

Also the codes are used for quick 'warping' as I like to call it, just hold Ctrl + F together and type in the box the code number (with the square type brackets included) and press enter twice then...ta da! You're there.

- I - About me with guides
- II - Version History
- III - Copyright
- IV - Game Story
- V - Eggs
- VI - Gems
- VII - Skill Points
- VIII - Spyro's Controls
- IX - Sheila's Controls
- X - Sgt. Byrd's Controls
- XI - Bentley's Controls
- XII - Agent 9's Controls
- XIII - Sparx's Controls
- XIV - Home Levels
- XV - Morphing Levels
- XVI - Regular Levels
- XVII - Speedways
- XVIII - Boss Levels
- XIX - Sparx Levels
- XX - Gem Containers
- XXI - Powerups
- XXII - Why the Guide is different in some parts
- XXIII - Walkthrough
- XXIV - Sunrise Spring Home
- XXV - Shelia's Alp
- XXVI - Sunny Villa
- XXVII - Cloud Spires
- XXVIII - Molten Crater
- XXIX - Seashell Shore
- XXX - Mushroom Speedway
- XXXI - Buzz's Dungeon
- XXXII - Sunrise Spring Challenge Portals
- XXXIII - Midday Garden Home
- XXXIV - Sgt. Byrd's Base
- XXXV - Molten Crater - Part 2
- XXXVI - Crawdad Farm
- XXXVII - Icy Peak
- XXXVIII - Enchanted Towers
- XXXIIL - Spooky Swamp
- XL - Bamboo Terrace
- IXL - Country Speedway
- VIIIL - Spike's Arena
- VIIIL - Midday Garden Challenge Portals
- VII - Evening Lake Home
- VL - Bentley's Outpost
- IVL - Bamboo Terrace - Part 2
- IIIL - Spider Town
- IIL - Frozen Altars
- IL - Lost Fleet
- L - Fireworks Factory
- LI - Charmed Ridge
- LII - Honey Speedway
- LIII - Scorch's Pit

- LIV - Evening Lake Challenge Portals
- LV - Midnight Mountain Home
- LVI - Agent 9's Lab
- LVII - Fireworks Factory - Part 2
- LVIII - Honey Speedway - Part 2
- LIX - Starfish Reef
- LX - Crystal Islands
- LXI - Desert Ruins
- LXII - Haunted Tomb
- LXIII - Dino Mines
- LXIV - Harbour Speedway
- LXV - Sorceress' Lair
- LXVI - Midnight Mountain Home - Part 2
- LXVII - Bugbot Factory
- LXVIII - Midnight Mountain Challenge Portals
- LXIX - Super Bonus Main
- LXX - Super Submarine
- LXXI - Super Snowboard
- LXXII - UFO Chasing
- LXXIII - Sorceress Finale (*SPOILERS!*)
- LXXIV - Boss Guides
- LXXV - Egg List
- LXXVI - Skill Point List
- LXXVII - Epilouge (!*!****GIGANTIC SPOILERS!!!****!*)
- LXXVIII - Table of collectables
- LXXIX - Cheats and Codes
- LXXX - Missing Gems?
- LXXXI - Enemies
- LXXXII - FAQs
- LXXXIII - Misc.
- LXXXIV - Closing
- LXXXV - Credits

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Spyro: Year of the Dragon is the first guide I've witen about, so if I am not the best then you'll know why. Hence my Name 'SpyroCrashJak', I will write guides about Spyro, Crash & Jak and Daxter games, and I will write the guides in the order that I got those games. And it just seemed to happen that this was the first.

Okay, so, yeah, cool, you wanna hear my story of when I got the games and what happened with each one, well, as I write more guides, I will write the extra bits of story on each. And this is my first one, so I'll write how I got Year of the Dragon and other information about it.

Spyro: Year of the Dragon - PS1 - Release Date: 12th October 2001 (Europe Platinum) - Got it: Christmas 2002

I was at my cousins when before I was about to go, I saw him playing with his mate on some game with a weird lookin' purple lizard (I regret calling him weird now). I joined in and said "watcha playin'?", I got the answer "Spyro" from my cousin, I watched and they were going down some underwater tube (the mini-game in Seashell Shore) and I asked if I could have a quick go on this game. And when I tried I died for missing the very first Rhynoc straight away. Then on I just didn't wanna go home, I MUST PLAY IT!!! NEED TOO!!! CAN'T RESIST!!! I couldn't control my self, I went Crazy!!!!!!!

There are 20,000 gems in total in Spyro: Year of the Dragon, only it says 15,000 gems in the atlas because it doesn't count bonus gems. Gems come in 5 different colours, here is a list of them, how much they're worth, and how rare they are:

Red = 1 - You will find these in almost every little spot of the game!
Green = 2 - Twice as rare as red gems
Purple = 5 - You will find these in some baskets of the game, and in strong or locked chests
Yellow = 10 - Twice as rare as purple gems
Magenta (as I believe it's called) = 25 - VERY Rare, found only 1-3 times in each world of the game (except Super Bonus)!

Hmm...Isn't that the same gems and value of the ones in Spyro 2: Gateway to Glimmer? Maybe the Sorceress got some of the gem cutters in from Avalar.

Anyway, it seems that Moneybags is back and he wants more gems, and now he will let you through places with an even bigger amount of gems! Here is a list of when you'll meet him:

Sunrise Spring Home: 300 - Release Shelia
Cloud Spires: 200 - Activate the Bellows
Molten Crater: 300 - Unlock Thief Challenge
Midday Garden Home: 600 - Release Sgt. Byrd
Icy Peak: 500 - Unlock Nancy's Challenge
Spooky Swamp: 500 - Progress through door
Evening Lake Home: 1,000 - Release Bently
Frozen Altars: 800 - Unlock Ice Hockey Challenge
Charmed Ridge: 600 - Get steps working
Midnight Mountain Home: 1,300 - Release Agent 9, 0 - Retrieve all gems from Moneybags
Crystal Islands: 1,000 - Extend the Bridge
Desert Ruins: 800 - Progress through door

You can skip paying Moneybags in Crystal Islands and Desert Ruins by defeating the Sorceress (required you have 100 eggs) and once you do, chase the gems off Moneybags and you won't see him in those two levels! Also the Super Bonus Round requires 149 eggs and 15,000 gems. The portals inside it require 16000, 17000, 18500 and then 20000 gems for unlocking all of them.

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VII \\ \\ \\ \\ \\ \\ |||||----<<<<>>>>---Skill Points---<<<<>>>>----||| \\ \\ \\ \\ \\ \\ VII
!!

Skill Points were a test by Insomniac added in the game, there are 20 in the game but none count towards your percentage and are no a proper part of the game. You have to do a certain thing to claim one, some are easy and some are hard, to get them all, you need the skills of beating what's hard, exploring and inspecting certain things that look different. If you have all three of those skills then you are sure to get all 20 skill points. The Reward? If you beat the Sorceress and get ten then you will win an extra part to your atlas of 5 pages which tell you what happened in the Forgotten Worlds after the defeat of the Sorceress. If you get twenty then you will get another 5 pages added to the epilouge.

Read the Skill Points list section of the guide and the Epilouge section (includes massive spoilers) for more information on this.

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Key: X = Cross Button
T = Triangle Button
O = Circle Button
[] = Square Button
L Stick = Left Analog Stick
R Stick = Right Analog Stick
START = Start Button
SELECT = Select Button
L1 = L1 Button
R1 = R1 Button
L2 = L2 Button
R2 = R2 Button
^ Directional Button = Up Directional Button
\\\/ Directional Button = Down Directional Button
< Directional Button = Left Directional Button
> Directional Button = Right Directional Button

L Stick = Move
R Stick = Nothing
X = Jump
X + X = Glide
X + X + T = Glide and Hover
O = Flame
O with projectile in mouth = Spit
Hold down T = Look Around (Spyro Vision)
Hold down [] + L Stick = Charge
START = Pause/Resume Game
SELECT = Open Atlas at page of level/Resume Game
L1/R1 = Point the camera at the back of Spyro
L2 = Rotate Camera Left
R2 = Rotate Camera Right
L1 + L Stick = Turn on the Spot to the left
R1 + L Stick = Turn on the Spot to the right
^ Directional Button = Move forward
\\\/ Directional Button = Turn 180 degrees
< Directional Button = Turn 90 degrees to the left
> Directional Button = Turn 90 degrees to the right
L1 + R1 + L2 + R2 = Sparx points to nearest gem (once earned)
X + T = Headbash
Hold Down [] Underwater = Charge Underwater
Hold Down X Underwater = Paddle Underwater

Secret Move = While gliding, push \\\/ and Spyro will slowly go down to earth

Climbing = Press the X button to jump on the ladder, then press ^ or \\\/ to climb or descend the ladder

Skateboarding:

X = Jump
O = Flame
< on half pipe = Spin Left
> on half pipe = Spin Right
X + T + ^ = Flip Forwards
X + T + \\\/ = Flip Backwards
See Sunny Villa, Enchanted Towers and Lost Fleet for more info on Skateboarding.

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 IX \\\ \ \ \ \ \ \ \ |||||----<<<<>>>>-Sheila's Controls-<<<<>>>>----||||| \ \ \ \ \ \ \ \ / IX
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See Spyro's Controls for a key

- L Stick = Move
- R Stick = Nothing
- X = Jump
- X + X = Air Hop
- X + X as soon as you hit the ground = Double Jump
- O = Kick
- Hold Down T = Look Around (Sheila Vision)
- [] = Kick
- START = Pause/Resume Game
- SELECT = Open Atlas at page of level/Resume Game
- L1/R1 = Point Camera at the back of Sheila
- L2 = Rotate Camera Left
- R2 = Rotate Camera Right
- L1 + L Stick = Turn on the Spot to the left
- R1 + L Stick = Turn on the Spot to the right
- ^ Directional Button = Move Forwards
- \ / Directional Button = Turn 180 degrees
- < Directional Button = Turn 90 degrees to the left
- > Directional Button = Turn 90 degrees to the right
- L1 + R1 + L2 + R2 = Sparx points to nearest gem (once earned)
- X + T = Stomp

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 X \ \ \ \ \ \ \ \ \ |||||----<<<<>>>>Sgt. Byrd's Controls<<<<>>>>----||||| \ \ \ \ \ \ \ \ / X
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See Spyro's Controls for a key

- L Stick = Move
- R Stick = Nothing
- Hold X = Fly upwards
- O = Launch Missile
- Hold Down T = Aim View (Byrd Vision)
- Hold Down T in Mid-air = Aerial View
- [] when carrying object = Drop object
- Drop on object = Pick up object
- START = Pause/Resume Game
- SELECT = Open Atlas at page of level/Resume Game
- L1/R1 = Point Camera at the back of Sgt. Byrd
- L2 = Rotate Camera Left
- R2 = Rotate Camera Right
- L1 in mid-air: Strafe left
- R1 in mid-air: Strafe right
- L1 + L Stick = Turn on the Spot to the left
- R1 + L Stick = Turn on the Spot to the right
- ^ Directional Button = Move forward
- \ / Directional Button = Turn 180 degrees
- < Directional Button = Turn 90 degrees to the left
- > Directional Button = Turn 90 degrees to the right
- L1 + R1 + L2 + R2 = Sparx Points to nearest gem (once earned)

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 XI \ \ \ \ \ \ \ \ \ |||||----<<<<>>>>Bentley's Controls<<<<>>>>----||||| \ \ \ \ \ \ \ \ / XI

SELECT = Open Atlas at page of level/Resume Game
L1/R1 + Left Analog Stick = Strafe
^ Directional Button = Move Forward
\ / Directional Button = Turn 180 degrees
< Directional Button = Turn 90 degrees to the left
> Directional Button = Turn 90 degrees to the right

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XIV \/\ /\ /\ /\ /\ ||||---<<<<>>>---Home Levels---<<<<>>>---|||\ /\ /\ /\ /\ /\ XIV  
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Home levels are the main levels of a world, the first one is where the game starts, then the second, third and fourth are gotten to by defeating the boss of the previous realm. There are four 'homeworlds' in the game: Sunrise Spring Home, Midday Garden Home, Evening Lake Home & Midnight Mountain Home, you may notice that at the end of each it says 'Home', that's where it got it's name from!

Ok...

Right...

Really...

Anyways, where was I?...

...

Ah, yes, these home worlds also have the portals to the rest of the levels in that world! You will also find Moneybags in these places where he shall be guarding the charcter to unlock for the realm-- er..world and will let them free from thier Bird Cages...and three of them aren't even birds.

Home Levels:

- Sunrise Spring Home
- Midday Garden Home
- Evening Lake Home
- Midnight Mountain Home

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XV \/\ /\ /\ /\ /\ ||||---<<<<>>>--Morphing Levels--<<<<>>>---|||\ /\ /\ /\ /\ /\ XV  
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Morphing levels are levels when you don't play as Spyro! Great! Instead you play as somebody else! Wow! Isn't it! Great! AAAHH!!! At!tack! of! the! ex!pli!nat!ion! marks!

Ok I just feel a bit crazy at the moment, I'm sorry, I'll calm down.

To unlock 'morph worlds' you must pay Moneybags the gems he want in the home worlds (yep, that showers calmed me down) and you'll see a movie sequence involving Moneybags being harmed by the character you just unlocked. Then you can walk into thier levels to play as them and do the mission of the level, then once done they'll be yours and will also help you to get to the next world!

In each morphing level there are 3 dragon eggs and an added 100 gems to each next one (400, 500, 600 and 700). Well, what else do you want?

Morphing Levels:

- Shelia's Alp
- Sgt. Byrd's Base
- Bently's Outpost
- Agent 9's Lab

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 XVI \\\\/\\\/\\\/\\\/\\\/\\\/\\\/\\\/\\\/\\\/\\\/\\\/\\\/\\\/\\\/\\\/\\\/\\\/\\\/ XVI
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Regular Levels are the main and most important levels in the game, within a 'normal world' you will find 6 dragon eggs and an added 100 gems to each next world (400, 500, 600, 700). Also there is a certain mission to acomplish for all Regular levels and then you'll have an assistant which will help you to get to the next world, and a couple of Challenge Portals, some of which you can play as a different character (as long as they're unlocked)!

And ofcourse, Moneybags is occasionally sneaking into some levels for your gems.

Regular Levels:

- Sunny Villa
- Cloud Spires
- Molten Crater
- Seashell Shore
- Icy Peak
- Enchanted Towers
- Spooky Swamp
- Bamboo Terrace
- Frozen Altars
- Lost Fleet
- Fireworks Factory
- Charmed Ridge
- Crystal Islands
- Desert Ruins
- Haunted Tomb
- Dino Mines

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 XVII \\\\/\\\/\\\/\\\/\\\/\\\/\\\/\\\/\\\/\\\/\\\/\\\/\\\/\\\/\\\/\\\/\\\/\\\/ XVII
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Speedways are given their name for the exact same reason as real life Speedways: It's somewhere with a series of sporty events. Yes, it is. Now in a Speedway you shall find that Sparx will greet you and ask you what you want to do. He'll give you two options: Time Trial or Race.

In Time Trial you have to complete all four tasks within the time limit, in each task there are 8 objects to hit. Once all 8 of an object is destroyed, it will fly over to the other side of the screen to show that you've done it. Complete all four in the time limit and you'll win a Dragon Egg.

In the Race you will have to race five of a certain type of creature. In the first Speedway, you'll have to flame the butterflies to slow them down, while in the others there are missiles around the track. To get one you'll have to fly through a red star, Spyro's mouth will swell up and when you get near an opponent, fire it and it will home in and hopefully hit it, slowing it down. Blue Stars will give you a turbo boost, which can be used for both getting

ahead of players and slowing them down by crashing through them.

Also, in each Time Trial you'll find Hunter hiding somewhere, here is a list of where he is in each Speedway:

Mushroom Speedway - In a mushroom on an island near the seventh flower

Country Speedway - In a house right in the middle

Honey Speedway - Just after the seventh Honeycomb?

Harbour Speedway - Inside the lighthouse

You can agree or disagree to doing the mission, it is done by Hunter using some different gismo each time and they are all about Flying Sheep Saucers. Complete the challenge to win the Egg.

They are the three things you can do in Speedways.

Speedways:

Mushroom Speedway

Country Speedway

Honey Speedway

Harbour Speedway

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XVIII \\/\\/\\/\|||----<<<<>>>----Boss Levels----<<<<>>>----|||\/\\/\\/! XVIII
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If you have ever played any other videogame in the past, you'll know what these are. They have a special enemy within them which have special attacks and can only be defeated by certain attacks and have to be hit so many times.

In this game, a boss level is played on a large circular arena with something deadly around it. Once you defeat a boss you win a Dragon Egg and continue onto the next world. In each world there is just one proper boss, a Sparx boss and a Semi-boss*.

Well that's it really.

*Not in midnight mountain though.

Boss Levels:

Buzz's Dungeon

Spike's Arena

Scorch's Pit

Sorceress' Lair

Sorceress Finale

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XIX \\/\\/\\/\|||----<<<<>>>---Sparx Levels---<<<<>>>----|||\/\\/\\/\ XIX
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Notice how in each home level there is a sign with a picture of Sparx on it and how it says 'Me meet back here later with Sparx - Zoe' or something like that. So when you beat the boss of that world the Sparx World in that world will be unlocked.

Here are the locations of the Sparx worlds:

Crawdad Farm - Just to the left of the entrance to the room with the balloon

in, Sunrise Spring Home

Spider Town - All the way at the very top end bit of the level, Midday Garden Home

Starfish Reef - Up the ladder found above water, Evening Lake Home

Bugbot Factory - Left of the bridge up to Harbour Speedway, Midnight Mountain Home

In Sparx worlds you play as...um...Sparx. And patrol him around a world on a top down view with lots of creepy crawlies in it. Most enemies take one hit to defeat, some take three, and a few take alot. There are keys in Sparx worlds which are used for unlocking a certain door or forcefield, through the last 1 you'll find a boss which takes 100 or 200 shots to defeat!

Defeat the boss of the Sparx world for a Dragon Egg.

Sparx Levels:

- Crawdad Farm
- Spider Town
- Starfish Reef
- Bugbot Factory

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 XX \\/\\/\\/\\/\|----<<<<>>>>--Gem Containers--<<<<>>>>----\|\/\\/\\/\\/ XX
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Here is a list of the places that you'll find gems:

On the Ground - Most gems are found simply laying around the ground sparkling and rolling in a circle, Sparx will do most of the work here. Found: Every Level

Baskets - Second rarest place, found in orange wooden baskets which can be opened with any attack. Found: Every Level but Super Bonus

Vases - A tiny bit rarer than baskets, they are grey vases with stripes, these can be opened with every attack but the normal breath attack. Found: Every Level but Super Bonus

Headbash Chest - Semi-rare grey boxes with a red and white circle on top. They can be opened by any ariel attack or something really powerful. Found: In just about half the levels there are in the game

Strong Chests - These are the rarest These look like Headbash Chests, only they don't have the red and white target on top. These can only be opened by anything powerful. Found: There are 2 or 3 of these in each world

Mystery Vases - These are yellow vases with question marks around it, break it in any way, and it will disappear and reappear somewhere else in the level. Once it gets back to the beginning of the level, break it for some gems. Found: Bamboo Terrace and Charmed Ridge

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 XXI \\/\\/\\/\\/\|----<<<<>>>>----Powerups----<<<<>>>>----\|\/\\/\\/\\/ XXI
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Here is a list of the powerups in this game, the definitions are copied from the manual:

Superfly - Spyro can fly instead of just glide. Press the X button to flap

Bianca: *Pant Pant* We captured all the Eggs, your majesty...every last one.

