoot at you. Keep shooting her until her health is gone, then, press Z to beat her before she uses an attack that will kill you. Then, there will be a cut scene and the credits. After the credits is another cut scene. Then, on the menu screen are Extras, which is an interview with Elijah Wood and the credits. Your file will start over at the beginning with all the upgrades you've gotten so far.

4. UPGRADES

FIRE

Fire Blast

Fire Blast of the Blazing Skies: Like the description says, this is a stronger version of your original fire breath that doesn't fizzle out.

Fire Blast of the Scorched Earth: This is a bigger attack that makes enemies run around on fire.

Dragsooth's Fire Blast of the Eternal Inferno: This is just a bigger attack, and the enemies don't run around anymore when they're on fire.

Fire Bomb

Fire Bomb of Smoke and Flame: This attack makes a bigger explosion than it did before.

Fire Bomb of Melting Magma: This upgrade makes an even bigger explosion.

Malak's Fire Bomb of the Burning Plains: This is a bigger explosion that also throws out rocks.

Fire Fury

Fury of Ishlandur's Final Stand: You'll get this when you get all the fire blast and fire bomb upgrades. Now your Fury attack is stronger and makes flaming rocks fall down on your enemies.

ELECTRICITY

Electric Stream

Electric Stream of Surging Currents: This is simply a bigger attack than the

previous one.

Electric Stream of Slithering Viper: I guess this is a better attack, but I can't really see the difference.

Icklemar's Almighty Electric Stream: This is just a stronger attack that can throw enemies even more easily.

Electric Arc

Electric Arc of the Static Shock: This shoots two electric arcs at once.

Electric Arc of Cracking Silence: I think this shoot more electric arcs.

Penagar's Thundering Electric Arcs: I think this shoots more arcs, but I can't tell.

Electric Fury

Fury of Angtor's Raging Storm: You get this stronger fury attack when you get all the electric stream and electric arc upgrades.

ICE

Ice Stream

Ice Stream of Chilled Rapids: This just has a wider range than before.

Ice Stream of the Midnight Frost: I don't see the difference.

Bissthalan's Hypothermic Ice Stream: I think this attack may freeze enemies a bit quicker.

Ice Shards

Ice Shards of the Cutting Crystal: Now the shards kind of bounce off things, but it's still not that effective.

Ice Shards of the Biting Tooth: These bounce faster, but they still aren't very useful.

Hydrax' Ice Shards of Arctic Hail: The shards are bigger now, but still not much help.

Ice Fury

Fury of Perisher's Unending Blizzard: This is a stronger version of the original fury that makes shards of ice fall down on the enemies. You'll get it when you get all the Ice Stream and Ice Shard upgrades.

EARTH

Earth Shot

Earth Shot of the Trembling Cliffs: This is just a stronger version of the original Earth Shot and has a wider range.

Earth Shot of the Quaking Valleys: This is just a bigger attack.

Yangdrithis's Shattering Earth Shot: Methinks this knocks back enemies farther than before.

Earth Bomb

Earth Bomb of the Wandering Whirlwind: This is just a bigger attack, and the whirlwind lasts longer than it did before.

Earth Bomb of the Whipping Winds: This attack is useful. It as a bigger explosion and keeps the enemies in the air for a bit.

Hargen's Earth Bomb of Spinning Terror: This is just a bigger attack.

Earth Fury

Fury of Kytheron's Wrath of Nature: This fury makes many whirlwinds to throw enemies into the air and boulders that fall on them.

5. TIPS

Breath Attacks and Fighting Tips: Here's just a little summary of each breath attack. The fire blast, I think, is the most useful breath. Often, enemies are unable to attack during and shortly after you use it on them. This is especially useful on Dreadwings and the bigger baboon enemies, since you can melee them while they're stunned, and you won't get attacked or waste any more breath energy than you have to. The fire bomb is just an explosive attack, which is good if you want to attack from afar.

The electric stream breath keeps enemies from attacking while it's being used. Also, especially after it's been upgraded, it can throw and knock enemies over. The electric arc can throw enemies into the air, where they can be melee attacked.

The ice stream is not a very great breath. It takes a lot to slow enemies down and even more to freeze them. Luckily, small baboons do freeze quickly into balls of ice that can be rolled off platforms or into lava. This breath is not good for much else. Ice shards are especially pathetic. They do little damage usually and take a long time to hinder enemies.

The earth shot and the earth bomb are especially useful when they're upgraded. The earth shot knocks back enemies, and the earth bomb can throw them into the air for some time, leaving them quite helpless.

Extras: Like I said at the end of the walkthrough, after beating the game, there will be Extras on the main menu. You can watch an interview with Elijah Wood or watch the credits. The extras will go away next time you start the game, so start a finished file and leave to get them back. Also, after beating the game, it will start from the beginning with all the upgrades you had already gotten.

Fury Attacks: This is something I noticed with a few different Fury attacks, especially after those elements were upgraded, but I'm not completely sure why this happens. After a Fury, you may have fire/electricity or whatever around you afterwards, which hurts enemies. It is good for taking out a full bar of a boss's health in seconds, so you may want to try this out sometime.

Gems and Upgrades: Red gems are for health and green are for breath energy. Purple gems are for fury energy, and when the bar fills up, you can press Z to do a fury attack. Blue gems give you spirit energy. Go to the level up menu after pausing to use your spirit energy for upgrading your short and long range breath attacks. Each time you upgrade all of a certain element, you'll get an upgraded fury attack for that element.

Running Out of Breath Energy: If you run out of breath energy, you can still use brief spurts of your fire blast.

6. COPYRIGHT STUFF

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