

Spyro 2: Ripto's Rage Boss FAQ Final

by Gbness

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Spyro 2: Ripto's Rage Boss FAQ

Version: Final

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1. Version History: Just in case, you're interested, here's the useless version history:

Version FINAL: The first, original version of this guide. Sorry, but it's the last. :(Bosses, my review, and a couple other things are covered in the guide.

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2. Introduction: Well, it's RichardB again, eh? Well, he's working on his Spyro 2: Ripto's Rage Boss FAQ, his sixth FAQ! He had a successful Spyro the Dragon Boss FAQ, so now he's bringing out the ultimate Spyro 2 boss guide! I just thought that since there are boss guides to a lot of other games like the Crash Bandicoot series, there should be some for this series, and that's why I brought in this guide. This is not a walkthrough or a FAQ or any of the such thing, instead it is a guide just to beat the bosses in Spyro 2. So there.

Now on to my opinions of the game... Sadly enough, I did not enjoy this game quite as much as I liked the first game in the series, but even so, Spyro 2: Ripto's Rage is quite an enjoyable game, and still worth the Spyro title. Now, for this guide... it will give you this introduction, the legal disclaimer and contact rules, and then I'll guide you through the three bosses in this game. After that, I wasted my life enough to do a Codes/Secrets part. So that basically wraps it up. Remember, there are large SPOILERS in the guide.

Anyway, feel free to send me positive or negative feedback! I appreciate it all. Have a good time reading through these boss strategies. ;)

-Rich "Gbness" B.

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

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

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

If you follow these 5 rules there's a 99% chance I will respond to you within 12 hours.

5. IM Rules: I also like getting IMs, but don't send them to me too often, or they may be ignored. I am on often, so feel free to IM me, but keep it light. However, you are not allowed to use a lot of profane language. If you do, I might not want to help you. Keep the message clean and I'll most likely talk to you.

6. Boss FAQ: The three bosses featured within Spyro 2: Ripto's Rage, will provide some challenge for some people, so that's why I made up this guide!

6a. Crush

Location: Summer Forest

Name: Crush's Dungeon

Requirement: 6 Talismans

Difficulty: Easy

Well, if it isn't the big blue monster that was with Ripto at the beginning, Crush! And what the pushover this guy is. He's the first of the three bosses in Spyro 2, so he's obviously the easiest. On the floor, there are blue circles. Crush will slowly walk around this room and when he gets to these, he will shoot electricity at you a couple times. Avoid these, and then flame him. Repeat this process a couple of times, and soon, he'll turn all of the circles red. Now, when he gets these, he'll shoot fireballs at you. These are hard to dodge, but do so. After that, just flame him in the butt. Repeat this a couple times, and he'll turn the circles blue AND red. Now just dodge electricity if it's blue or fire if it's red. He'll also be running after you, smacking his stick, but just avoid him carefully if that's the case. Then he'll turn around, vulnerable to flame. Repeat this three times, and rocks will fall from the ceiling, and then Crush is dead! If you want all the Skill Points, avoid all of his attacks and never get hit, and you'll get one.

6b. Gulp

Location: Autumn Plains

Name: Gulp's Outlook

Requirement: 14 Talismans

Difficulty: Medium

Remember the dinosaur-like guy that Ripto is always riding on? Here he is, it's Gulp. He may look difficult and menacing, but thanks to the pterodactyls that Elora is setting in this area, you'll have some good attacks to use against him. Once Gulp gets some of these, he can belch gas at you, shoot energy, and shoot a missile really powerfully at you. Plus, from those lasers he's got, he packs some really powerful shots. Now, let's talk about the good side. He can't swallow this stuff Elora is dropping until he gets hit three times. On the first round, some pterodactyls will drop a barrel. Line up Spyro with the

barrel and Gulp, then charge the barrel into him to do some damage. Now run out of the way, as Gulp will attack. Now, Elora will drop bombs. Line them up exactly the same way, but this time, flame the bombs, and then they'll explode at Gulp. The third time, you'll see missiles. Just get close to Gulp, but not TOO close, as you'll get hit. Fire the missiles at him while avoiding his attacks, and then Elora can drop any of the three. Once again, Gulp can now use your stuff, so be careful and use all your attacks, and Gulp is a dead boy. (And a bad one at that too. :P.) There are two Skill Points to be gained here, one by shooting a missile at Ripto, and one for killing Gulp without ever being hit.