Sorceress: Good...Maybe you'll come in handy after all. Now, go and guard the tunnels, and stop anyone from coming through.

Bianca bows and the camera zooms over to Zoe who's spying on them.

And then, finally, we see 'A Desperate Rescue Begins':

Dragon is pulling on other Dragon stuck in hole.

Zoe pops out of a different hole.

Dragon: Where are the Eggs?

Zoe: The Hole Came out on the other side of the world, we found some of them, but they were too heavy to carry back.

Spyro: The other side of the world?

Dragon: The Forgotten Worlds. Spyro, go out and find all the Eggs, you're our only hope.

Spyro: You've got it!

Spyro Headbashes into a hole.

And we finally start.

Walk around this platform for some gems, I believe there are a couple of baskets here, so open them with you're flame breath for some more gems. Walk down the steps and scour this bit of gems, there is a Butterfly Glass around here, open it for another life.

Now jump up the step and scour for gems, keep on going up these steps and near the top go to the left to find more gems and you're first Dragon Egg!

Egg 001/150 (01/10)

Isabelle | Grey | Egg by the stream

Found on a ledge just before the top of the steps.

Now jump up another step to find a portal with 'Sunny Villa' written on it, don't go in just yet though, we still need to complete this level first. Oh, and just before this Zoe must have talked to you.

Zoe: Hi, Spyro! To rotate your camera, push the L2 or R2 Button. To face the camera behind you quickly, Press the L1 or R1 Button. To look around hold down the Triangle Button.

Well it was something like that, approach the Sunny Villa portal and a rainbow will fly in. This is Bianca, here to threaten you.

Bianca: So, you're the one in charge of rescuing all of the Eggs huh? Ha ha ha ha ha! Look, if you don't leave then I'll force you back up that hole you came

through. Do I make myself clear? If I find you here again then I'm going to be VERRRRRY angry! And you won't like me when I'm angry.

She then disappears into thin air.

Continue along, don't forget there's a gold gem or 2 behind the Sunny Villa portal. Just walk around the area collecting all gems then go over to that bear guy. Remember Moneybags from the last game, well his back for more gems.

Moneybags: Ahhhh, Spyro! I remember when we met when we beat Ripto in Avalar. Well Spyro, I have found this kangaroo here and caught her in this cage. You can buy her if you want, so that you can keep her for a pet, or...something.

-300 Gems needed to Release Sheila.

You shouldn't have that many gems yet, so continue along and to the left there will be some steps. Jump up each one and walk over to Hunter, yet another guy to talk to. This time for a challenge.

Hunter: Hey, Spyro! Look, there's another one of those portal thingymajigs over there! But you'll have to glide to get to it. To glide, press X to jump into the air and press X again to glide. Press the X Button at the top of your jump to get the maximum glide.

- Press X to Jump
 - Press X in mid-air to glide
 - Press X at the top of your jump to glide the furthest
-

Do what the cat says and glide over to the portal to 'Cloud Spires', get the gems around it but don't go in.

Talk to Hunter again about the next jump

Hunter: See that cave over there? To get to it you'll have to hover. To hover, press X to jump and then X again to glide, and then press Triangle at the end of your glide to hover. Hovering can get you that little bit extra distance.

- Press X to Jump
 - Press X in mid-air to glide
 - Press Triangle at the end of your glide to hover for some extra distance
-

So...do what the cat says again and glide then hover to the cave, if you reach it, walk up to Hunter for a speech.

Hunter: Well done! You've mastered it! Also, I think I saw something shiny down this hole next to me. Oh, I almost forgot, I found this egg.

Egg 002/150 (02/10)

Coltrane | Green | Learn Gliding

Complete Hunter's test on gliding and hovering and then talk to him again for this.

Open the two baskets then jump down the hole into the cave. You can use the whirlwind at any time to get back up to Hunter, but let's go on to Zoe who is next to 2 towers.

Zoe: Hello again, Spyro! Pass through these two towers next to me to get powered up with the Superfly. With this, you can fly instead of just glide. Make it to the end of this cave before the time runs out!

-Pass through the towers to get powered up with Superfly
-Press X while flying for some extra altitude
-Make it to the end of the cave before the timer runs out

Walk through the Superfly and fly along straight to go faster and get up to the end of the cave but before you drop, fly onto the high up ledge to the left for another life. Then drop down again into the top cave bit.

Egg 003/150 (03/10)
Ami | Blue | Fly through the cave
Superfly through the cave and get to the end for Ami.

Drop into the cave and make your way back to the powerup picking up the loads of gems on your way. Use the whirlwind back to Hunter and drop down below, open the vases with your charge around here and then make your way through the trees and then go over to Rocky the Tiki. Have a good ol' chat with him.

Rocky: Hey, I was going to the Tiki lodge when I found that the portal to my home had just stopped working. Maybe it would open again if more Dragons were to hatch.

-Collect 10 Eggs to unlock the portal to Molten Crater

Go around this area getting gems and you can get some sheep for more butterflies, they should give you 5 which is half what is needed for another life.

Notice that rock to the left of the portal? Jump on top of it and use your headbash attack to break it.

Egg 004/150 (04/10)
Liam | Grey | Head bash the rock
Use your headbash attack (X + Triangle) on the rock next to Rocky.

Go back and talk to Zoe.

Zoe: Hi Spyro! Your game camera is currently on Passive Mode. You can change it to Active Mode if you want to. In Active Mode, the camera turns automatically and moves quicker.

Change to Active Mode?

/No
\Yes

With these questions, press the directional buttons to choose one, then press X. I will not write down what's said for this, but maybe will for others.

Anyway, move along to find Hunter again, woah! How is he in 2 places at once? Talk to him about the lake nearby.

Hunter: Hey, Spyro! There's a Dragon Egg at the bottom of this lake next to me. I'd go get it, but I don't wanna get all my fur wet. Maybe you could get it! Dive into the water with the Square Button, then hold X to paddle and Square to charge underwater!

-Press Square to dive into the water
-Continue holding square to charge underwater
-Hold X to paddle underwater

Go straight in and swim straight down to immediately meet the Egg.

Egg 005/150 (05/10)
Bruce | Blue | Bottom of the lake
Just under the water Hunter is standing next to.

It should say on the top of the screen '5/5' with a picture of an Egg on it, this means you've got all 5 Dragon Eggs in this level.

Scoure the bottom of the lake for gems then resurface and go onto the island in the middle.

Snappy the Seal: Hey, I was about to go into Shell Beach and the portal suddenly just closed right in front of me. If you could find some more Dragon Eggs, maybe it would turn on again.

-Collect 14 Eggs to unlock the portal to Seashell Shore

From Hunter again, go right and jump up on the ledge. Go over to the sign with a picture of Sparx on it.

Meet me back here later with Sparx - Zoe

Go into the building to the right to see some sort of a balloon, don't worry about it yet though. Go round the room for gems then go back outside again.

Jump in the water and go across to the other side. Jump up the steps getting gems on the way and you'll see another closed portal. Get the gems in the vases to the left of it, this should bring up the sign '400/400' Gems, if not find the rest of the gems in the level.

Make your way back to Moneybags since you should now have enough gems, I won't write the speech again so just the question.

Moneybags:

Pay 300 Gems to Release Sheila

Enter the portal and you'll come to Sheila:

Sheila: Thanks for freein' me Spyro, now I better go and check on them Billy Goats to see what that Nasty Sorceress has done to my home while I was locked up.

As soon as you start, you'll be greeted by Billy the Mountain Goat.

Billy the Mountain Goat: Hey, Sheila! While you were gone a bunch of Rhynocs kicked us out of our houses! It's ok though, Bobby, Pete and I are working on a plan to get them back.

Hop around this bit getting the gems then go and speak to Billy again.

Billy the Mountain Goat: Sheila. to get up this cliff, you're going to have to use your Air Hop. To Air Hop, press the X button to jump and press it again in mid-air to Air Hop.

-Press X to jump
-Press X in mid-air to Air Hop

Do what he says and Air Hop up the cliff, scour this tiny ledge of gems and speak to Billy once again.

Billy the Mountain Goat: Look Sheila, it's a terrible Rhynoc! Looks like you'll have to give him a swift ol' kick. To kick, press the Square or O button.

-Press Square or O to Kick

Go over and kick the Rhynoc and then scour the area for gems, talk to Billy once again.

Billy the Mountain Goat: To get up this steep cliff, you'll need to Double Jump! To Double Jump, you have to Jump into the air, then press X again as soon as you hit the ground to Double Jump. Once you've mastered it, you can go wherever you want!

-Press X to Jump
-Press X when you hit the ground to Double Jump

I find it much easier to Air Hop before you Double Jump, but you can do it the way you want. But before you go up where he says, Double jump on the wall to the right to find a Headbash chest. Though for this you'll need to use Sheila's Stomp attack (X + Triangle). Inside will be plenty of gems including the Super Rare 25 gem.

Now do what Billy says and jump up that other steep cliff. He'll follow you, scour this bit of gems without going in the cave (don't forget the gems on the left of the hut). Now go and talk to Billy for the last time and really DON'T

skip it.

Billy the Mountain Goat: Thanks, Sheila! I think you deserve this.

Egg 006/150 (06/10)

Ruby | White | Help Billy get home

Learn the jumping moves and attacking move then go to Billy for Ruby.

Now go into the cave and head over to Pete.

Pete the Mountain Goat: Hia Sheila! Look at that moose! It keeps on charging around like crazy! Quick, get rid of it.

Go and kick the moose for a gem and go and speak to Pete again.

Pete the Mountain Goat: That ugly Rhynoc there really hurts, please kill it.

Kick the Rhynoc and then grab all the gems in this bottom bit of the cave. Go and speak to Pete for the last time (after kicking the rock in front of his house).

Pete the Mountain Goat: Hey, Sheila! Lets play a joke, take this Egg and smash it on Billy house, ok? I want to get him back for the last time he butted me off the cliff!

Egg 007/150 (07/10)

Jenny | Green | Help Pete get home

This Egg has absolutely nothing to do with James Bond (since he's code name is 007). Just help Pete out for this geeky Egg, Jenny.

Go to the right then round the wall a tiny bit to find a couple of boulders. Kick the boulders for gems then stomp the 2 Headbash chests for a lot of gems.

Now go back to the beginning of the cave and then Double Jump up the ledge nearby. Kick the two boulders then quickly kick the moose before it hits you. Now continue through and stomp the Chest for yet again more gems.

Go back to Pete's house and go to th left through the opening to the great outdoors. Kick the moose then talk to Bobby.

Bobby the Mountain Goat: Hey Sheila. All of these Rhynocs have built houses, and it makes a continuos spree of them! Please stomp them while I confuse them. To stomp, jump into the air, then press Triangle!

-Press X to jump

-Press Triangle in mid-air to stomp

Kick the two vases to your left then hop over to the nearest hut, Stomp it for a whole load of gems! Do the same with the other four, then kill all the Rhynocs so that Bobby can pass.

Go around the starting area collecting gems and don't forget to flame the tree as this counts towards something. Talk to the bear-looking-lion ahead of you.

Councillor George: Welcome to our town! I'm afraid that the Nasty Rhynocs have taken over our town and kidnapped the Mayor! Could you please rescue him?

Walk out into the open and run around after the two Rhynocs here. Don't worry about getting hurt because these guys have no attacks.

Collect their gems then run around this giant area for a lot of gems, in the top right hand corner you'll find a life and tree to flame. Go to the left of this area. You'll find one of the lions being terroized by a couple of Rhynocs. Flame one then talk to him.

Citizen Paulus: Thankyou! But I could have worn him out soon enough myself. Besides, I can still get the other one.

He doesn't actually do anything, so kill the Rhynoc yourself.

Citizen Paulus: We showed those bullies. I'm afraid I have nothing to offer you though.

Go away and round the wall then up the steps. Chase the Rhynoc up them and flame him when you get close. Go ahead to see a huge Rhynoc and Zoe in front of it.

Zoe: This Rhynoc's too big to charge! You'll have to flame him using the O Button.

Go ahead and flame him over, continue along and kill both of the Rhynocs that run into each other. Go ahead until you get to some steps with a 3-d oval on.

Egg 009/150 (09/10)

Vanessa | Orange | Egg by the building

Well it's a 3-d oval isn't it. This is found on a step after the first big Rhynoc.

Continue up the steps then flame another big Rhynoc, carefully (so as not to fall to your death) walk along the wall to the platform with several gems on. Make your way back and go up the last step to the roof of a building, glide to some others with a tree on one and go into the tower in the middle.

A whirlwind will take you to the top. Go out onto the edge of the tower and go round the left side for ten gems, glide over to the swirly black doorway with a picture of Sheila in front. This is a Sheila Challenge Portal, if you have completed Sheila's Alp, you can go in here. See 'Sunrise Spring Challenge Portals' (Section [SSCP]) for a guide on this and to get Egg 10.

After you've done the challenge, go back to the tower and glide straight instead of left, make sure you glide onto the tall white pillar in the distance (you may need to hover). Glide to the other pillar then onto the

green, collect the gems and flame the tree here, oh and don't forget Miles.

Egg 011/150 (11/14)

Miles | Green | Glide to the spring

Glide across the pillars then along the green.

Oh, and when you entered that challenge portal, I'm sorry, but you'll have to flame all of those trees again :(.

Continue along the main path, flame the big Rhynoc then greet Zoe for some VII (Very Important Information).

Zoe: Every time I zap you with my wand like this...

Zoe zaps you

Zoe:...you're game data is saved, so if you get in any trouble, you'll return to where I last zapped you.

Go to the right (oh no I've got hiccups) and flame the tree and go to the left and round the side of the buildings for 20 gems.

Go back to where Zoe was and continue along flaming Rhynocs on your way, drop down to some gems then walk up some steps to see a cutscene involving a Rhynoc killing a giant chicken.

Go up the steps and kill the Rhynoc chasing the lion.

Citizen Horace: Thankyou! That Rhynoc was very scary, Oh dear, I feel so sorry for that chicken.

Go to the right for gems and a tree. Continue down the steps and flame the big Rhynoc that killed the chicken which will open the gate to the left for you. Walk in and up to the Mayor! Yay!

Mayor Leo: Thankyou for rescuing my town. As a reward, please take this rather large Chicken Egg.

Egg 012/150 (12/14)

Sanders | Green | Rescue the Mayor

Make it to the end of the level and speak to Mayor Leo

Mayor Leo: I'm sorry, that's the ugliest chicken I've ever seen!

Well thanks for the insult. He'll run off through the portal to help you with the balloon! Yay! 2 down, 3 to go.

Anyway, before going through the portal, continue up the steps and round to find plenty of gems, a life and the final tree. The screen will have a sign saying 'Skill Point' on it and you'll get a life.

Skill Point 01/20 (01/10)

gems here then go down the ramp. If on Hard Mode, a Rhynoc with a shield is here, charge him or he'll strike you (If on Easy Mode he'll be replaced with a gem).

Go over to the Rhynoc with wings (I like to call him the 'Flappy-Dappy' Rhynoc) and to defeat him you have to jump over the wind and flame him. Go to the left and talk to Nimbus.

Nimbus: Hi Spyro! The Rhynocs have shut down the cloud generator, and I'll never see a rainbow again.

Hit the Red Button next to him to turn it green, it'll make the lift move. Jump on the left then go talk to Cirrus.

Cirrus: I wish I had wings like yours, because then I'd be able to glide over there.

There's a hint in that, so glide to the top of the cliff then charge through the 4 Rhynocs here. Once all gems here are gone, jump into the middle and the whirlwind will take you to a building. Go inside and talk to Zoe.

Zoe: Those Rhynoc's metal armour is immune to your flame breath, so you'll have to charge them with the Square Button.

Get the gems in this building then go forwards and charge the two Rhynocs with shields, then go around this area of gems, drop down to the bottom of the steps then work your way up while collecting the gems. Jump on the ledge and jump then flame the Rhynoc. Then glide over and flame the Rhynoc. Go to the right and jump and flame another Rhynoc, then walk forwards.

Egg 015/150 (15/20)

Stephanie | Blue | Run along the wall

Found just pass Zoe and down to the right.

Get off this platform then continue alongside the wall, charge the Rhynoc on your way while collecting gems. Go round the other side where there's (on Hard Mode) a big Rhynoc to flame, then go down the steps to the left for gems. Go back up the steps and continue along for more gems.

Go back to the beginning of this bit and over to the middle where there'll be another red button, hit it and take the elevator up to Moneybags.

Moneybags: Ahh, Spyro. The Sorceress has asked be to guard these bellows, maybe I could accidently turn them on if I was distracted by counting gems.

Pay 200 Gems to Activate Bellows?

\Fine then

/They look good as they are

Answer 'Fine then'.

Moneybags: Thankyou Spyro, oops! I seemed to have tripped over the on button to the bellows.

Jump on the first one then the second and on Hard Mode a Rhynoc here needs to be charged, jump forward and charge another and another if on Hard Mode and also a big one to flame.

Go to the left and meet up with Zoe.

Zoe: Hi Spyro! Remember that you can get some extra distance at the end of your glide if you press the Triangle Button.

Well, it seems that hovering will not be needed to glide to the next building. Glide there and charge the two Rhynocs when you get in. Scour this bit of gems then jump up to the next bit. Jump and Flame the Rhynoc then go left and charge 2 Rhynocs.

Scour this bit of gems then go talk to Fluffy.

Fluffy: You activated the bellows. Maybe I can get the cloud generator going again.

Egg pops out and it starts working again

Fluffy: This must have been blocking the cloud generator.

Egg 016/150 (16/20)

Henry | Blue | Turn on the cloud generator

Find Fluffy at the end and he'll work out how to unclog the cloud generator.

Fluffy'll go through the Exit Portal to help with the ballon! Woo hoo! 3 down, 2 to go. Anyways, glide behind the Portal onto the island with a Spyro Challenge Portal on, read 'Sunrise Spring Challenge Portals' for a guide on this and to get Egg 17.

Once done glide back and go to the left, jump in the whirlwind and be whisked away to yet another Spyro Challenge Portal, see 'Sunrise Spring Challenge Portals' for a guide on this and to get Eggs 18 and 19.

Once done, head right back to where you first saw Zoe in Cloud Spires and then go forward and to the top-right onto a whirlwind. Grab the gems and life then go up the steps then charge the two Rhynocs. Glide over to the ledge and go past the flamethrower when it's off.

Go past the next and through the rest then glide over to the island in the distance, scour the area of gems and it should say '400/400', then grab the Egg so that it says '5/5' then 'Level Complete'.

Egg 020/150 (20/25)

Clare | Green | Glide to the island

Go through the series of flamethrowers then glide to the small island.

Exit through the portal and make your way to Molten Crater, you should have over 10 Eggs by now, so talk to Rocky.

Rocky: Thankyou for helping me get to the tiki lodge Spyro! Here, take this,
they were selling it at the Tiki Lodge last night.

Egg 022/150 (22/25)

Curlie | Orange | Get to the tiki lodge

Get to the Tiki lodge then make your way to the middle.

He'll go through the Exit Portal! 4 down and only 1 left to go! Go to the
right and charge through both of the Rhynocs, go forward to the portal that's
closed.

Sgt. Byrd is currently on a mission, to the inside of a cage! Ha ha! Tough
luck - The Sorceress

Go to the right and glide over to the island, get the gems and speak to
Moneybags.

Moneybags: Well, Spyro! I was guarding this door when suddenly a couple of
thieves ran through this door. Well, actually they payed me to guard they're
hideout, but that's irrevalent. Maybe I'd stop guading it if you were to pay a
small fee.

Pay Moneybags 300 Gems to open hideout?

\Those thieves are going down
/I really shouldn't

Answer 'Those thieves are going down' to see Moneybag's speak again but I
can't remember what he says. Go into the Spyro Challenge Portal, once again,
see 'Sunrise Spring Challenge Portals' for a guide on this and to get Eggs 23
and 24 and Skill Point 3.

Once your done, you should have, by what happened when I tried this, 280/400
gems and 4/6 Eggs for this, and 1/2 Skill Points. It looks like the rest is
down to Sgt. Byrd once we've completed his level.

Exit and next will be Seashell Shore.

You should approximately have: 1880 Gems, 24 Dragon Eggs, 3 Skill Points, 14%

+-----+-----+-----+-----+-----+-----+-----+-----+-----+!!!!!!
XXIX \\\XXXXXXXXXXXXXXXXXXXXXXXXXXXX\\Seashell Shore//////////////////////////////////// XXIX
!!!!!!+-----+-----+-----+-----+-----+-----+-----+-----+-----+

400 Gems, 6 Dragon Eggs, 1 Skill Point, Required: 14 Dragon Eggs, Fodder:
Geese

This level is found in the middle of the lake that you can swim under.

You'll start off underwater, go forward to find Sebastian.

Sebastian the Seal: I was playing with my friends in one of the Rhynoc's subs,
and I...I...I was stearing it, and I...I...I crashed it. The Rhynocs took this

the wrong way and locked my friends in the jail behind you.

They did, alright. Go round this starting bit for gems, then go forward and charge the Rhynoc, it's better to charge the bottom of these guys to avoid getting shot.

Go around this huge area charging pots, collecting gems, charging shells, and charging enemies. The octopus' are chargeable to, and can still be killed when they're spinning.

Once done, head to the wooden door at the surface to the left, charge the two octopuses here then go back and charge the wooden block to take it out. Quickly charge the Rhynoc here before it shoots you then go back to the beginning of this room.

Hug the wall on the right to go into a tunnel with a few gems and a life in, go out then hug the wall on the next right. Take it up the stone tunnel and out onto land.

You'll be in front of two of them giant shells, charge them for gems.

Zoe: You can check your progress in a world by going to the Atlas. To do so, press the START Button and select Atlas, or press SELECT to go to the page of the current world.

Go round this circle then head through to the great outdoors, go round this half of thi bit this bit. Now charge forward and into the shells, one of them holds a Rhynoc, charge it's shell then flame or charge itself.

Head back and in the middle, you'll find a barrel rolling Rhynoc. Go up to it charging all barrel out of the way, either flame it or charge a barrel back at it to kill it.

Do the same with another Rhynoc then another two which can only be flamed, scour the area of gems then go through the door to the left (from the beginning of this bit). Go through and charge the other shells, one with an enemy in.

Head out and scour the area of gems, go back to the start of this bit then to the right and left up the steps.

Zoe: Remember that you can hover at the end of your glide for more distance by pressing the Triangle Button.

Turn around and glide at the very end of the top step, hover at the end then go forward into the room. Go round the circle of gems then drop down the hole.

Head back through the door and this time go to the left up the dock*, flame the Rhynoc throwing barrels then drop into the water. Go ahead and charge through the Rhynoc and guess what's behind him, it's a...

Egg 025/150 (25/30)

Jason | Grey | Under the docks

...Dragon Egg named Jason.

Stanley the Seal: Let's head on over to the balloon.

Stanley takes you to balloon

The five take it down

Stanley the Seal: The balloon's all ready sir! Just jump on.

Don't do what he says and head on over to the portal that previously said 'x20 Dragon Eggs' and jump in.

Ahhhhh...The first speedway.

It starts with Sparx greeting you.

Sparx: Hello, Spyro! Welcome to Mushroom Speedway! Here you can choose to do the time trial, or race the champion butterflies.

Select a challenge.

-\Time Trial
-\Race the Butterflies
-/Quit

Choose 'Time Trial'.

Sparx: Do the different tasks in order: Start with the rings, then flame the flowers, flame the swinging spiders and torch them butterflies!

Start by doing the easy flying through all 8 rings which are in a row, getting five gems for each one (5, 10, 15, 20, 25, 30, 35, 40). Then get flowers #1 and #2 on the first island (50, 60), now get #3 and #4 on the next island (70, 80) then take a right for #5 then #6 (90, 100). Take a slight right over the mushroom island with #7 (110) then straight ahead is the final flower (120). Take it back to near where flower #3 was and go into the Spider Cave, go past each one timing your flames on them (130, 140, 150, 160) then fly straight into the other cave (170, 180, 190, 200) to complete the 3rd task. Now take it to the big mushroom behind where you started and follow the butterflies the opposite direction, the first 3 will come quite nicely (225, 250, 275) and then the next one alone (300) then the last four will come in a zig-zaggy style (325, 350, 375, 400). You'll see the '400/400' sign and you'll be told you've completed it.

Sparx: The insects were so impressed with your flying, that they gave you this.

Egg 031/150 (31/36)

Sabina | Orange | Time attack

Complete the course of rings, flowers, spiders and butterflies.

Sparx:

Select a challenge.

-\Time Trial
-\Race the Butterflies
-/Quit

Select 'Race the Butterflies'.

In this you'll have to race against 5 butterflies, you'll start in last place. Once you start just head through EVERY SINGLE RING, if you miss one then you'll be told you're 'OFF COURSE' and will have to start again. There are 4-5 blue stars in this race, go through them for a speed boost. A really easy way to get ahead is, if you catch up with one, flame a butterfly and it will slow down for a bit (You can hit them with the speed boost to). Once you get back to the starting ring, you're lap meter will say 2/3 and then one more gets you 3/3. Come first at the end of the 3rd lap and you win!

Egg 032/150 (32/36)

John | Blue | Race the butterflies

Beat all five butterflies in the race within the 3 laps of the race for Johnny Boy.

Going yet? I don't think so, we still have one more Egg to get in Mushroom Speedway.

Sparx:

Select a Challenge.

-\Time Attack
-\Race the Butterflies
-/Quit

Select 'Time Attack' again.

Go round to the island where the 7th flower is, drop onto that island then walk up to the Mushroom on it.

Hunter: Spyro! Help! The Flying Sheep Saucers have attacked the Speed Course. Maybe I could get into my saucer and shoot them down.

Let Hunter fight the Sheep Saucers?

\Uh huh..Uh huh
/Na way

Select 'Uh huh..Uh huh'.

Hunter: Great! Watch out Sheep Saucers, here I come.

-Press Square to turbo
-Press O to shoot

-Hold X to Accelerate

You'll be in the saucer as Hunter, best thing here is to hold down O all the time, oh and, don't go behind the saucers, cause there's pretty harmful fireballs in there (Don't crash into one either). Try to aim your shots ahead of the saucers, because then they'll go straight into them. Destroy all 7 sheep saucers to win.

Egg 033/150 (33/36)

Tater | White | Hunter's Dogfight

Complete Hunter's challenge of shooting down all 7 sheep saucers in the course.

Exit. Now make your way back to the balloon, jump on and select 'Midday Gardens'. However, you won't appear in Midday Gardens, instead, you'll get an interuption...

You should approximately have: 2680 Gems, 33 Dragon Eggs, 4 Skill Points, 20%

+-----+-----+-----+-----+-----+-----+-----+-----+-----+!!!!
XXXI \\\XX\\Buzz's Dungeon////////// XXXI
!!!!!!+-----+-----+-----+-----+-----+-----+-----+-----+-----+

1 Dragon Egg, Required: Complete Sheila's Alp, Sunny Villa, Cloud Spires, Molten Crater and Seashell Shore, Fodder: Sheep

Before you enter, you'll see 'Bianca Strikes Back'.

The Sorceress: Now listen you stupid girl, why haven't you got rid of that ridiculous dragon?

Bianca: I've tried, your majesty. But he isn't afraid of anything.

The Sorceress: Now afraid? Not afraid! Why do you think I've been training you for all these years? Use...some...magic! Here's a spell book, whip up a monster, and eliminate him.

Bianca: Errr...Kill him?

The Sorceress: I don't care what you do. As long as you get rid of him!

Bianca: Ok..Ok..let's see what we have here.

Bianca creates a rabbit then turns it into a huge toad and then removes the ears

Now you'll enter.

Sheila: The second I heared you were being ambushed, I rushed over here straight away! No problem though, this wussy toad will be no challenge for the two of us!

Time for your first proper boss battle!

Buzz will immediately charge at you, this doesn't hurt but can push you back

the edge.

Grab 'em other gems then jump up the stone hedge to a room with a couple of Rhynocs in. Kick 'em then go to the other stone hedge, keep on doing this until you get right to the top. Scour the area of gems then go and talk to Rapunzel.

Rapunzel: Oh, hello little dragon. Thankyou for saving me, take this...thing, for freeing me.

Egg 010/150 (10/14)
Lucy | Green | Hop to Rapunzel
Complete the Sheila challenge portal of finding Rapunzel.

Rapunzel: If you happen to see my husband Marco tell him I want a devorce.

Done.

-\/-\/-\/-\/-\/-\/-\
Skateboarding Park 1
-\/-\/-\/-\/-\/-\/-\

50 Gems, 2 Dragon Eggs, 1 Skill Point, Found: At the very back of the end building, Sunny Villa

Go in and talk to Hunter.

Hunter: Look, Spyro! I found this gladiator park, and I thought it made a great skateboarding park. Want a test of your boarding skills?

Try Easy Mode Skateboarding Challenge?

\Ok
/Not the time

Select 'Ok'.

Hunter: Great! I bet you can't catch all 15 lizards around here, and come back to the master if you want some boarding tips.

-Catch all 15 lizards

Go ahead and grab a skateboard. Go forward and up the orange ramp and jump at the very end of it, flame or hit the lizard on the balloon (1). Go round this bit to find 2 lizards (2, 3), then go into the cave nearby for another (4). Go up the blue ramp and press X at the very end and hit the lizard (5). Go up the big orange ramp and get the lizard in the middle (6), left (7) and right (8).

Now roll up the two ramps here to find a lizard on each (9, 10) then get down from this bit and go to the smaller orange ramp near where you can get back to the start. Jump up it and quickly flame the lizard (11) then another up a

step (12).

Get down from this bit and go back towards the beginning, go up the ramp just to the left of it and flame the lizard in the air (13), then chase the other one down (14). Now go back to the beginning and up the blue ramp and catch the last lizard (15).

Hunter: Well done! You've mastered it! Here's an Egg that I found in a lizard burrow.

Egg 013/150 (13/14)

Emily | Orange | Lizard Skating I

Complete Hunter's challenge of catching all 15 lizards on the skateboard.

Hunter: Now here's a big challenge! I bet you can't catch all the lizards running around without wiping out and before the time runs out.

-Catch all 15 lizards within 3 minutes

-Do not crash

The lizards are all in the same places now, only, don't crash. Oh and there's a three minute timer which if it gets to zero, you have to start again.

Just get all 15 in one go and you're done.

Egg 014/150 (14/20)

Daisy | Green | Lizard Skating II

Complete Hunter's challenge of catching all 15 lizards without falling off and within 3 minutes on the skateboard.

Now you can try and beat the course record.

Basically, you have to score atleast 3,700 points on the skateboard within the time limit. See 'Spyro's Controls' or 'Enchanted Towers' for how to do certain# tricks.

Skill Point 02/20 (02/10)

Skateboarding Course Record I

Complete the Course Record of 3,700 points within 2 minutes on the skateboard.

Scour the Challenge area of any and all gems.

Done.

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Sun seed chase!

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100 Gems, 1 Dragon Egg, Found: On the ahead island at the end, Cloud Spires

Walk forward and talk to Cumulus.

Cumulus: Our sun has gone out. And to get it back we have to plant 3 sun seeds into the pot, but they keep on burning out before I can get them there.

Maybe you could get them in. Stand on the button to get a fresh sun seed, then keep on flaming it until it gets into the pot.

- Stand on the button for a sun seed
- Follow and flame it until it gets to the pot

Stand on the button then flame the seed, it will move along a bit. Flame it before it goes brown, after three screams it will burn out.

The first seed goes straight along the floor to the pot.

The second seed goes on the left steps and goes in at the middle.

The final seed goes on the right steps and goes in at the other end.

Once done, the three seeds will mix together and make a lovely sun.

Cumulus: Here, take this. It seems like one of the seeds, but I think it's a dud though.

Egg 017/150 (17/20)

LuLu | Orange | Plant the sun seeds

Complete Cumulus' challenge of getting three sun seeds into the pot to form a sun.

Check at every nook and cranny for gems.

Done.

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Wake up cloud!
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75 Gems, 2 Dragon Eggs, Found: Up the whirlwind just to the left of the Exit Portal, Cloud Spires

Go forward and talk to Stratus.

Stratus: Our rain cloud usually wakes us up at the crack of dawn. But now evil# spirits have stopped the bells from ringing, please get rid of them.

- Walk into the Superfly
- Flame all 6 spirits

Walk into the Superfly and go forward to the first bell tower, flame the black face which is an evil spirit to get rid of it. Do the same going round with the other five to wake up the cloud.

Stratus: Here, take this. It fell out of one of the bells.

Egg 018/150 (18/20)

Jake | White | Bell tower spirits

Complete Stratus' Challenge of flaming all six spirits.

Scoure the area of gems.

See that blue guy running around? His one of those Egg Thieves seen previously in Spyro the Dragon. Cut all corners and eventually you'll hit it.

Egg 019/150 (19/20)

Bryan | Brown | Bell tower thief

Catch the Egg Thief running around the perimeter of the Cloud Spires Whirlwind Challenge Portal place.

Done.

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Thief Hideout

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100 Gems, 2 Dragon Eggs, 1 Skill Point, Found: On the second island over the bridge of the Tiki Lodge, Molten Crater

Go forward to find Stoney.

Stoney: I was standing here when a Thief charged straight past me onto this track, could ya catch him?

-Charge after thief until you catch him

-Good to cut corners

Go forward and charge onto the track after the yellow thief much like the one in Cloud Spires. Cut all corners and pick up any and all gems along your way.

Once you get near, flame him.

Egg 023/150 (23/25)

Moira | Green | Catch the thief

Charge after the yellow guy on the track with arrows.

Stoney'll speak again.

Stoney: Look! Another thief has just run over there. He looks pretty fast, maybe if I put the Supercharge on you'll be able to catch him!

-Supercharge after thief until you catch him

-Remember to cut corners

Just charge onto the track to zoom across it after the red thief, once you catch him, here you go.

Egg 024/150 (24/25)

Kermitt | Grey | Supercharge after the thief

Supercharge along the track with arrows after that super-speedy Egg Thief!

Scour this whole area of gems, the strong chest can be opened by supercharge. Just charge onto the side of the arrows and hit it.

Notice in one of the walls there's a red crack on it? Charge that then open

the jar inside!

Skill Point 03/20 (03/10)

Supercharge the wall

You don't have to supercharge it, but charge that red crack then break the jar!

Done.

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Sandcastle Explosion!

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50 Gems, 2 Dragon Eggs, Required: Complete Sheila's Alp, Found: In the second land area, Seashell Shore

This is played as Sheila

Walk forward into the water, Air Hop up to the platform then the same with the other. Hop onto the other side then kick the Rhynoc, go right and stomp the turret.

Go left this time and Double Jump up into a cave, go in and walk up to the Egg.

Egg 026/150 (26/30)

Jared | Green | Hop to the secret cave

Cross the river and Double Jump up to the left.

Stomp the chest in the middle for another whole load of gems. Go out of the cave and continue round the path to Snappy.

Snappy the Seal: Rhynocs have built a sandcastle and we're gonna blow it up! Though I'm afraid you'll have to get rid of the turrets and sand blocks beforehand. And be quick!

-Kick Sand Blocks

-Stomp Turrets

-Destroy all within 3 minutes

The three minute timer will start, go forward and destroy the first sand block and turret, do the same with the rest, and before the TNT Crates the Seals are holding blow up! There are also tower sand blocks found in corners and on each wall is a Rhynoc generator which will release Rhynocs to attack you. Complete it within the time limit and the seals will blow it up.

Snappy the Seal: I can't believe I survived that explosion! It's a good thing I kept this Egg in my pocket to keep it safe.

Egg 027/150 (27/30)

Mollie | Grey | Destroy the sand castle

Destroy all sand blocks surrounding the Rhynoc's sandcastle and Snappy'll give you Moll.

Done-Diddly-Done.

Diddly.

-\/-\/-\/-\/-\/-\/-\/-\/-\
Super-high-fluidity-tunnel
-\/-\/-\/-\/-\/-\/-\/-\/-\

1 Dragon Egg, Found: Hug the wall to the right of the underwater cliff,
Seashell Shore

Go forwards and talk to Sandy.

Sandy the Seal: I've built this Super-high-fluidity tunnel, and I tested it
out with a Dragon Egg. Fortunately, it went down without a scratch, but we
can't seem to get it back.

-Go into the Tunnel
-Kill all Rhynocs
-Avoid Mines

The door to the tunnel will open. Go in and stay right for two Rhynocs, hug
the walls of the next two bends to get all three Rhynocs cornered off quite
nicely.

Get another one on the left then go right for another then into the middle for
another and to complete the Challenge.

Sandy the Seal: This Dragon Egg has super-high-fluid abilities. From now on,
all of our submarines will be Egg Shaped!

Egg 028/150 (28/30)
Duke | Green | Charge down tube
Go down the tube avoiding all mines and capturing all 8 Rhynocs, get to the
end to complete it.

Done.

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Semi-Boss: Bluto
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100 Gems, 1 Dragon Egg, Found: 'Sunny Mountain', Seashell Shore

Go forward and talk to Smelt.

Smelt the Seal: Bluto the Rhynoc has taken over the Seashell Shore
battlefield! We have been trying to beat him, but his just too tough. Please
help us, or we'll be forced to move to K.P.

Take on Bluto?

\Yes
/No

Select 'Yes'.

Smelt the Seal: Great. Now go get him!

-Hold Square to turbo boost
-Press O to Fire Missile

You'll be taken onto the hovercraft, don't worry about the Rhynocs for now, just get the missiles then go right to Bluto.

Go in and get away from Bluto because he'll be chasing you and biting in a second. Once done, pick up missiles if you want and fire as many as possible at Bluto (he's shark sub will flash red and he'll lose a hitpoint). Sometimes Bluto will fire Missiles at you which will home in on you, so corner them out or turbo away. After about 15 shots Bluto will start repairing his sub and this is a great chance to kill him (he has 20 hitpoints in total plus the five he adds back on).