6c. Ripto

Location: Winter Tundra

Name: Ripto's Arena

Requirement: 40 Orbs

Difficulty: Hard

Well, it's Ripto. He's the final boss, and he's surely the most difficult one too. You can get red orbs, green orbs, and blue orbs, as can Ripto. You need three orbs to get a powerup. The only thing that matters is the last orb. The other two are nonexistent. If you get a red orb as last, you'll just get a Superflame powerup. If you get green, you can fire a beam at Ripto. If you get blue, you can supercharge Ripto. But Ripto is small, so supercharge isn't that useful. The best is green. Flaming and charging Ripto won't damage him, but it will slow him down. Of course, he can get these orbs himself. His scepter, before, was bad enough, but now, he'll just fire some fire at you. Just jump over it. On green, he's bad. He'll fire some green rings at you. These are hard to avoid. On blue, he'll charge at you. Run from him with all you've got. Give him some good hits, and then he'll transform into Ripto-Gulp. In short, he'll summon a mechanical Gulp from the lava, and then he'll jump on it. His scepter is actually easier to avoid now, as it fires slightly ahead of you. He's really BIG now, so supercharge will work very well now. But, the catch is, he's got three new powerups. On red, he will shoot a fire dragon to aim at you. Try to track this into hitting Ripto. That'll be a mistake for him. On green, he'll just breathe gas at you. On blue, he's BAD. He'll shoot a LOT of blue energy balls on the ground. You'll see their shadows, so try not to be hit. Your powerups are the same, and he's easier to hit now, so just do that, and he'll scatter yellow orbs around. Spyro will lift into the skies with eternal powerup flame, and Ripto will get a good Pterodactyl and burn the whole ground with lava. Now it'll just be Spyro and Ripto going at it. On his Pterodactyl, he'll just shoot at you, but the challenge is hitting him. You have to flame him eight times to kill him, and this is no easy task. On the first three hits, he'll just be flying. Very easy to hit. On the fourth and fifth, he'll just shoot you and fly away, so you're sort of forced to fire in front of him. On his sixth, seventh, and eighth, he's always flying, and firing when you come close! Very bad. So just be sure to get at a distance, and with luck and accuracy, you can hit him while avoiding the scepter! Then he'll fall into lava, for good. Enjoy the ending! :)

7. Codes/Secrets: Here are all the known codes and secrets for the game so far. And look, even four of them were from me! Isn't that great? Well, here they are:

All Abilities:

Pause the game, and enter the following:

Circle, Circle, Circle, Circle, Square

Contributed By: KasketDarkfyre, Source: Expert Gamer

Big Head Mode:

Pause in the middle of the game, and enter the following:

Up, Up, Up, Up, R1, R1, R1, R1, Circle

Contributed By: KasketDarkfyre, Source: Expert Gamer

Change Spyro's Color:

Pause the game, then press the following button combos to change Spyro to the corresponding color.

Red: Up, Right, Down, Left, Up, Square, R1, R2, L1, L2, Up, Left, Down, Right, Up, Circle

Blue: Up, Right, Down, Left, Up, Square, R1, R2, L1, L2, Up, Left, Down, Right, Up, X

Pink: Up, Right, Down, Left, Up, Square, R1, R2, L1, L2, Up, Left, Down, Right, Up, Square

Green: Up, Right, Down, Left, Up, Square, R1, R2, L1, L2, Up, Left, Down, Right, Up, Triangle

Yellow: Up, Right, Down, Left, Up, Square, R1, R2, L1, L2, Up, Left, Down, Right, Up, Up

Black: Up, Right, Down, Left, Up, Square, R1, R2, L1, L2, Up, Left, Down, Right, Up, Down

Contributed By: MTRodaba2468, Source: www.cheatcc.com

Crash Team Racing demo:

At the title screen, hold L1+R2 and press Square. This will activate the Crash Team Racing demo.

Contributed By: CDBavg400, Source: Unknown

Extra Hit Point:

To give Spyro an extra hit point, pause the game and press Square, Up, Square, Down, Square, Left, Square, Right, O.

Contributed By: Gbness, Source: SpyroHints.com

Flat Spyro:

To make Spyro a flat, 2D dragon, pause the game, then press Left, Right, Left, Right, L2, R2, L2, R2, Square.

Contributed By: Gbness, Source: SpyroHints.com

Make Sparx Point to Nearest Gem:

To make Sparx point to the nearest gem, hold down L2, R2, L1, and R1 simultaneously.

Contributed By: Gbness, Source: Self

Permanent Superfire Powerup:

To get a superfire powerup, collect 64 orbs and 10,000 gems and go to Dragon Shores. A door will open that will grant you this permanent powerup!

Contributed By: Gbness, Source: Self

View Credits:

In the middle of the game, press the Start button to pause. Then enter the code below. If successful, a sound will be heard for confirmation.

Square, Circle, Square, Circle, Square, Circle, Left, Right, Left, Right, Left, Right.

Contributed By: YSF, Source: EGM

8. My Review: For the very small number of fans that I have, I have my review here, should they want to read it.

Spyro the Dragon was played by many thinking it was a game for little kids and they loved it to death immediately, and soon, this series became possibly even better than Crash! Then the second game came out. I am sorry to say that no, I did not enjoy it quite as much as I loved the first game, but still, I figure it is a worthy game.