Smelt the Seal: Thanks ever so much for defeating Bluto. As a reward from all us seals here in Seashell Shore, take this Egg I found in Bluto's Sub.

Egg 029/150 (29/30)

Jackie | Green | Defeat Bluto

Defeat Bluto the big Rhynoc warrior in his metal shark sub.

Explore the island and the long strip around the area and the bottom of the water for gems.

Done.

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Hide and Seek

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120 Gems, 2 Dragon Eggs, 1 Skill Point, Required: Complete Sgt. Byrd's Base, Found: Just over the bridge from Tiki Lodge Central, Molten Crater

This is played as Sgt. Byrd.

Go forward and talk to Shale.

Shale: Hey there! Err...I've been trying to get into the Tiki Lodge but to do so I must win a Hide and Seek game with the others. I want you to find each of their heads and put them back on thier bodies.

-Find all 6 heads and put them back on Tiki's body.

Start off by going round this whole first area getting gems, them birds do respawn so remember that so as to not lead yourself through any plans like that.

Notice that large red crack in the wall? Fire a rocket at it then go in and get the Egg.

Egg 043/150 (43/50)

-Press O to Spit out the rock

Do what Hunter says and pick up the rock that he throws, aim, and spit it at the red and white target above the portal. It will open and it's called Enchanted Towers, drop down and to the left. Keep on hugging the wall here until you go straight into the igloo.

Go forward onto ice, now on here you're only attack is flame, because it's too slippery to charge and also you can't jump. Skate around this area for gems but be careful not to skate into the Icy Peak Portal, then go to the left side of the cave to a tunnel, walk to the end of it.

Egg 036/150 (36/50)

Mingus | Brown | Secret ice cave

Inside a tunnel of an igloo on the right hand side of the first area.

Get out of the igloo then hug the wall to the right until you get to some steps. Jump up both of them to see an Egg Thief, charge along the path following him cutting corners until you hit him. I believe that you have to flame him since he turns around if you get to close anyway.

Egg 037/150 (37/50)

Trixie | Green | Catch the thief

Chase after the Blue Thief on the path round the building of the second area.

Once done, go to the over noticable building in the middle of this area, grab all of the gems around the steps then go up to see Moneybags standing next to a penguin.

Moneybags: Hello Spyro! The Sorceress has caught this naughty bird setting off rockets in her Fireworks Factory. Though you know me and how with the small fee thing and well...so fourth exectra you get the idea.

Pay Moneybags 700 Gems to release Sgt. Byrd?

\Yeah just hand him over

/I do get the idea, but I don't wanna pay you

Select 'I do get the idea, but I don't wanna pay you' and he'll say something and we're not doing it since we'll come back in a short while.

Anyway, scour this area of gems (don't worry about the strong chest for now) and then go to the left hand side of this area. Cross the bridge over to Hunter standing by a ladder.

Hunter: Look Spyro, it's another portal! But you'll have to climb up this ladder to it. To climb, simply jump onto a surface that looks climbable and you'll grab it with your claws.

-Jump onto ladder to climb

Jump onto the ladder to grab it, now go up it to see the Spooky Swamp Portal but whatever you do DON'T JUMP or you'll go in. Anyway climb down and drop back to ground, go round the left side of the portal and Headbash the chest here for another whole dollop of gems.

Now dive into the water and search very carefully at the bottom for gems, then jump back out. Go back across the bridge and forwards up the steps to get to the third and final area of the level.

In here, scoure for a tonne of gems, then go up the steps towards the portal to Bamboo Terrace, once again we'll go there another time.

Go behind the portal for a couple of vases, then go back down the steps and keep on going forward to the wall. Hug it to the right and go up the steps to find Zoe next to another powerup, and this time this isn't Superfly.

Zoe: Hi Spyro! This is a Superflame powerup, this makes your flame breath alot stronger. It also turns it into a big fireball so that you can destroy things from a distance. Let's see you Superflame all four plant pots in this area, I saw a Rhynoc hide an Egg in one of them.

-Superflame all 4 pots

Go forward and Superflame the pot straight ahead of you, then go back to how you got to the Superflame and flame the pot near the steps. Now hug the wall and about half way down it turn 45 degrees and flame the pot, now go right over tom the opposite end for the last one. And it just so happens that the Egg is hidden in the last one you get.

Egg 038/150 (38/50)

Matt | Green | Superflame the flowerpots

Use the Superflame to destroy all 4 pots in the first half of the final area of the level.

Now continue along the river and near the beginning go right to see four slits on the wall, these are climbable, so jump on and up to an Egg.

Egg 039/150 (39/50)

Modesty | Green | Climb to the ledge

Up a climbable wall to the right of the beginning of the second half of the third area of the level.

You'll now see the '5/5' sign. Continue along the river and to the left half way there'll be the portal to Country Speedway. At the end of the river go to the right to see another sign with a picture of Sparx on it.

Meet me back here later with Sparx - Zoe

Go back alongside the river collecting gems and you should see the '400/400' sign. Now make your way back to Moneybags.

Moneybags: Hello Spyro! The Sorceress has caught this naughty bird setting off rockets in her Fireworks Factory. Though you know me and how with the small fee thing and well...so fourth exectra you get the idea.

Pay Moneybags 700 Gems to release Sgt. Byrd?

\Yeah just hand him over

/I do get the idea, but I don't wanna pay you

Now answer 'Yeah just hand him over'

Moneybags: Thank you Spyro. You know somebody like you who pays their taxes should be rewarded something like this all the time.

You'll now see the Movie Sequence called 'Byrd, James Byrd'.

Sgt. Byrd flies over to Spyro

Sgt. Byrd: Sgt. Byrd. 20068. Awaiting orders sir.

Spyro: I'm afraid you're gonna have to find you're commanding officer for that. Hey what are those?

Sgt. Byrd: These are the latest high-tech aromant. They launch giant rockets to blow objects up.

Spyro: Then why didn't you use them to escape?

Sgt. Byrd: Well, I didn't have my unlimited ammo. And I wanted to save them, for this.

Sgt. Byrd fires a rocket at Moneybags

Sgt. Byrd: Say, what are you doing here? I thought dragons were banished 1,000 years ago.

Spyro: Well, we just happened to escape. We wanted a bit of peace and quiet.

Sgt. Byrd: Well if you want some peace and quiet, then you better stay away from my Homework. Anyway, I better go back to base.

Sgt. Byrd flies through his portal and Spyro looks bewildered again, what's up Spyro?

Go through the portal to the Base.

You should approximately have: 3080 Gems, 39 Dragon Eggs, 4 Skill Points, 24%

+-----+-----+-----+-----+-----+-----+-----+-----+-----+!!!!
XXXIV \\\\XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX\\Sgt. Byrd's Base////////XXXXXXXXXXXXXXXXXXXXXXXX// XXXIV
!!!!!!+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+

500 Gems, 3 Dragon Eggs, 1 Skill Point, Required: Pay Moneybags 700 Gems,
Fodder: Ladybirds

As soon as you go in, you'll be greeted by Sgt. Byrd.

Sgt. Byrd: Thankyou for releasing me from that cage, Spyro. Now I better go and get the Hummingbirds in tip top shape if we're going to take on the Sorceress.

We now take control of the worlds only flying penguin!

Start by walking around this first area collect gems, you can shoot the chests with your rockets, and you don't have to line your shots up with them since your shots home slightly.

Once done, go towards the doors and meet up with a Hummingbird.

Cpl. Gabrielle: Thank goodness you're here, sir! At 1845 hours last night, the Rhynocs stormed in and started attacking the base, sir. They have been trying to kidnap the soldiers and by 1900 hours, the rest of the hummingbirds were captured and the hynocs had full control over the base.

Great, them Hummingbirds must be having the greatest fun ever!

Anyway, go back a bit to see a Rhynoc walking up and down the corridor. Shoot him from a distance when he walks by then go into that area to release Hummingbird #1.

He'll fly to where Gabrielle was and you can talk to him if you want to but there's no real point in doing so. Now fly out and up to find another door just behind you.

Fly in then talk to Cpl. Gabrielle again.

Cpl. Gabrielle: Look sir! It's a Rhynoc, quick! Shoot him with the O Button.

-Press O to fire rockets

Do so then do the exact same with the wooden door ahead, now get ready for some quick reactions. Quickly drop down to where the two plant-pot throwing Rhynocs are and blast the first one then quickly dodge the pot from the second then blast him.

Don't worry about the strong chest here for the moment since your rockets will do nothing to it, scour the other gems by the way. Now fly up into the gap and shoot the flying Rhynoc here, now go forward into the next bit and blast the Rhynoc on the ground.

Scour for gems (don't forget that there is a mole down here to blast to) then fly up and blast open the second wooden door in air, then you'll be taken to where Cpl. Gabrielle now is.

Cpl. Gabrielle: I've captured the enemy rations, sir. They'll never survive without this!

Egg 040/150 (40/50)

Sigfried | Green | Clear the caves

Blast down the second wooden door and Cpl. Gabrielle will give you this.

Cpl. Gabrielle: Look sir! There's another one of those doors down there, and I don't think you'll be able to blast your way through this one. Instead, pick up these weights here on you're feet by flying above them, then take each one

to the high-tech-security-system button on the sides of the door. You can drop them with the Square button and you can aim them ariel by pressing the Triangle Button.

- Hover above a weight to pick it up
 - Press the Square Button to drop the weight
 - Press the Triangle Button to go to ariel Bomb Cam View
-

Before you do, Aim on foot with the Triangle Button and fire a rocket at both of them. Now stay on Sgt. Byrd Vision and go down to see another mole on a platform, blast it away.

Now go onto that middle platform and stay not too close to the edge. Aim at the two plant-pot throwing Rhynocs down below and blast them both. Now go backwards to free Hummingbird #2, then scour the whole area of gems.

Now go back to Gabrielle and do what she says and pick up the weight beside her, now carry it over to one of the buttons, I find it easier to just stand on the button with the weight and it will go on. Now go to the very right island and pick up the weight then take this to the other button so that the door will break open.

Go through it after Gabrielle.

Cpl. Gabrielle: Keep on fighting the good fight sir!

Just shoot the pin-wielding Rhynoc ahead then kill the other one as well. Kill another mole then scour the area of gems (the balloon can be shot out of the sky). Then follow Gabrielle out to the huge Base Garden.

Cpl. Gabrielle: Come on sir! Just these last Rhynocs will do.

Ignore the bombs to the left of you at the moment, and aim up at the two flying Rhynocs and pin them. Now aim down and pin the two pin-wielding Rhynocs and you'll then be taken over to Gabrielle's last position.

Cpl. Gabrielle: Great sir! I knew you could do it! I think a soldier may of layed this Egg I kept to reward you with.

Egg 041/150 (41/50)

RyanLee | Blue | Clear the building

Follow Cpl. Gabrielle through the level to the end of the first bit of the Base's Garden and she'll give you this.

Now go back and grab the gems then go round the corner to the left here and shoot down the balloon ready then go and rescue Hummingbird #3. Now kill the enemies way below you (you can bomb them) and then go and collect all the gems around this bit (there's some on the slits at the top).

Now go back round the corner and go upwards towards a ledge with a Rhynoc, life and a few gems in the cave. Now go round here then scour this whole huge-gigantic-enormous area and scour for gems, kill all enemies and drop a bomb on the mole below.

-Press L1 or R1 then Up/Down to strafe

Do so and go into the room and go to the bottom and strafe upwards while shooting the Crawdads. Then go up through another two doors.

Zoe: Now it's time for some action! You will have to defeat all of the Crawdads in these two rooms ahead. There are butterflies here like in the dragon world, but some of these also give you special powerups. Use powerups with the X Button.

-Defeat all the crawdads
-Eat Butterflies for powerup
-Press X to use the powerup

Go in and defeat all of the Crawdads, the powerup in here allows you to have 300 rapid twisty shots which come in handy here. Once done head into the other room and defeat all the Crawdads, the powerup here is the same.

Now head through to Zoe.

Zoe: Well Sparx, it looks like your all ready take on the Crawdads for real! Well done!

-\/-
Main
-\/-

Go round this circle for gems, then go left along the path to meet up with your first harmful crawdads. Shoot each of them before moving on. Then collect the big 25 gem, then continue along the path to a red key which Zoe will zap you once you collect it.

Move to the middle of this room to find a Crawdad Generator which will release a continuous spree of Crawdads, destroy it. Just to the right is another but this one has a forcefield on it and so cannot be destroyed.

The red door is in the top left hand corner of the room, go into it to find crawdads greeting you and then you'll find more coming over. Get the gems in the corners, then destroy the Crawdad Generator and go down for more gems and a green key.

The green door is on the left side of the middle room, it is very small containing a few gems, a purple butterfly, the yellow key and a big crab which can be killed by being shot three times. Eat the butterfly last for invincibility, take it out quickly.

The yellow door is in the top right hand corner of the middle room. It is quite big with gems in corners, defeat all enemies (or shield off) in your way. Now go towards the top of the room and hover over the green button to deactivate it.

This will unshield the Crawdad Generator in the middle of the main room, destroy it then defeat the Crawdads and then feel safe. Oh and the blue key was in the previous room.

500 Gems, 6 Dragon Eggs, 1 Skill Point, Fodder: Ducks

As soon as you start, you'll see a Polar Bear on a cannon ahead (what's up with that?!), walk up to him and he'll jump off the cannon and talk to you.

Bob: I was going to have a race to the fishing pond with Doug, but Rhynocs have blocked the path by putting up ice blocks. I've been tryin' to blow them up, but this dang cannon won't shoot straight.

So, what else are you going to do? Jump onto the cannon, twist it left to the ice block and shoot with the O Button. That's it. It was that simple. Go and talk to Bob again.

Bob: Woah! You blew it straight up! Must be beginners luck I suppose.

WHAT?! IT WAS EASY-PEASY-LEMON-SQUEEZY! AND WHO IS HE CALLING A BEGINNER?!

Anyway, hop back on the cannon and aim down so that you can blow up the two TNT Crates and the guy carrying one. After that, go up this slope to the right and jump onto the platform (oh, you have to blow up the ice shards on it first) and you'll be taken over to an island by a whirlwind.

On this island, is basically a few gems really. So just pick 'em up then glide back to main land, hop on the cannon again and aim at the birds flying around and shoot them for gems.

Jump forward onto the ice and skate around for gems, when all of the gems are scooped up, skate to the top left hand corner and go up the steps here. You will be inside a cave with a Rhynoc carrying a gun meeting you, simply charge straight into it before it bombards you with snowballs.

Now go to the back end of the room to see some vases to charge, then go back and flame a TNT on either side. It'll start flaming, so get away and wait for it to blow up, go to the other side and flame the other TNT.

Now go to the top left hand bit of the cave and exit through an opening, glide over to the island and quickly charge the Rhynoc coming up then flame the big one with the pick axe. Scour the area of gems then go up the steps to meet up with Zoe.

Zoe: Remember that you can also visit the atlas by pressing the START Button then choose the Atlas option or press SELECT during gameplay.

Go onto the ice and be careful here while flaming the Rhynocs carrying TNT, since you could accidently bump into a crate while skating around. Now since it's safe, go back to Zoe and glide over the ice and notice that crack in the middle? Well hover there then quickly headbash through it.

You'll now be under water, scour the area of gems then go through the cave to get more gems. Don't worry about the enemies above the ice since they can't attack you or break the ice in any way.

Get out of the water through the hole you entered through, then continue along

into the next area where you saw the enemies above the ice. Charge into the two vases ahead, then go left and flame the TNT towards either of the 3 enemies here to kill that one.

Now flame the other two enemies and scour this whole bottom bit of gems, now go to the top right hand corner and jump up the steps. Charge the Rhynoc up ahead then go round the area for gems, now go forward to the Rhynoc guarding the cannon and flame him then jump on.

First thing to shoot would be straight ahead at the slightly lighter blue wall to reveal a Rhynoc, shoot it then shoot the chest behind him. Jump off the cannon and glide over and grab the gems inside, now drop down and collect the gems that have fallen there.

Now go back to the cannon and jump on again, turn around and shoot the ice shards for something that we'll do later. Shoot the birds in the sky then turn the cannon back around and aim it towards the bottom right hand corner and blast away the sheet of ice.

Now blast the TNT you can see inside the cave then blast the sheet of ice behind it. Drop off the cannon and go through that cave and just continue forward, also keep an eye on the left hand side of the screen to see a chest, headbash it.

Now continue along to see a couple of Rhynocs greet you, charge them both and save with Zoe. Continue forward to meet up with 3 or 4 TNT Carriers and a big Rhynoc, clear all the mayhem then scour for gems. Go to the right hand side and glide over to the steps.

Walk up the ramp carefully and when you get near, quickly ram the Rhynoc and walk the rest of the way to MAYNAARRRD!!!

Egg 046/150 (46/50)

Maynard | Blue | On top of a ledge

On the ice with loads of enemies, go right and glide onto the ramp and continue up to it.

Ahem. Sorry for being excentric back there. Anyway, go back down the ramp and glide over to the end of the ice, jump up the steps just ahead and then immediately charge through both Rhynocs here.

Scour the area of gems then go to the top right hand corner and treat yourself to jumping up some steps. Kill the Rhynocs then jump onto the cannon.

On here, turn it to the right and aim towards the TNT Crates, blow them up (you can also shoot the chests) and then aim towards the ice slightly left. Jump off and glide over, scour the area of gems then go to where you just blew up the ice.

Glide over and go through to meet Moneybags again.

Moneybags: Step right up Spyro! Right through this door is the best ice skating show you'll ever find. And the only one. The price to watch is a small fee of 500 gems.

Pay 500 Gems to unlock door to ice dancing tournament?

\Just open it already!
/Surely, not.

Answer 'Just open it already'.

Moneybags: It is time...for the big dancing competition!

The door will unlock, go inside for a challenge portal, see 'Midday Garden Challenge Portals' for a guide on this and to get Egg 47.

Once done, head back to the cannon and hop on and aim right so that you can shoot down the final ice blockade. Glide over and head in.

Immediately charge into the two Rhynocs greeting you, then eat up them gems (non-literally) and go forwards again to find another Polar Bear. And guess who it is...

Doug: I put up ice blocks so that Bob wouldn't beat me to the fishing hole! Maybe you could try out the hole with this fishing lure I found.

Egg 048/150 (48/50)

Chet | Blue | Find Doug the polar bear

Make it to the very end and go straight to find Doug standing next to a gondala.

He'll help with the whirlgig. Woohay! 2 down, 3 to go!

Now make your way backwards and go to the left, go through the opening to see a cannon up high from an area we've previously been to. Jump onto the cannon and shoot down the ice shards on the platform, glide over to it to be taken further by a whirlwind.

Continue along the edge collecting gems and the life at the end, then glide onto the platform (you should have blown up the shards earlier) and you'll be taken by a whirlwind over to an island with plenty of gems and...

Egg 049/150 (49/50)

Reez | Blue (again!) | Glide to the sky island

...a dragon egg! This was found on an island in the distance from a sort of a puzzle of shooting and gliding.

Now make your way right back to the end but take the opposite way to the one you just took. Go down the steps to the left collecting gems on the way then take another left to a challenge portal. See 'Midday Garden Challenge Portals' for a guide on this and to get Eggs 50 and 51 and Skill Point 7.

You should of seen the 'Level Complete' Sign in there, so exit through the portal and go up the steps where Hunter was into the portal to Enchanted Towers.

However, on your way you'll see another movie sequence called 'Hunter's Tussel':

Bianca is sitting on a rock reading a spell book

She stands up and performs a spell on a flower making weird noises

also on that island ahead, it's a flying green monster sleeping.

After that, glide over the lava and collect the gems round the perimeter and from those monsters you killed. Don't worry about the Headbash chest on the small platform since we can't get that yet.

Anyways, go to the left of the beginning of the island and charge along the bridge here. You should bump into the two Rhynocs with the pogo stick thingies so don't stop charging until both are dead.

Walk into the building and stop with your finger laying on top of the O Button ready to kill a big Rhynoc with a wooden mallet. Collect the gems and go over the second bridge to another room.

Flame or charge the Pogo-Rhynoc then continue through the gap behind him, glide onto the turf island.

Egg 052/150 (52/58)

Gladys | Grey | Glide to the small island

Just over the second bridge, kill the Rhynoc and glide onto the island with this in the middle.

Glide back to the building and go left across the third bridge to another room with a green rock in. Pick up the green rock and go right with it towards the opening, aim up at the monster flying around the next building.

Pin it then glide over into that building, inside will be a whirlwind which will take you up and make you glide to another island.

Once you land here, you'll notice that there are an awful lot of paths to take and very many enemies. Go forwards a bit and flame the rocket on the ground, it will start fizzing then home in on the foot of the Sorceress statue.

Go round to the left (we'll get the green flying monsters later) and follow around the statue flaming the tonnes of enemies on your way and when you get back to the monsters, flame the rocket. Now go back a bit and to the left up some steps, flame the Rhynoc with the mallet then flame the rocket behind him.

Somebody I can't remember the name of will now speak to you.

?: Oops! I forgot that I hid this egg in the statue. It's a good thing it didn't get burnt.

Egg 053/150 (53/58)

Peanut | White | Destroy the sorceress statue

Flame all 3 rockets around the statue to blow it up.

He'll go through the exit portal. Yaywoo! 3 down, 2 to go!

Go to the left a bit then up the steps again and glide over to where the statue was. Go down the hole and forward into a Challenge Portal, see 'Midday Garden Challenge Portals' for a guide on this and to get Eggs 54 and 55 and Skill Point 8.

Once done, head back up again via the whirlwind. Go back to the Exit Portal

but skip past it hugging the wall to the right, collect the gems on your way and go up the whirlwind at the end.

Collect the gems then glide over to the opposite cliff, kill the dino type guy so that you see '1/8' at the bottom of the screen (there was a challenge similar to this in Spyro 2). Scour the cliff of gems then go into the miniature building at the back end.

Get the gems then get out and remember that Hedabash Chest I told you about on a platform at the beginning? Well from here you can simply glide over there and smash it for gems. Go up the whirlwind at the very beginning and glide over to that tiny cut where the other whirlwind took you.

Go to the edging corner here and glide right down to the final island of the level. A whole load of green things will wake up so be careful here and don't bother about killing them. There is also a vase here you'll need to get which is semi-hidden.

Hug the wall to the right of the vase then follow it along and you'll go straight into a Challenge Portal. Once again see 'Midday Garden Challenge Portals' for a guide on this and to get Egg 56.

Once done, head straight ahead and slightly right and at the opposite end walk up the steps into the Sgt. Byrd Portal, see 'Midday G'...no wait a sec. This one isn't a normal Challenge Portal.

Sgt. Byrd: I'm ready, to patrol the perimeter of the towers and the area!

Play as Sgt. Byrd in main level?

\You've got it!
/Sorry, I'm off duty.

Select 'You've got it!'.

Sgt. Byrd: So on with the breach it is!

Yep, you guessed it. We play as Sgt. Byrd in the MAIN part of Enchanted Towers.

Start by flying straight onto the cliff of this island, go to the corner of it and meet up with a crazy lookin' guy.

Ooga: Hey there, little birdy! You see these bones here? Well those are the remains of my friend, could you help get his pieces back for me?

-Find all 8 bones to put Skeleton back together

That's what he would say if you hadn't gotten any, but since you should already have one bone, I believe he changes his speech (ie says something else).

Anyway, go to the starting side of this cliff and meet up with another dino to shoot. Now the rest of completing the level is huge, there are many hidden

Continue past it and at the back of this bit you'll see a bridge with it's middle been chopped off, just to the left of it is an island.

Glide to it and collect the gems, next make your way to the Egg on the island.

Egg 058/150 (58/65)

Michael | Orange | Jump to the island

Just to the left of the bridge with no middle is an island with Michael on.

Go back to the bridge and jump over the bullet from the Rhynoc and flame it, continue along to the right collecting all the gems of your way. Flams the two gators at the end of the path and talk to Moneybags.

Moneybags:

Hello there Spyro.
Just 500 gems will see you
through this door here.

Pay him 500 gems to go through door.

\Just open the door you baboon
/Hiaku is rubbish

Answer 'Just open the door you baboon.

Moneybags:

Thankyou there Spyro,
Now I can not speak Hiaku,
What a sweet relief.

Go through the door to be greeted by a big Rhynoc, flame him before he squashes you. Now kill any other Rhynoc in this area and collect all the gems, I'm afraid this level is too hard to remember of that all I can now say is continue until you flame the final candle.

When you do, a door will open, don't go through it yet though since there's an opening in the back of the lanton with candle four. Glide to the platform with gems on just ahead then climb upwards, jump onto the top of the tree.

Now glide along another 3 tree tops and the last one will have a bird egg, or is it?

Egg 059/150 (59/65)

Frank | Orange | Across the treetops

On the final treetop behind lanton four you'll find this.

Now go back to the previous tree and glide over to a treetop in the distance (you may have to hover), on will be the key. Take it back to the Locked Chest you saw earlier and open it for lots of gems.

Make your way to the fourth lanton again and just past it is a Firefly.

Shiny the Firefly:

You are brave dragon.
Here, take this giant egg
I found earlier.

up the whirlagig to take you to Evening Lake.

Nice name there Ling Ling.

Anyway, in this hut type area, start by collecting all the gems in it, simple as that. You will now see the 'Leve...no sorry there, not yet. Continue past Ling Ling and you'll see a moose which has been seen before in Sheila's alp, flame or charge it then continue along.

Scour the entire area of gems then go towards the top left hand corner only down a bit and flame the Rhynoc with the umbrella. The other Panda will now go and help the previous one you rescued (being chased by the moose) and will push the giant panda-shaped boulder out of the way, go talk to the second one.

Li: Pushing that boulder was hard work, but thankyou for making us be able to do it.

Continue forward and save with Zoe, get the gems on the sides then continue past Zoe into the next area. A Rhynoc will fly down on an umbrella and greet you, so flame him dead then go to the left a bit but don't walk off the edge.

Go alongside the edge and on your way you'll see an island, do the tiny glide onto it.

Egg 064/150 (64/65)

Dwight | White | Glide to the small island

In the area after first Zoe, go to the left and along here you can glide to an island.

Glide back then continue to the left, charge the moose then continue along the wall. Jump up the steps and collect all the gems on this raised up bit, don't forget to flame the Rhynoc chasing the panda.

Jump up the steps round this mini-mountain and on your way another umbrella Rhynoc will fly in, flame it then jump up and glide over to the cave straight ahead. Flame the Rhynoc get the gems then go towards the middle.

Egg 065/150 (65/70)

Madison | White | Glide to the hidden cave

Jump up the steps at the back end then at the top glide straight to the cave.

Glide back to mainland and hug the right wall instead this time, jump up the steps to a Rhynoc which throws rockets which is perculiar because if you flame it it shoots up into the air and explodes. Collect the gems quickly then see the Pandas open the bridge.

Dive under the water first though and grab every single one of the gems you can find, see that crack in the wall underwater of the right hand side? Charge straight through that to find a really handy four extra lives.

Jump out of the water and walk along the bridge the pandas made, flame the Rhynoc at the end and save with Zoe again. Get the gems on the sides and continue past Zoe and flame the Rhynoc.

Go up the curve to the right collecting all the gems on your way, except when a moose charges at you. At the top of the hill, turn left and quickly kill the bull since it should already be charging towards you.

Flame the Rhynoc by the water and then dive in, collect all of the gems at the bottom but don't get swept to your death. Go back to the side you were on of the water and glide over to the platform, the Rhynocs shot should go right under you.

Glide to the other then glide up to the Rhynoc and quickly flame him up to the skies, go forward and into the building up to the panda.

Sing Sing: Oops, I forgot to activate the emergency escape bridge!

Sing Sing activates emergency escape bridge

Sing Sing: Here, take this Dragon Egg the Rhynocs stole from me. You'll need it.

Egg 066/150 (66/70)

Tom | Blue | Clear the pandas' path

Find Sing Sing in the second proper hut of the level.

She'll go through the portal to help you with the Whirlagig! O-a-o-a-o-a-o-a!
That's all 5 to help, but no matter how much you're tempted, DON'T go through the portal right now.

Go through the left exit of the hut and follow it round to another Rhynoc, flame him quick. Now go back to where Sing Sing was and this time exit through the right hand side and go towards the closed portal.

There is no yeti here, and there never was - The Sorceress

Continue to the left and glide over to the other ledge, then glide to the island. Flame or charge the weird vase with question marks around it and it will reappear somewhere else, here is a list of it's other locations.

- On the bridge to the right of Sing Sing
- Just back over the waterfall
- Where the 3 pandas that extended the bridge are
- Opposite the previous location
- Zoe's first location
- At the beginning of the level

When you flame it the last time it will release a whole load of gems.

Flame the Rhynoc to the right then go up the bridge and either flame or charge the next Rhynoc, turn to the left at the top and go into the Challenge Portal. See 'Midday Garden Challenge Portals' for a guide on this and to get Egg 67.

Once done, head back across the waterfall then stop, go to the left to find another one of those Egg Thieves. Glide across the bridge then charge along, it's path is going up the E.E. Bridge then going round the whole level. Once you catch it then weeeeeeeeeeeeeee...!!!

Egg 068/100 (68/70)

Pee-wee | Green | Shoot from the boat

Catch the Blue Egg Thief that runs around the entire level.

With Bently locked up in Evening Lake, that's all we can do in Bamboo Terrace at the moment. So exit to our second Speedway.

In Midday Garden Home, Sing Sing will take you to...

Sing Sing: The whirlagig is built up, Spyro! Lets go to it.

Before you do head back along the river past Bamboo Terrace and Country Speedway is to the left.

You should approximately have: 5750 Gems, 68 Dragon Eggs, 9 Skill Points, 42%

+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+!!!!
IXL \\\Country Speedway// IXL
!!!!+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+

400 Gems, 3 Dragon Eggs, Required: 36 Dragon Eggs

Hello Sparx!

Sparx: Welcome to Country Speedway, Spyro! This is where the urban meets with the countryside and join to make a speed course. Which challenge would you like to play?

- \Time Attack
- \Race the flying pigs
- /Quit

Select 'Time Attack'.

Sparx: The easiest way to complete the couse is to fly through the rings, charge the tractors, toast the space cows and save the bi-planes.

Go ahead and easily accomplish off the rings getting each purple gem inside (5, 10, 15, 20, 25, 30, 35, 40). At the end charge down and it should change into the Supercharge move, charge along the pathway and hit each one of the tractors on your way, the first four will be nice and easy (50, 60, 70, 80). After them take a quick and careful left along the path to hit another tractor (90) and then turn right for another (100). Now just get the last two ahead (110, 120) to finish off with the tractors. Press X twice to take off into flight again, flame the space cow on the island ahead (130) then get the other three making easy turns (140, 150, 160), take the jiggity-jaggity path to get the last four (170, 180, 190, 200). Now find the bi-planes path quickly and go the opposite way to them, just take all the proper turns to get them all. If you don't have good reflexes take the normal path and chase after them, if you don't have good flying skills then I'm afraid you're gonna have to practice (225, 250, 275, 300, 325, 350, 375, 400). After the '400/400' Sign is seen you'll be told you've won.

Sparx: The farmers were so impressed, they left this for you!

Gavin | Orange | Time attack

Complete the course of 8 rings, tractors, space cows and bi-planes.

Sparx: Which challenge would you like to play?

Choose a challenge.

\Time attack
\Race the flying pigs
/Quit

Choose 'Race the flying pigs'.

Sparx: Let's race those pigs flying on their planes!

This is just like the previous race, flame your opponents to slow them down and use blue stars for speed pickups. There are also the red stars now that help a bit, fly through it to pick up a missile in your mouth and when you can see an enemy ahead (it doesn't have to be exact) then fire it at them with the O Button. The missile will attempt in homing in on it and slowing it down. By the start of the second lap you should be atleast third, and by the final at least second. If you come in first place at the end then you'll win.

Sparx: Yay! We won first place prize!

Egg 070/150 (70/80)

Shemp | Green | Race the pigs

Come in first place in the race against the 5 Bi-planes.

Sparx: Which challenge would you like to play?

Choose a challenge.

\Time Attack
\Race the flying pigs
/Quit

Choose 'Time Attack' again.

Fly over to the very centre of the course to see an old barn, drop to the ground and go through the opening to find Hunter ahead.

Hunter: Spyro! HELP!! A bunch of space cows and flying sheep saucers just invaded the course and are adubcting the farmers. I should get on my jetpack and grab my gun to teach those guys a lesson.

Try Hunter's shooting challenge?

\Fine then
/What's a space cow?

tonight, but these darn Rhynocs keep on tripping me up. If only there was someone who could stand guard which was small, had wings and was purple.

Protect Nancy the Ice Skater?

\Ok then
/No thanks

Answer 'Ok then'.

Nancy: Ok, here goes.

This is a simple Rhynoc killing challenge, they have hockey sticks but won't attack you. When a Rhynoc comes on screen flame it quick or it will whack Nancy out of dancing. Once all are flamed roses will fly in and you'll win.

Nancy: I guess that one of the judges didn't like it, since he threw an egg at me rather than a rose. You can have it if you want.

Egg 047/150 (47/50)
Cerny | Blue | Protect Nancy the skater
Complete Nancy's challenge of flaming all Rhynocs while she dances.

Done.

-\\-\\-\\-\\-\\-\\-\\-\\-\\
Slippery Supercharge
-\\-\\-\\-\\-\\-\\-\\-\\-\\-\\

100 Gems, 2 Dragon Eggs, 1 Skill Point, Found: Through the left path of the four-way folk, Icy Peak

Go ahead and go along the track, now maybe you're thinking you should chase the yellow thief, are you? Well, if you are then you're...wrong! There is a much easier way of doing this challenge, thus follows:

From the conjoining part of the track, (where the two tracks meet) take the other one but don't charge along. Instead, walk to the end and then glide into that hidden cave underneath another track, follow it of gems then take the path left to the whirlwind.

Let it glide you over to that mountain ahead and get the gems on top. Now for the tricky part, turn left until you see the red thief on top of the pedestal.

Glide over to it and make your best estimate in your glide of when you think your above the thief, and hover then headbash down onto it.

Egg 050/150 (50/58)
Scout | Grey | Speedy Thieves II
Glide over to the red thief from the mountain and headbash him.

Now do what you just did and this time you'll land on the pedestal.

Skill Point 07/20 (07/10)
Glide to the Pedestal

Glide over to the pedestal in the same way you got the red Egg Thief.

Charge after the yellow thief? NO! This technique is harder than how we got the red thief, make your way to the mountain again to start. Glide over to the thief and when you get slightly ahead of him but still above, charge down onto him (you should hit his face).

Egg 051/150 (51/58)

Betty | Green | Speedy Thieves I

Glide over to the yellow thief from the mountain and charge down on him with perfect timing.

Done yet? NO!! Follow the track this time and supercharge along it, the pits can easily be jumped over while charging (you don't lose lives here). Charge along the right hand path and jump at the end, now stop and hug the wall on the left along.

See the ice? Charge from the track right through it and you'll bump right into a chest containing the last gems of the area.

Done-Done-D-Done-Done. DONE DONE!

-\\-\\-\\-\\-\\-\\-\\-\\-\\
Skateboarding Park 2
-\\-\\-\\-\\-\\-\\-\\-\\-\\-\\

100 Gems, 2 Dragon Eggs, 1 Skill Point, Found: Underneath the Sorceress statue, Enchanted Towers

Welcome to the second challenge of the game that allows you to use the Skateboard, here you get to do the real tricks.

Head forward and go through the trees to a ramp Hunter will be found by.

Hunter: Hey, Spyro! I found another one of those gladiator parks here in Enchanted Towers. How about I teach you some moves?

Learn Skateboarding tricks?

\\Ok then
/Another time

Answer 'Ok then'.

Hunter: Right then, let's start easy. Try jumping off this orange ramp behind me. To do so, jump at the very edge of the ramp with the X Button.

-Press X at top of ramp to jump off

Hunter performs a jump

So...

Walk into the skateboard hologram ahead and jump off the very top of the ramp by pressing the X Button. You'll then automatically be taken to Hunter.

Hunter: Ok then, let's see you try to roll. To roll, jump off the top of the ramp and hold the Triangle Button while pushing left or right on the d-pad.

- Press and hold Triangle during a jump
- While doing so press left or right on the d-pad

Hunter performs a roll

Pick up a skateboard and skate up the ramp and jump off, hold Triangle and left or right and after a full roll you'll see Hunter again.

Hunter: Now let's see you try a flip. Flips are exactly like rolls, only that you press up or down instead of left or right.

- Press and hold Triangle during a jump
- While doing so press up or down on the d-pad

Hunter performs a flip

So you might as well do the normal jump and Triangle thing like before, but press and hold up or down.

Hunter: Great flip! Now these blue ramps are half pipes, simply skate up them and press X at the very top to jump. Then hold left or right to do a spin in mid-air.

- Jump atop the blue ramps
- While doing so press and hold left or right

Hunter performs a spin

So grab the skateboard and skate up the blue ramp, jump at the top and do a spin move with the left or right buttons.

Hunter: Nice spin! Now let's see you do a 900! It's very tricky, what you have to do is jump atop the ramp, do two and a half revolutions in the air, and land.

- Jump atop the blue ramps
- Do three spins in mid-air
- Land it...Somehow

Hunter performs a 900

Do what you did before only quickly do another two spins then head straight down to land perfectly for success.

Hunter: Now that was a 900! So now you know the basic moves try scoring 500 on this ramp. Do different tricks for points.

-Skate to the ramp

-Do NOT jump at the top
-Score 500 points

Hunter performs flips to get 500 points

Use all the tricks you know off the blue ramp so that you can score the big 500 or more.

Hunter: Looks like you're trainings complete! You know I was pulling off this impossible move called the Gnasty Gnorc when I went smack bang into this Egg! Ok, that's not true, but you can have this Egg if you want. I was gonna keep it as a pet but I can't get it to hatch.

Egg 054/150 (54/58)

Caroline | Grey | Trick Skater I

Complete Hunter's challenge of learning the basic skateboarding moves.

Hunter: Hey, I wonder if you can beat me in a skateboarding competition of getting points.

Challenge Hunter to winning skateboarding tricks competition?

\Bring it on!

/Maybe later

Answer 'Bring it on!'.