The graphics in this game really are good, and they are quite possibly even better than those of the original Spyro game. They look just as colorful as they previously did, but for some reason, I just figure they are not as good. First of all, the enemies are even better looking than they were in the first game. They are the same kind of cartoonish monsters, but all the same they are even better than they were in the last game. Second, this is the bad point. The gems do not look near as colorful. They appear too big for my taste. They still look good all the same, and Spyro has grown! He looks a lot more handsome than before. So graphic-wise, this game is really great, and in this factor it's better.

This brings us to the music of this game. Seriously, the music in this game doesn't even compete to that of the first game. In the first game, the music seemed to fit right into the level, and it all sounded perfect. I'll admit, some of the music in the later parts of the game are awesome, though still not as much. Unfortunately, early in the game, the only two songs that actually appealed to me in the earliest part of the game were those in Aquaria Towers, and the opening song. The music in this game does not suck at all, but still, I wish that Insomniac could have made it just a little better.

Then we have the sound. This sound is much better than that of the first game. The good sound really does not come from the enemies that much, but from Spyro himself. I just could not stand Spyro's voice in the first game. It just totally made me sick. In this game he's aged up a bit and his voice isn't half as annoying. Hunter, Moneybags, the Professor, Elora, and Ripto had great voices as well, not to mention the non-important characters of the game. Spyro's charge, flame, and head-bash moves also sound great. If I have one complaint about the sound in this game, it's that there just is not enough of it. Had there been a little more, I would have appreciated it more, but this isn't any big deal. The sound is pretty good.

The storyline is fair, although compared to the first Spyro game, this storyline falls short. It is like this: Spyro has gotten back from beaten

Gnasty Gnorc, and it's raining a lot in the dragon world. Spyro decides to go on a vacation, so with his best pal Sparx the Dragonfly, he heads out to Dragon Shores. Meanwhile, the creatures of Avalar are trying to activate a portal so they can get a dragon in their world to beat Ripto, a mysterious being who is currently terrorizing Avalar. So when Spyro hops through the portal to Dragon Shores, he ends up in Avalar. Ripto, along with his servants Gulp and Crush, must be stopped. The storyline isn't bad, but it's just not what I would call perfect.

Now I'll talk a bit about the gameplay of the game, which is by far the most important aspect. The controls in this game are good. Not great, but good. Those who have played the original Crash Bandicoot should have no problem with the controls. It's pretty basic: X to jump, O to breath fire, Square to Charge, Triangle to land from the air and hover a bit, the D-Pad to move, and Start to bring up the menu. In the first game, you pretty much landed with the Triangle button, but in this game, there's the new option to hover, so it gives your jumping a little more distance. I liked this a lot more than the landing of Spyro 1. So the controls are pretty much perfect, and easy to know and use. Then comes the real fun. In this game, there are a trifle bit less gems, only 10,000. Plus, there are less of those purple gems that are worth a whooping twenty-five gems. I really would have liked it if there were more but this is not too bad. Then there are the orbs. While we found dragons in Spyro 1, here we find Orbs. These are a bit tougher to locate because of all the ridiculous puzzles you have to do. The speedways in this game are very, very entertaining, and much better than those of the first game. Then we have the worlds. Unfortunately, there are only three worlds in this game, whilst there were six in the previous game. Fortunately, this isn't half as bad as it may sound, as the game is still long, even though we don't have as many gems, orbs, or worlds. Plus, to make up for the fact there weren't as many worlds, there are far as many areas in the worlds, so this more than makes up for that. The challenge in this game is awesome. It's not too high, not too low, it is just right. It may prove a fair bit of difficulty for some gamers, but for the experienced type it is simply perfect.

It seems that this game never really loses its fun for playing, no matter how much you do so. The replay value of this game is very high, and once you understand things, it may very slightly be a bit better. The replay isn't the best in the world, but still, it is just as great as the game is.

Here we have the pros and cons of this game.

Treats:

- Great graphics.
- Awesome sound.
- Great challenge.
- Lots of replay value.
- Good controls.
- Fair storyline.
- Takes a while to complete.
- It's the second Spyro!

Probs:

- Not as many worlds.
- Not very good music.
- Not as good as the first.

Ratings:

Graphics: 9/10
Music/Sound: 8/10
Storyline: 7/10
Gameplay: 9/10
Challenge: 10/10
Replay Value: 10/10
Overall: 8/10

Finally: Overall, this game is not quite as good as the first, but it comes close! The game is definitely worth playing. I know, it is not as good, but it is definitely an above average game and well worth playing. I hope you found my review helpful.

8. Outro: Well, thanks for reading my newest Boss FAQ, and any other guides you read, and look for more guides by RichardB in the future! Once again, thanks for reading this.

9. Credits:

Gbness: For writing what you're reading right now and contributing 4 of the codes.

CJayC: For running the best FAQing site out there and for posting this guide.

KasketDarkfyre: For contributing two great codes!

MTRodaba2468: For contributing a nice code.

YSF: For his good code.

CDBavg400: For one of our codes.

SpyroHints: For being THE best Spyro web site out there. Be sure to check out this web site!

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