So, quickly grab a skateboard and watch your score and Hunter's score since when the time is up your points have to be higher than his. To get points you need to do different tricks and it'll be added on to your score. Here is a list of the non-basic moves:

Twisted Lemon - X + Triangle + left and up/right and up - 1: 300 p, 2: 750 p, 3: 1000 p

Twisted Lime - Twisted Lemon only down and left/right

Crush - X + Triangle + right x4 - 750 p

Gulp - X + Triangle left x4 - 750 p

Orange Crush - X up blue ramp + right x5 - 2000 p

Big Gulp - X up blue ramp ++ left x5 - 2000 p

Thrash Master - X + Triangle + left/right + up/down - 100 p

Toasty Twist - X + Triangle + left/right x4 - 1000 p

Dr. Shemp - X + Triangle + left/right x4 -1000 p

Gnasty Gnorc - X + Triangle + up/down x2 + left/right - 2500 p

Gnarly Gnorc - X + Triangle + up/down x2 + left/right x2 - 3000 p

Ripto - X with high speed + Triangle + left/right x3 - 3000 p

Raging Ripto - X with high speed + Triangle + left/right x 4 - 3500 p

Half-Pipe Leap - Jump across the gap over the half-pipes - 1000 p

Triple Towers - Jump across all 3 of the pedestals at the beginning - 1000 p

Double Towers* - Jump across first 2 pedestals and land in some kind of corner way - 1000 p

*The Double Towers may not be true, I just got it from a friend but I've tried and haven't yet succeeded.

If you're score is higher than Hunter's at the end of the time limit, you'll win.

Hunter: Woah! You beat ME! I bet you won't be able to beat my course record though. Besides, take this as a prize.

Egg 055/150 (55/58)

Alex | Grey | Trick skater II

Beat Hunter in his skateboarding challenge to earn points.

Now you can grab a Skateboard and beat Hunter's course record, to win you need to score 10,000 points out of the tricks above.

Once 10,000 before the time limit runs out, ta-da!

Skill Point 08/20 (08/10)

Skateboarding Course Record II

Complete the 10,000 point timed challenge.

Scour the area of balloons and all gems you can (prefably with the Skateboard) and we're...

...Done here.

-\/-\/-\/

Lost Wolf

-\/-\/-\/

50 Gems, 1 Dragon Egg, Found: On the island infested with green monsters, Enchanted Towers

I like this challenge, and you should to!

Go ahead to find Mowat.

Mowat: I was playing fetch with my pet wolf Farley, but I accidently threw the ball down this hole and he jumped down it and can't get back. Please rescue him so that I don't have to hear that sad cry of his. Don't Cry Wolf. Never Cry Wolf!

Collect the gems at the sides then drop down the hole into a sandy area. Pick up the red and white ball next to Farley in your mouth and go into the next

room.

Collect gems before anything else then walk over near the blue button on the ground. Face the button then press O to spit it and it'll automatically land on the button. Farley will pick it up while standing on the button and the stairs will raise, jump up them and flame the red button at the top.

A door will open and Farley will rush through, follow him outside and flame the mallet Rhynoc his chasing. He'll run over to another one and just flame him when he runs by, the next Rhynoc he'll not chase so you'll have to flame him while risking being squashed.

Scour this whole outside area of gems then run up to Farley and take his ball, step on the blue button to raise a platform. Spit Farley's ball into the alcove so that he jumps on the raised platform then over to the ball.

Now you can simply just glide across to the alcove, scour for gems then go and take the ball off Farley. Walk onto the lowest blue platform so that part of a ledge lowers, spit out the ball and it will land on the blue button on the lowered bit.

Farley will come along to it, as soon as he gets on to the platform, walk onto the other platform. Farley will rise it and you can now simply flame the red button, the door will open and Farley'll go through.

Follow him in and get the gems, charge into that big crack in the purple wall then quickly flame that Rhynoc. Hit the red button so that Farley can get back to his trusty owner.

Mowat: Thankyou Spyro! Now I should be more careful where I throw Farley's ball. Take this Egg here, Farley's chewed it so it's kinda slimy. Oh well, it's the thought that counts.

Egg 056/100 (56/58)

Lys | Grey | Rescue the lost wolf

Help Farley get back to his owner using his handy ball.

Collect any gems you may have missed.

Done.

-\/-\/-\/-\/-\/-\/-\/-\/-

Semi-Boss: Sleepy Head

-\/-\/-\/-\/-\/-\/-\/-\/-

1 Dragon Egg, Required: Light 4 candles, Found: At the end bit, Spooky Swamp

We take battle against the evil wizard who hates the light. He may seem big and tough at first, but his as easy as easy is easy.

Look at that! Swirly green puffs of magic he's making, take cover! Or not, all they are are 3 of those gators, kill 'em all. Look at that! A giant bomb he throws, wow!

Ok, stay next to this bomb to long, five second countdown then an explosion will appear all over you. Instead, charge it aiming it at Sleepy Head and if it hits exactly, he's health bar will run down like a tulip. Hit him a total of 4 times for instant victory.

Egg 061/150 (61/65)

Herbi | Brown | Defeat Sleepy Head

Defeat the big, blue wizard Rhynoc named Sleepy Head.

Done.

-\/-\/-\/-\/

Twin Escort

-\/-\/-\/-\/

100 Gems, 2 Dragon Eggs, Found: At the end bit, Spooky Swamp

This super-annoying level will be played as Sheila.

Collect all of the gems in this first area then head through the alcove ahead from where you start. Don't talk to a firefly yet, instead follow the path to thier right and follow the course along kicking all of the boulders on your# way to be ready.

Once you get to the cages with dragon eggs inside, go to the white wall at the very back, dosen't look smashable, does it? It doesn't but kick it so that you can get the 25 gem you may have seen earlier. Continue all the way back and walk up to the first firefly.

Basho the Firefly:

Two Dragon Eggs lie
in thier own cages, I must
free one with a bomb.

Escort Basho the Firefly?

\You got it mate
/No thanks...mate

Answer 'You got it mate'.

Basho the Firefly:

Right then, keep ahead
of me. Remember to kick
rocks and stomp mushrooms.

-Kick all boulders
-Stomp the mushrooms
-Stay only a little ahead

Well, you should have kicked all boulders so only mushrooms matter now.

To what I'm about to write it may sound simple, but it's very, very difficult. Just stay a slight bit ahead of Basho for a reason you'll know in a bit, don't touch him either since the bomb will then explode.

Basho'll take that faint, stoney path so keep an eye on it yourself, and he'll take all of it, so any bits off where we're heading we'll also need to go. Go ahead to where a boulder orignally was, follow along the path and whenever you see a mushroom on course, stomp it.

The reason why you shouldn't go too far ahead is because of the mushrooms, in

Egg 063/150 (63/65)

Michelle | Orange | Escort the twins II

Help Buson the Firefly free the egg in this super annoying challenge.

Scour the whole of the ground level for gems, then go into those rounded bits found on the sides of the course. Go to the back end and do a double jump up to a crack in the wall, you know what to do, kick them until you see the 'Level Complete' Sign.

Done.

-\/-\/-\/

Boat ride

-\/-\/-\/

1 Dragon Egg, Found: At the top of the emergency escape bridge, Bamboo Terrace

Another fun challenge for you.

Go ahead and talk to Shui.

Shui: My friends are climbing up the ladders to thier houses, but Rhynocs are perched atop them and keep on knocking them off. Spyro, could you help us and blast those dreadful Rhynocs, and be careful not to toast my friends?

Shoot from the boat?

\Them Rhynocs are going down!

/Them Rhynocs can stay up!

Answer 'Them Rhynocs are going down!'.

Spyro will automatically walk through the superflame powerup, this challenge required good speed and aim, it also requires plenty of practice.

Ok, like Shui said: DO NOT SHOOT THE PANDAS!!! You'll only knock them off and fail. Instead, be quick when the pandas are climbing up the ladders, so that the Rhynocs can't flick them off with thier umbrellas.

Make sure to actually hit the Rhynocs properly, hitting houses will only make matters worse. If a house with a Rhynoc still on top gets near the other side of the screen, you have no chance. Another thing is near the beginning the camera angle goes funny, so shoot those Rhynocs quickly.

After all 10 or so houses, you'll see two opposite each other with pandas coming out. A bridge will then form and two Rhynocs will start flying down and the pandas will run but get surrounded in the middle. During the time of flight, pin one of the Rhynocs out of the air then shoot the other one as it runs along.

After two more bridges you'll win.

Shui: Thankyou for rescuing my friends Spyro! Take this Dragon Egg I saw one of the Rhynocs drop.

Egg 068/150 (68/70)

400 Gems, 5 Dragon Eggs, Required: Defeat Spike, Fodder: Frogs

Welcome to the very cool Evening Lake. It holds what I say is the joint second hardest level in the entire Spyro Series!

After being incredibly frustrated by Spike, we break into freedom with the third part of the game, as soon as you hop off the whirlagig, Bianca will greet you.

Bianca: Ok, Spyro. You have gotten very far and are quite close to the Sorceress' realm, but I'm really, really warning you now. Look, the Sorceress has set up a surprise trap for you and you never know when it might happen. So LEAVE!

Nice and quiet, THEN SO THREATINING!!

So...take control of the purple puppy (that's Spyro) and take him over to behind the whirlagig for some gems. Turn around and go right to a room, what's this, hey? A ROCKET! I knew this game was Rocket Science!!

Collect the gems inside the room then exit it and continue along the path to the left. Collect the gems and the small path will end when you see the frogs.

Glide over to that pyramid type building on top of the water and jump up each side of the steps collecting gems. Descend down the steps again then dive into the water, right behind you will be the first portal, Frozen Altars.

yESSY, NO ENTERING IT!!! Oops! 'Left caps on! So, obey me (Mwahahahaha!) by not entering it and this is when things get tricky to explain.

...So, how 'bout I just say it obvious and boring: Swim around the bottom of the first sea bed level charging open pots and collecting gems.

Once the first level of sea bed (Now, come to think of it, it's a lake bed.) is tidy, find a crack at the top left corner (sight from entrance) in a building thingy. Remember what we do with cracks in these games? We break 'em!

So... charge into the crack to reveal a purple room of which it's colour does not fit in with the rest of the level. In here, at the bed, is several gems. Oh, and, what would that white thing be at the back end?...

Egg 073/150 (73/80)

? | ? | Behind the secret wall?

Yes, it's a crack in the wall underwater... *ahem*, you can charge.

Go right (from when you exit the purple room - man, what's up with all these brackets?) to find a shipwreck holding the portal to 'Lost Fleet', go behind this wreck for more gems then left from the shipwreck through a tunnel that goes to F-- F--. Sorry it scares me just saying it... Fireworks Factory!

Go away from the horrid place and continue straight forward left of the hidden purple wall. Mummy!

Actually, a whale, but never mind.

Charge up to the whales mouth and he'll eat you. Yes, you read that right.

Egg 074/150 (74/80)

Jonah | Orange | Belly of the whale

Well, the whales already had his dinner. Good thing he didn't bite it.

Swim around the tower collecting gems (once your out of the whale) making sure not to enter 'Charmed Ridge'. Once this is done, go through a tunnel the other side of Charmed Ridge to find 'Honey Speedway. Beside the portal I think there is gems.

Exit the water and go across land to the pyramid that was on top of Frozen Altars. Glide to the piece of land the other side of the following wall and walk along the land collecting gems and killing frogs if you wish. Continue up to Zoe with the third and final powerup: Invincibility.

Zoe: This powerup behind me will make you invincible for a short amount of time, Spyro... (that's all I remember)

- Walk through the powerup to turn invincible
 - Quickly glide through the flame throwers
-

Egg 075/150 (75/80)

Stuart | Green | I'm invincible!

Glide through the flame throwers (with invincibility) quickly. Then, grab the egg on the cliff the other end.

Grab the life and jump up that good 'ol ladder to a room with an large hole in the middle. DON'T jump down the hole, otherwise you'll just end up back at the beginning in the rocket room. Walk round to a passageway.

Egg 076/150 (76/80)

Ted | Green | On the bridge

Walk along the bridge. Er, yes, the big oval 3D thing.

Glide back down to the pool, find the big blue tower and climb up it. Glide to the large platform we saw earlier for...

Egg 077/150 (77/80)

Hannah | Green | Glide to the tower

Aloha Mrs eggy. Tower.

Now back to that ladder but this time climb all the way to the top to find Zoe with another Sparx sign. She'll say... something or other.

Jump back down and under and under the tower, swim up inside the tower to a room full of gems, a yeti, and a stupid bear who like gems. You know what to do.

Moneybags: My, my, Spyro. If you're wanting to free this whale of a creature, I'm afraid it is going to take a few more gems. Why, it took several dozens of the Sorceress' men to capture this piece of gold.

/You keep him.

\Hand him over already!

Say 'Hand him over already!' to pay him a whopping 1000 gems.

This may look hard, but, actually, is very easy. You'll be auto-positioned in the right place so stay there and let Bart throw a snowball at you. If you miss it, don't worry, can't get hurt, but if you spin your club when it comes to you, it will fly into the gong at the right.

You'll quickly see some icicles rattle and a mini-snow-bridge will fall down, where Bart then goes across. Stomp across with him.

Egg 078/150 (78/80)

Brian | White | The Gong Show

Simply spin your club at the snowball thrown by Bart and go across the bridge.

Go past Bart for more spinning, but slightly dangerous since these snowballs are HUGE! Basically, just let the seal toss the snowball at you, where you spin it back at the poor guy. It's worth it, though, seeming gems will fly over.

Spin another one leftways and left again to a final one, with a catch. You'll need to aim it here, since once the seal tosses he moves to the other side. Simply turn when you spin and the snowball will catch him if you line it up right.

Destroy the totem poles for Strong Chests, which can here simply be opened with Bentley's club smash. So do so (btw, this level is an exception with these chests) and collect the plunder.

Move from the seal edge to a cave up on the next left turn. Make your way through it's tunnel and on your way will be an ice wall with a rhynoc behind it. He'll stomp through it for you to squish him!

Go through a little bit more to a second ice wall to smash, then get that first Strong Chest you saw a bit earlier.

Go back through the cave and round the next corner to see Bart again. He'll start having another snowfight with you so spin one back at him then do the game properly and hit that gong!

Avalanche! The whole Outpost will shake and a massive snowball will roll in and hit the ground with a smash. Walk along the newly made bridge to a second egg.

Egg 079/150 (79/80)

Charlie | Green | Snowball's Chance

Simply do another deflection to a gong and go across the snowball.

Bartholomew: Ay, you're a tough guy, big bro. I bet you can push that whole block over there outta our way with your almightyness.

- Walk up to the block to push it along

Go around the left of the block and push it across. Infact, push it OFF the cliff for a point.

Skill Point 10/20 (10/20)

Ahhh, finally, another Skill Point. Just push the box over the edge and you'll get it. (NOTE: You can now open half of the Epilouge on the Atlas with O!)

CHyde - For something else but I'm sure his guide helped me.

Insomniac - For creating the first three Spyro games.

This guide may only be posted on the following sites thus far:

www.gamefaqs.com

www.freewebs.com/4spyrogamesinfo

www.freewebs.com/spyrocrashjakgameguides

www.gamespot.com

Just kidding.

Into the next area and we've only confronted way more spiders spawning from pots, so shoot the pot and then fire, fire, fire. Once you've once again rid of the critters, charge up to the north and go along the tunnel.

It's another medium obese spider dude (mosd?)! Shootity, shootity, SHOOT! Once he's cleared of go north to more luck. No, really, no sarcasm. It's two butterflies! So if you lost 4 hitpoints before this will not fill up your health bar. This is cos' one of them is an invincibility powerup! (Not bad, I guess)

Head right through another narrow slip which takes you a very long way, just smashing through bugs with your shield. At the end, grab the key and head all the way back down the tunnel (described all that in 2 & a half lines? That's a first).

Back down to the square where you found that second pot, and you notice the lasers rightwards? Charge through them with your key and go up through an opening already unlocked for you.

See the flowerpot? You know what that means? It's another Town Hall discussion (man, 3 town halls in one town?)! You wanna know what's worse? That pot is shielded! So, charge up north again (shooting any spiders in your way) and quickly fly over the red button to turn it green.

As from Crawdad Farm, this will turn off the shield over the flowerpot, so shoot through the hoard of spiders charging blocking you and shoot the pot! Now just clear up the areas as usual of gems and enemies.

ASA every spider is gone, the left lasers will disable. Charge through the laserway to yet more armies of spiders which you can push against and round the corner while ya do so to a key which unlocks the door back up at the top of the area.

More bugs, and you can make a trek through this long, winding path of resident spiders. Just go along the extremely undescribable loop of areas killing those poor armies of spiders and they're spawning pots.

Bla, bla, bla... going around and around these areas 'til I can describe again which is... now. Grab the key near a button guarded by a mosd each when you can... which is once you've rid of one of the critters. The other will reveal the button to go over.

Since this is a dead end, we should head back through the previous area I didn't describe and take out the now de-shielded pot I also didn't describe.

ASA both the pot and bugs are dead/destroyed, make use of the key by going down and ridding of the lasers.

Just down in this place is a third and final shielded pot, in which you can easily destroy by hitting the button behind it. Go down the bottom and make the way left where rows of spiders will flee at you.

Force your way through them and round the corner 180 degrees to go along even slower to be safer. Take out the now spread out dudes as usual, then get the mosd blocking the next turn.

Now this is a tricky bit, since two mosds are blocking, but both at awkward angles. To take the first one out, you'll actually have to take out the second first (:S). This will risk health so make sure to strafe when you do it.

Weirdly enough, your shots will randomly either hit the first or the second mosd. Anyways, after that head down to enter the main town center.

-\\-\\-\\-\\-\\-\\-\\
Boss: Spider Queen
-\\-\\-\\-\\-\\-\\-\\-\\

This gal is one heck of a spider, and, according to me, is the mother of all spiders. The one who has given birth to all spiders for many years. And we're gonna kill her?!

Anyway, watch out since she will immediately start spinning around in a spiky ball sawing after you. She will be invincible, so use your shots on her and SPLAT, you're dead! Simply just keep well away from her until she stops. At this point several spiders will shoot out of her head. Ignore them though (just a sneaky distraction) and shoot all ya can at the queen's head. This will take off a tiny bit of health from her. This is also how you will attack her for the rest of the battle. She'll soon start spinning again, so just run away and even let her squash her own children! Not much more here, just keep on firing (as little spider spawn count expands) until the O' Royal One blows up.

Egg 082/150 (82/90)
Tootie | Blue | Go to town
Defeat the Spider Queen in her dark, dirty pit.

With the spiders out of buisness, Tootie the baby dragon born, and therefore the first prize for this level is ours! Just go to each corner of the room for a golden gem, and once the 'Level Complete' sign flashes go to the exit.

CONGRATULATIONS! You've completed all of Midday Garden and therefore freed it! As a bonus second prize we get...

Zoe: Wow, Sparx! You've cleared the town of evil and freed the dragon egg, so you deserve a reward! *Zap* I have just extended your antennae and you can now spot every missing gem in the level!

And that's it! There's good news and bad news. The good news is that we just got a brilliant ability that allows us to find the closest gem in the level and never have to look for them again. The bad news, however, is that we now have to leave Midday Garden forever, and that now it's cleared up the Sorceress is a bit angry. It seems she is now planning her trap.

ledge.

Go to each side and corner getting many gems from your first chests in the level. Jump up the stairs grabbing the gems on each one to the temple room. Inside this place is a non-for-a-long-time-seen Headbash Chest.

Get the gems spread around it then go for the big one. Gems will erupt like lava with a long sound for you to feast on, then you should go right of the temple and down the path to some gliding spots.

(Btw, you may have noticed the frequent amount of gems packed at high rates in high values. This is because each world the normal gem count is increasing by 100, while the level sizes seem somewhat smaller.)

These here gliding platforms are somewhat undescrivable, which is the formulative manufactured description of the colossal code enabled by $e = mc^2$. *AHEM* Glides too complicated just go along 'til you reach an egg on a lone island from the laser tower.

Egg 083/150 (83/90)

Cecil | White | Glide from the temple roof

Some undescrivable-to-me glides across a giant snow-wall to a tower top and to a distant island.

Now glide back from the island to where Frosty used to be (: '[). Go into the cave through the fog ahead and you'll be on ice. Flame the mammoth that is hard to get since he skids everywhere, and go to Eustace.

Eustace: I bet you'll need something to stand on to get that treasure up there. 'Shame, really.

Don't mope, duck-dude, we've got a good 'ol ice power on us and we're gonna use this to our advantage. Freeze him (yes, you read that right), and stand on him up to the platform before the ice melts.

Collect the 2 gold and 3 purple gems (35) and skid along to a sneaky old rwrdr which will chuck a coal-ball immediately at you. So when you reach the warm-looking room, quickly round and get him.

Go round the walls collecting gems and go through the door to the cold again where Zoe zaps you. Take out the rwrdr guarding the laser-tower and if you want let Frosty II shgake you and throw you back (lol). Get in the tower.

You may have noticed a mammoth in the dip-down path, so burn him out then melt Frosty II to a point. Get out and round the whole area for gems. Go to the dip-down path to find a Bentley portal. See Evening Lake Challenge Portals to get Egg 84, Egg 85 and Skill Point 11.

Once gotten all three (and have Bentley pretty wounded), skip through the little gap between two walls, and be bombarded by 3 to 4 (depending on difficulty) angry rwrdrs.

If you find it hard to dodge, take out 1 but then get into the tower and burst the rest. Also melt down the ice wall leftwards and the 3 to 4 mammoths in the sorta pit. To save time, laser the 3 chests and 3 vases leftways too.

Leave the tower and collect all the gems left from the enemies, and hit the fodder because of that rwrdr bombardment. Start going up the high slope and

!!!!+-----+-----+-----+-----+-----+-----+-----+-----+-----+

600 Gems, 6 Dragon Eggs, 1 Skill Point, Fodder: Tics

Welcome to a very fun level indeed! (It even involves swimming in acid!)

Once you're in, you'll see some wolf guy running up to you. Don't worry, he's a friend. He'll say something about bein' careful 'round these parts, but I forget what.

Once he runs off again, go right a bit to find a crab! He'll start snapping after you so charge him back. Round this trapezium-shaped area for a-plenty gems, then leave this mini-area along a dusty path.

Collect all the gems along it, and at the end you'll see a ghost carrying a torch! Not that bad though, since you flame it and you'll realise that it's nothing more than two rwrds under a sheet.

One'll run over to the other side of the acid-river, while the other hops onto an island in the acid pool. You should be able to just catch the first one before he gets over, but the other one you'll have to deal with. Avoid his rocks then pound him!

Jump over the acid, avoiding falling in since it really does burn, and go up to the fixed cannon randomly dumped in the ground. With it, look atop the slope to see a large number of crabs. Bombard as many as you can! From there, turn the cannon left to see a Strong Chest.

Take it out with a single cannonball to see only a few gems fly out, then turn right to a shipwreck with a giant X on it. Blast that X.

Now hop off the cannon and scour the entire area for gems, then charge into the hole where the X used to be. Collect the gems taped to the walls and turn right to another area. This one, however contains a FLYING ghost!

This tough guy throws rocks, so pick up your own over at the other side of the river to him, and spit it at him. A single rhynoc this time will leap out, so chase him down and go around this whole area as usual sniffing up them beautiful, sweet gems.

Kill the tic if you want, and go ahead to a crab pit. Jump in it (yes), kill the crabs, and don't do glue-sniffing, do gem-sniffing! Go up the sniffy steps and glide to the sniffy next cave which is very sniffy.

Inside is a crab, and at the other end another crab, both to eat for your dinner with Tomato Ketchup and Chilli Sauce. Zoe'll zap your hair out so eat her with Tomato Ketchup and Chilli Sauce then get the few gems on this mini-island.

You are now in an area a bit like the Earth: 2 3rds acid, 1 3rd land. Go right to the second piece of this island and be alert as a rwrds ambushes you. Take him down then hop onto another fixed cannon, of which with you can hit a few patterned-flying birds out of the sky for gems.

Hop off for now and glide over to the western island with a rwrds on it. Kick his butt into the acid then hop onto the shipwreck. A crab and 2 more rwrds hidden in a flying ghost are up here, so get the crab then go down to the cannon again.

Hop on and now bomb the flying ghost to release the two fools. Last thing to

bomb is that big X left on the shipwreck, so do so, hook those rwrds and the screen will go black for a spilt second and take you inside.

Crazy Ed opens treasure chest and Egg flies out

Crazy Ed: Well I'll be darned, it's only an unborn giant chick! Oh well. 'Ere, you can 'ave it.

Egg 089/150 (89/90)

Craig | Blue | Find Crazy Ed's treasure

Just clear the path and smash down both Xs and you'll get the treasure.

Ed'll flip through the Exit Portal, which we are nowhere near going through ourself yet. Walk along this tipped ship into a second room featuring a crab guarding an invincibility powerup! Go through it and dive into the acid!

Don't lounge around because if you're under acid and the timer runs out, you die! Just quickly swim straight ahead (sticking to the bed for gems) and you'll soon enough hit a wall as a dead end. Jump out.

You've just jumped out of a narrow river of water and are now at the edge of the level, so watch your step. Jump/glide from island to island as you carefully dive down on the crabs. Go forward. See Evening Lake Challenge Portals to get Eggs 90 and 91 and Skill Point 12.

Head out afterwards and go straight ahead until you spot your second left turn in which leads you to where you saw those crabs up high at the beginning of the level. You can now collect their gems so sniff 'em up then go back down to the very beginning of the level.

Down here will be a new whirlwind, so ride up it back to the Exit Portal. Behind the portal is another whirlwind, which takes you to the top of the ship. Here round the entire floaty-yet-dead object and then go up to the head of the ship, onto the cannon.

From here you can see just about anything, so that means you can bomb the rest of the birds in the level. From the ones that nearly hit you, to the ones that take up only a few pixels. Also up here you can bomb into an opening on a tall cave-ish type of tower, where you can soon hear a Strong Crate smash.

Go to the very head of the ship along the plank and you can now glide to that area to grab the gems. Then glide down to the whirlwind near the beginning up it and to the Invincibility powerup again.

Now make turns all you can getting to all the dead ends for max gems in all the acid. If you go at top speed through, you'll reach the end before you die. Just go up the ladder to an Egg.

Egg 092/150 (092/100)

Chad | Green | Swim through acid

Swim through the maze of acid pools and reach the other exit before your invincibility runs out.

Now make your way back to the ending ship ruins AGAIN and go up to the top via whirlwind. Now, instead of going on the cannon, go to the very head of the ship again and glide into the skeleton's mouth thingymabob where an acid river is pouring from. See Evening Lake Challenge Portals to get Eggs 93 and 94.

Just kidding (well, only just just kidding).

We arrive on a small island in the middle of lava with a bridge from it of which a Ninja Rhynoc is now flipping across. These guys are pretty tough, since charging them risks being whacked by the guy's pole, and flaming is hard to aim since these guys tend to dodge it. Wanna here worse? They come more common than the most common enemy in a level so far!

Anyway, since those last five lines have described the scene but no moving, let's get started. Yeah, that expression 'Let's get started', it's... it's...

Sorry, getting nowhere. Yeah, you better take out the maniac heading in your direction. Once the kicking of the butt is over, charge round the edge seeing which gem smells best (not too much or you'll either fall in the lava or catch hayfever).

Egg 244968/150 (beep-bop)
Count Olaf | Rainbow-coloured | Avoid Catching Hayfever
Ghjlmnogfjtfhjfbnfyjnvffkilnmfdtgijcscsagjjhhjjhjjhjjjjjjjjgh.

Go down to a big fight between the ninja you want and the enemy ninjas. Help her win and say hi.

Greta: (Something about "my bwother Hwandel" and "wocket"s)

Sorry about that forgetting speech, but carry on. Catch hayfever on the gems around the place and dodge while doing so the ever-spawning ninjas. Kick them out until gems stop coming from them then go into the nice blue room at the far end of the dark field.

See a rocket in the corner? Right, we flame those, they go whizzing around and soon BOOM they hit somethin', huh? Not now. Pick it up in the purple puppy's gob and climb the ladder to a big Rhynoc chuckin' bombs. Spit the rocket at the guy, he'll explode.

Now with the path unclogged, get the gems in the next area and right to a laga river-- sorry - lava river. Glide across the platforms floatin' in it blah, blah, blah. But go right at a bit to a bigger island with an alcove thing in it.

Egg 095/150 (095/100)
Noodles | Green | Hidden in an alcove
In the alcove in a corner of the lava river.

Cross the bridge sniffing more gems and come out and along a series of unfortunate events of getting stuff then eat cheese and eat more cheese and finally more cheese of which this is a very bad thing to do in which of long sentences with barely any breaks and taking up about 4 lines on Notepad is unhealthy.

DEEP BREATH

Eat the rockets in this area to destroy a rather frequent number of Strong Chests. Crossing the alleyway 'ere goin' round sniffing more gems up the poor dude's nose and crossing more bridges.

That was quit a lot in one paragraph for me! Anyway, soon enough you've gotta flame the dude that leaps down at ya. He made me shock! You... you... you're such a You, you You. Anyway go up to the buddy who has his back turned and QUICKLY flame his back.

He'll fire up and start chasing you so excuse him while he disappears in a reddish cloud (relish cloud? Jokes :P). Run past the idiot and just go through the undescribable-to-me areas killing ninja dudes and whatnot then glide over to Greta.

Greta beats up some ninjas with you

Greta: Thankwoo for the hwelp, pwease if you could fiwe up this cwannon then you'll bwe able two get two the other side.

Greta leaps over to where you wanna go

Thanks for leavin' :P. Wait a sec, really thirsty 'ere. Brb I'm gettin' a drink.

Slurp Jump into the cannon and it'll blast you to the big building area Greta went. Some ninjas will fly out of the top just smash up the ninja boxes and they'll go away. Kill those who managed to spawn then go along the bridge to a TNT rhynoc guy.

Grab a rocket from previously and blast the first one, and then the second. Go left of the big building to find a nice little garden, disrupted by a few ninjas. Kick them off the edge, grab the gems, burn the fodder if you need to and head through the wall. See Evening Lake Challenge Portals for Egg 96.

Now go back round the other side of the building to glide over to the bell tower. Glide again to try get Egg 97.

Once done, glide back to the building and go in.

Greta: Pwetty full, that room behwind me. Watch and wearn!

Greta takes out the bad guys with moves seen in The Legend of Spyro: A New Beginning

Greta: Oh, no! The wocket has set off! The entire factowy will bwe destroyed!

The wocket flies up and just before it misses the factory and explodes a white object drops from it

Greta: Hee, hee! That swilly Sercowess didn't want two blow up the factowy. Shwe just wanted to bwow up this swilly hard ball. Oh well, you cwan have it.

Egg 098/150 (098/100)

Grady | Blue | Destwoy the wocket!

Just watch the cwutscene and the w-w-rocket (finally got it right) will expwode after thwis dwops fwom it.

Aw, c'mon. Sorceress, just blow up this level. It's poison! Well, if you would've wouldn't that blow up all the eggs AND Spyro too? Stupid. (not to say I hate Spyro, just that it was her plan to rid of him and... stuff)

Yes, Liz the fairy will come up to you and give you some news. Ok, I'm afraid that from this point on, not all speech from the game will be featured. Only a few, but this one paragraph tells you such a great change and news that I need to put it as a big banner.

!!THIS IS BIG NEWS, READ!!

| |es, Liz the fairy will come up to you and give you some news. Ok, I'm
| |afraid that from this point on, not all speech from the game will be
\---/featured. Only a few, but this one paragraph tells you such a great
|change and news that I need to put it as a big banner.

!!THAT BIG Y WAS ALOT OF TROUBLE!!

Anyway, after recieving the news that Prince Azreal will force Princess Ami into marriage(!), we should get on. You may have noticed that you're on a small, floating island with a few gems. Sniff them-- *Ahem* Enough of that. COLLECT them then glide down to the main level.

Here you're in what looks like a circular arena, so round it with gems and at an opening a gate will open! A rhynoc armed with a rather large pike will charge in, so charge HIM.

Blah-de-blah, get da gems an' all that rubbish. Right, now turn to where the starting island is and look left to the ladder. Climb up the ladder to find yourself in a place like that in Frozen Altars: the one where a reachable banner was and you can walk across it.

A cat wizard (weird) will use its magic to move some block in your path. Wait for it to go back or jump over it and the kitty will blast you. Dodge that and kill it. Another cat wizard doin' the same, just take care'f 'im and go 'long.

Pass the weird haystack, and fall down the ladder and straight into enemies (yes, you read that right). A cat wizard will enlarge another pikerhynoc, which means its size is immune to charge, and its armour is immune to flame.

Right, in this situation, kill the kitty to shrink the guy, and THEN charge him. Zig-zag this next area in a way to get the gems, and make sure Zoe zaps ya and it BURNS.

Run along to the 'Impossible Tower' which will hang in your way and will squish you if you dare pass. Now you should get really close and it'll slam down on the ground, hopefully missing you.

Sneak past as long as it's down, and collect the gems in this next little bit. eXPLORE THIS PLACE AND YOU'LL COME ACROSS-- oops, caps. You'll come across a dude with a bow and arrow. Dodge the dude and bite his butt. Go over to Moneybags.

He'll go on about "Will only start" and "Stairs" and "From moving" and "For 600 Gems". Say no and once he says the line say no and the stairs will will turn from sliding into stairs then back again.

Time it here by jumping onto the staircase when its flat and quickly climbing up when it's steps. Up here'll be two arrow dudes and a pike dude. Charge through them before they know what hit them!

Turn the camera round a bit and you should see a blue wall with a black

opening and a familiar white shape in it. Glide down there to see what it is.

Egg 099/150 (099/100)

Benjiman | Green | Egg in the cave

Turn around from the top of the wall, then glide down into the gloominess.

Go forward getting the gems and to see the thing lighting up the cave. A Superflame Powerup! Go through and up the ladder quickly. Jump up and collect the gems from the strong chest after blasting it. See the kitties over to the left controlling the impossible tower (try look for them)?

Blast them right off the cliff and their gems'll come sprinkling down at you. Go back down the ladder and into a small opening. Here you can blast away at a cat wizard, as well as get the gems.

Go back and glide over to the right, where a large old statue acting as a platform is. Make sure to hover (T) once there to get up atop it. Glide round the impossible tower here and onto another platform. Blast the cat and then get what it was guarding.

Egg 100/150 (100/149)

Moe | Green | Glide to the tower

Woooo! The 100th egg! This one is gotten after a series of glides and hovers. Woooo!!!

Anyway, now for the big jump! Take a running jump, glide and hover exactly over the impossible tower. If you get on its edges, walk to the middle!

Skill Point 13/20 (13/20)

Impossible Tower

Yay, a skill point! Just take a great glide and hover exactly over the tower to complete Mission Impossible.

Go down here and all the way back up the steps. Glide over here to a small platform, and over to the cat wizard who is moving them blocks over there. He'll try to push you to your watery death, so flame him to his watery death.

Glide over to the cave down below to the right, and charge up here after a pike-rhynoc. Another cat will enlarge the other, so kill him and kill him... if that makes sense. Go into the portal. See Evening Lake Challenge Porttals for a great fun way to get Eggs 101 and 102.

Afterwards, go back through the top opening and glide down to a bit of carpet on the water. Get the gems and climb up this here ladder to the blocks which were being moved earlier, but you killed the guy who was. Go past the blocks and the camera'll turn.

A cat wizard to be killed, then another one will send rocks from the cliff tumbling down the path. Let ne go by, then veer across the path against any rock that's thrown. Get the guy at the end before he blasts you.

Get the gems then glide over to some more platforms. Climb up and round them and kill the kitty holding the door closed. Now charge into the door and you're in a place with rhyocs all over.

Kill the arrow guys! Aye! Kill the pike guys! Aye! Be careful! Watch out for swelling! Aye! Aye! AYE!!!!!!!!!!!!!!!!!!!!!!

Once all are cleared of, set fire to the dynamite on one of the chest, and back off. The explosion has a slight radius, and the bottle'll fly into the

Here are the guides on all the swirly black Challenge Portals inbetween Spike and Scorch. (THIS INCLUDES THE BIG NEWS FROM THE 'CHARMED RIDGE' GUIDE)

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Get Ready to Rumble
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2 Dragon Eggs, 1 Skill Point, Found: In the dip-down bit near end, Frozen Altars

Yay! Bentley!

It would now appear that Bentley has left his club for boxing gloves! Also to start with Bart'll come up and say about how that mean ol' yeti stole his ball. It's down to his big bro to beat the guts outta that guy.

Right, round one, match one! Pace forwards carefully towards the big yeti and let him come not-so-catioously and try jab you. Defend yourself from this then give him a few jabs yourself, let him try his big hookaroo on you, and let him miss. Now this is your chance to get in a load of jabs and once the opponent prepares to hit you back, give him three big hookaroos! Use the other move (whatever it is) on him and pummel him to the other end. Just fight carelessly for the rest of the match to win.

Egg 084/150 (84/90)
Aly | Green | Box the yeti
Box the big, bad, green yeti and win. Wait-- GREEN?! Oh, sorry. I meant Box the big, bad yeti and win the green dragon. Yes, that's better.

Well, Barty Boy didn't win his lil' ball, so it's a rematch.

Ok, this time we have three rounds to do it in, and the opponent is a bit tougher. Also, at the end of every round, you'll both restore health a bit. Just do what you did before but with more frequent punches and you should easily win in a round and a half if not quicker.

Egg 085/150 (85/90)
Ricco | Green | Box the yeti again!
Beat the suddenly better yeti a second time in three rounds to win. Bart didn't get his ball back but... WE DON'T CARE!!!

Skill Point 11/20 (11/20)
Beat the yeti in less than two rounds
Yeah, look at the name on the Skill Point. You should do this easily. If you didn't while getting Egg 85, reset the console and plug in a second controller. Don't let anyone touch it :P.

Do-*gak*-ne.

-\\/-\
Ba'ah
-\\/-\
-

1 Dragon Egg, Required: Pay 800 gems, Found: Opposite the Exit Portal, Frozen Altars

The Egg name for this is so weird that I named the challenge after it.

It could've been Cat Hockey, but oh well. Go to Errol and he explains that he hurt his flipper and can't play in cat hockey. Oh, boo hoo. Go over to the ice rink to start. The rules are very simple: Freeze the cats and score in YOUR goal, NOT the opponents. You have to score 5 goals before the rhynoc does to win. It is harder than it looks. A tactic is to freeze the rhynoc occasionally, so he can't do anything. Just go on like this and get 5 cats in your goal to win. Also, try to defend your enemy's goal when he's close. This may even cause him to score in your goal!

Egg 088/150 (88/90)

Ba'ah | White | Catch the ice cats

Baaah.

5 Goals first. Baaah.

Done dune done dan done SpyroCrashJak-is-an-idiot do-- HEY!

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Skateboarding Park 3

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150 Gems, 2 Dragon Eggs, 1 Skill Point, Found: At the back bit, Lost Fleet

Walk ahead to Hunter. He'll go on about the fact that rhynocs have challenged him to a race and he wants Spyro to prove them away. So to start with we have to race a few rhynocs.

As soon as you say yes, you'll start skateboarding. Skate up that ramp there to be lifted high. Use this to your advantage and do some flips and land on the ship. For doing tricks in this, you get boost points. Just hold O whenever you want to boost. Get the life on the ship and speed ahead going along. Soon enough, you'll come to some blue stars and red stars. They work in the same way as in the speedways (NOTE: You may hold O while boosting and you go through a blue star. During the stars boost, your normal boost won't run down.). Eventually you should come to the rhynoc ahead of you. Kick his butt by either boosting into him, missing him, or plainly flaming him to get him to have to go back a bit. Just go along the path doing tricks and boosting. Another thing is to hit the crabs on the track to get quite a bit of boost.

Lap 3 - Last

Lap 2 - 3rd/4th atleast

Lap 3 - 2nd/3rd atleast

Just go through the three laps and be first to go through the finishing poles a third time for the egg.

Egg 090/150 (090/100)

Oliver | Orange | Skate race the Rhynocs

Race the rhynocs around the track and be first to do 3 laps.

Now that the rhynocs have gone, Hunter asks you a challenge! It's to race him himself!

This one is very similar to what you just did, with a couple of differences. The first is that you're racing Hunter and only Hunter, so you have one opponent but a tough one. The second is that you can't just win, you have to kill all 10 crabs on the track to (Hunter may get 2 or 3 for you). Ok, start going off and doing the tricks you're best at to build up that boost very quickly. Soon enough you may come close to Hunter, and some missiles. Here you'll have to shoot Hunter as you did before, which means you can finally

see this character flip over. He is slightly faster than you, but if you use boosting as much as possible and have a bit of experience from racing games which involves targets, you'll win easily. You may have to get the two crabs near the end on different laps. One lap taking the left, the other taking that narrow right cave. Concentrate on the crabs first then go zooming ahead to win easily.

Egg 091/150 (091/100)

Aiden | Green | Skate race Hunter

Race Hunter around the track, kill 10 crabs, and be first to do 3 laps.

Ok, all that's done. You can now pick up a skateboard from the finish line. Do so and once you start, so will the timer. Go zooming ahead and go round and round using all the same tactics and beat the timer for a point.

Skill Point 12/20 (12/20)

Skateboard record time

Go round the track 3 times in less than 1 min 45 sec.

Go to the starting ramp and find the lowest bit down, jump up it and go collect all the gems you can find.

Dooooooooooooooooooooooooooooone.

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In a sub dude

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150 Gems, 2 Dragon Eggs, Found: In the acid-dribbling skeleton's mouth, Lost Fleet

Ok, this one is surely cool.

Go up to ya mate Crazy Ed (if he ran through the portal how on earth did he get there) and he'll jibber-jabber on 'bout the rhynoc's subs causing havoc and how he wants to clear them. Ofcourse, you shan't survive long down there alone, with the acid and the subs fightin' you, so a thankful sub is of use.

Ok, say yes and we go into the sub and start. It's too simple. Just target a sub and you'll know when when three rings point at it. At this point, make sure it's not going into any narrow spaces and stay pointing. This'll make one ring go red, then a second, and a third. Only once the third goes red should you press O, and when you do a missile will home in on the sub and (hopefully) destroy it. Just go around like this destroying subs until the last 2. These 2 are probably going to be the ones that swerve and go through the narrow caves. This is a point to decide on what strategy you're best at; timing/chasing or ambushing. If it's timing/chasing, CHASE one through the narrow caves and 3/4 of the way through, lock on at them. If TIMED correctly, you should be able to fire and hit the sub with no trouble. If it's ambushing, wait outside the tunnel and AMBUSH the sub when it's coming out. You should hopefully hit it. The other is trickier, for going more dodging and trying to confuse you. Just work out his path and BAM (no, not bird air missile, just BAM, ok?)!

Egg 093/150 (093/100)

Ethel | Green | Sink the Subs I

Destroy all 6 subs in the acid pool area.

A flare is sent out for recruiting!

Ok, this time there are 7 subs, and an even bigger problem: They fire mines!

Here you should NEVER stay right behind a sub, or it'll let out a mine and BAM (no, not bird air missile, just BAM, ok?), you're dead. Instead, stay a little bit above or below them, and fire quickly because these guys are sneakier. Destroy all 7 to clear the pool once and for all.

Egg 094/150 (094/100)

Dolores | Brown | Sink the Subs II

Oo-er, a brown dragon! Destroy all 13 (total) subs in the acid pool area.

Now to get those gems! First, go in with the sub and blow up all the chests. Second, dive in as just Spyro and collect all the gems (while watching your invincibility meter, ofcourse).

Done. Just done. Oh, damn, I added more.

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The Search for Sam

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100 Gems, 1 Dragon Egg, Found: In the garden area near the end, Fireworks Factory

We thankfully get a bit of mercy here, since this challenge is the only merciful thing in FF. Yes, as I named it, you're after an egg containing Sam, and look, his right above you. One slight problem though - Spyro can't jump that high.

Talk to 'Hwandel' and recieve the great news that you have to take the long way around, because he can't be bothered to do one of his karate pounces. So turn a little bit to the left. Good boy! Now step forward a few paces. Good boy! (I'm sorry about that if you're a female.)

Go further down the cave, sniffing up the gems, until a trio of ninjas ambush you. Hook them on top of each other and go over to the large rhynocs. They'll look at you like J1,000,000 (I'm British, btw), and start chucking bombs in your path. Just go round the back of 'em and BAM (not bir-- you get the idea).

Go over ahead to the green platform thingy and kill some ninja dudettes. Go through the series of rooms and stuffs until you come to a right turn and here you are.

See the rocket there? And see the rhynoc-you-can-only-kill-by-back/explosives? Good. Fire it at him. Go on past and to the right to confront another.

Flame him in the butt (technically in the back but, yeah, y'know, stuff). Eat the ninjas and go back a bit and take a different path to something. Through some doorway at the end of some passageway into an ambush :P.

A room full to the brim of explosive guys and ninjas. Try to stay a bit behind the explosive guys and once the ninjas jump at you move aside so that every enemy is behind this guy. Fire him for a helpful explosion. Go into the light.

Egg 096/150 (096/100)

Sam | Blue | Ninja HQ

Go through the rooms and stuff. DON'T drop off the edge 'til his hatched.

Dun. thts txt langwij 4 u

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Semi-Boss: Long chinese dragon thingymajigs

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100 Gems, 1 Dragon Egg, Found: Across from the bell tower thingy, Fireworks Factory

This challenge is HARD and actually CHALLENGING. Go up to Handel and stuff.

As said, you need to go through the extraordinary S&SMPUE (Superfly + Superflame Mega Powerup Unlimited Experience) and go flying off after those weird-looking chinese dragons! It's pretty simple, simple to understand that is, but extremely hard to do. Also as said, the powerup is unlimited so... no need to return to it! A simple to understand but extremely hard to do tactic is quite necessary here, unless if you have lots of experience with things like this: Follow one dragon and only target it until you're done with it. That tactic is needed to follow all the way through, but at the same time you should watch out for the other dragon, as they both spit superflame back at you. Just follow one along continuously bombarding and avoiding it, not getting distracted at all, and this challenge should be as simple as it can be (which is far from simple). As you shoot down the dragons, not only will their health bar decrease but so will the amount of parts-of-their-body-things will to, making them faster and harder to hit. Just go along like this and focus like you've never focused before, especially as you reach the last 3 parts of the dragon. Kill the first one and then kill the second one and once its down to a head and one bit left (that'll take a painfully long time), shoot it!

Egg 097/150 (097/100)

Evan | Orange | Bad Dragon!

Destroy the two evil chinese dragons with the S&SMPUE.

The only thing left to say is scour the area of gems with your powerup that will not run out until you leave.

Damn. Oh, damn!

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The hardest part of the game

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[Why-on-Earth-should-I-know?] Gems, 2 Dragon Eggs, 1 Skill Point, Required: Complete Agent 9's Lab, Found: Down the hole at the end by the rocket, Fireworks Factory

If you wish to take part in this challenge, by all means do so, but, unless if you're an Expert instead of a Intermediate/Expert as myself, you'll be weeping for days on how you can't do this. So, I suggest you either do it at the end, or avoid it altogether (I know that means you won't get into the secret place at the end if you don't but, well, that's life.

Answer to 'Will I write a guide for this?':

No.

No, really no.

I mean it this time.

Skill Point 16/20 (16/20)

Agent 9's Powerup

In one of the rooms, look up at the ceiling. Shoot down the obvious weapon and pick up the half-helpful 500-ammo rapid fire gun.

Egg 117/150 (117/149)

Patty | Green | You're doomed!

You certainly are! Complete Handel's mission to reach the dragon egg after an enormous army of ninjas and grab the stolen egg.

Egg 118/150 (118/149)

Donovan | Orange | You're still doomed!

Oh, noes! You've got to make it all the way back to the beginning because Handel has been captured :P.

Leave this terrible place.

Done. Well, in this case, that's most unlikely.

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Once upon a time...

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175 Gems, 2 Dragon Eggs, Found: In the cave bit after some lengthy glides, Charmed Ridge

Once upon a time there was a small boy named Jack who-- Never mind. You probably know the story... so Insomniac has altered it for you!

Yes, go up to Jack to find out that his after the 'golden goose' that lays magical eggs (:P). Unfortunately, he can't seem to get to it, but he has these magic beans that he thought would grow into a beanstalk, but don't. Fortunately, he has 2 of these seeds, and is happy for you to try them out.

So, two beans appear that can be used in a similar fashion of those in Zephyr of Spyro 2. Just pick one up like a rock and find the leftward earth patch. Face it and hit O and the seed'll land in it and a giant mushroom will grow. Jump onto it and you can bounce to the platform with 20 gems and a seed the mushroom to make it a seed again, and spit it into the other earth patch. Pick up the other seed and bounce across with it. Swap the seeds around in ways and do so in a way to smash a chest and the other to do a high leap. Pick up a new seed found on the ground and plant it in the nearby earth. Jump up it to Jack.

Egg 101/150 (101/149)

Shelley | Green | Jack and the Beanstalk I

Get up to the platform bit and Jack'll say we're nearly there, and give you four prizes.

The other three prizes are three pink seeds. Spit one into the earth just ahead of you and the others on the next bit a step down. Collect the gems then jump over man to what you wanna jump to and y'know bounce up to the next bit. Here we are up another step and ahead will be a yellow seed and directly behind that a pink seed and on the ledge another pink seed. Take both of the red ones and turn around to find to more earth patches which they fit in perfectly. However, take the yellow one back down to the bit before you and swap it with the pink one on the bit that Jack was on. Take the now pink seed over and around to the island bit with the earth patch you found before. Jump up onto the mushroom and bounce and at the top of the bounce glide to the middle one, then do a great big bounce forward, glide at the top, and hover right onto the last mushroom. Do it's gigantic jump up to the goose.

Egg 102/150 (102/149)

Chuck | Blue | Jack and the beanstalk II

all previously learnt tactics.

Egg 109/150 (109/149)

Maiken | Grey | Catch the thief

Just catch him :P.

Go around the thief's track zig-zagging for gems then go back to the Desert Ruins portal. Go right of it hugging the wall until you come upon a crack in the wall. Flame or charge it then glide over.

Egg 110/150 (110/149)

Billy | Orange | Shh, it's a secret

Despite how I was confused with the odd description for the egg, it's behind a cracked wall in Desert Ruins.

Ok, to get back up, firstly get the gems then go up the whirlwind since there is no chance of you gliding back. Ok back round hugging the wall more to the white staircase thing. Go up it to Bianca.

She'll praise you on collecting the 100 eggs needed to open the portal nearby. We can now go and fight the Sorceress. We had access to the Sorceress' Lair in Evening Lake, but we won't fight her yet.

Go everywhere in the room but into the blackness of the doorway and jump over to yet another egg.

Egg 111/150 (111/149)

Evie | Orange | At the top of the waterfall

As much as these eggs in Midnight Mountain are so close to each other and so easy to get makes me suspicious. Near the 100 Egg door.

Back out again by jumping off the top of the waterfall and gliding down and around the Haunted Tomb portal. Yeah, stuff is like toothpaste these days.

Ahem

Go round through the arch thingymajig and go around this weirdly shaped bit getting gems and spotting the Dino Mines portal. Go up the steps a bit and you'll find another Zoe sign post thing and it'll say you'll have to come back later... as usual :P.

Go up the steps left of that to a dead end of an alcove. No worries though because one simple headbash will send u crashing right through that crack in the floor that's so obvious. Get the gems, turn around and walk towards it.

Egg 112/150 (112/149)

Buddy | Grey | Headbash the floor?

I don't know the description of this one. Below the cracked floor right of the Bugbot Factory entrance.

Go up a bit to kinda bring yourself to 'Level Complete'. Yes, slight problem there, game. We have not actually completed the level, even though it says 100% on the Midnight Mountain page of the atlas. Oh, well. Go up to the last bit, passing Harbour Speedway and over the lava river and glide down to the island to the left.

Be shocked and talk to Zoe about it. Big deal. It's only 149 eggs and 15,000 gems to break down that thick brick wall blocking the portal. (I'm obviously being sarcastic - new reaction: Woah! WOA! WOW! OUCH! AAAAAAAAAAAAAAAAAAGH!!!!!!)

Glide back down to Crystal Islands, make your way across back to Moneybags,

pay him the loot of 1300 sparkly things, and leave this incredibly short home world to play as a space monkey after watching 'The Dancing Bear'.

You should approximately have: 10600 Gems, 112 Eggs, 14 Skill Points, 73%

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LVI \\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\Agent 9's Lab\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\ LVI
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700 Gems, 3 Dragon Eggs, 1 Skill Point, Required: Pay 1300 Gems, Fodder: Test tubes

Coming flyin' in and then you're here on a strange island as the amazing Agent 9. You'll also notice that ahead of you is a split of water, and monkeys can't swim, so jump over the water to find your old pal the Professor.

By the fact that apparently this was originally the 'Professor's Lab', why should it be renamed just because a monkey moved in and looked after it whilst the Professor was in Avalar, why? It's still the Professor's! Agh! AAAAAAH!

Excuse me. I said excuse me. I SAID-- Never mind. Anyhoo, the Professor'll tell you that first of all you should shoot down the dummies in the bit ahead. After that, he'll warp over to behind the laser in his new weirdish invention.

Stay back a bit and try to aim with T and when you have it over a dummy, hit O to fire one of your infinite laser beams at it. Do the exact same with the others and quickly get the rhynoc behind a tree, before his green bullets hit you.

The laser ahead will go down to reveal the Professor again but we'll go there in a sec. First, look right to see the end of the level, which you definitely can't get to now. Scour the area for gems (and the nearby test tube if that rhynoc hit you) into a cave. It has some gems and a Strong Chest that shall remain. Up to the Professor.

He'll speak of the recruitment centres that the rhynocs have built and that they'll shut down if you shoot the small red thing to the left of the doors. Do so by going forwards and turning right when some bullets fly by.

Three rhynocs are guarding the center, and if you kill them more will come to guard, so shoot past them first at the red box and then get rid of the trio. Go back on path along the shore and turn right at the end to shut down another recruitment centre in the same way you just did.

Go past it to where the Professor is now in a circular room with a screen. He will say about the rhynocs popping up on the screen, and that you'd best rid of them. Walk into the middle to try and you'll go straight into first-person.

Not too hard. Just watch the screen and shoot all of the rhynocs as they pop up at the bottom. Be quick because if just one shoots you not only will you lose a hitpoint but you'll have to restart. Not too hard. Just shoot all six and go on through the tunnel.

Speaking to the Professor for the umpteenth time (actually, the fourth) now about the birds flying around the next room causing havoc. He says to go in and keep strafing with L1 and R1, but that's just crazy. Instead, stay in this area and go into first-person then aim and shoot the birds in their nests.

Catch all 6 to go down below to the Professor to, finally, let a dragon hatch again.

Egg 113/150 (113/149)

Beulah | White | This place has gone to the birds
Snipe down all the big birdy thingies and you'll go get this.

Another 8 (or is it 10?) birds'll swoop in so quickly go back up into the tunnel and snipe them down. Scour the room for gems and go outdoors again where you-know-who will greet you.

Boom badda boom badda boom boom boom. Yes, the Professor will show you on that platform is a vending machine! Unfortunately, it's a bomb vending machine, which I guess helps anyway. Just go up to it and you'll get about 10 bombs.

See the blue laser to the left? Yeah, blocking that area, ain't it. An idea would be to hold [] and you'll therefore get an aiming device. Aim it right so that the line goes over the thing on the other side, and if its green and aimed well, it'll go over and turn the lasers off when you let go.

Into the area now unlocked and the first thing to do would be to look up. Above is a previously seen ballon weighed a bit by a chest. Just shoot the balloon to send the chest down as usual and get the latter. Go over to the chest and flame the gems outta them, then go over to the opening in the wall.

Here are six rhynocs riding around in their little boats. You may bomb them, as said in the description of the egg, but I highly recommened shooting instead. Easiness at its best. Just aim and fire at all six boats to destroy them.

Egg 114/150 (114/149)

Tony | Green | Bomb the boats

Shoot the six boats riding in the water. The last shot will only damage the boat but send it out of control and crashing the egg onto shore.

The Professor should've also told you earlier that to the right of the vending machine are 3 rhynocs with shields. This means that they can only be attacked from overhead and therefore need bombing instead. This'll be where being catious is really needed.

The fact of being catious is because your bombs can only range far enough to the rhynocs if you get in range of the rhynocs' guns. Quickly get in range and quick aim and quick bomb them before their bullets can hit. Do the same with the others to get the Professor over and opening another laser.

Before you go there, though, turn left to the Strong Chest on a platform. Throw another bomb at it to get the gems down, and zap the test tube if you got hit by the rhynocs.

Now go to the Professor for a much more challenging way of killing the shield rhynocs. This time, they're through the arch, which means you can only get one if very close, but the others will require passing them. No strategy to this. Just move alot and time your bombing. Kill all three to clear the lab.

Egg 115/150 (115/149)

Rowan | Green | Clear the lab

Kill all the rhynocs in the level for a good reward.

The Exit Portal'll open up. Done? No. You didn't see the Level Complete sign. There are two things left to do: 1. Re-trace your steps going through and bombing all the fat palm trees in the level; 2. Bomb the Strong Chest at the beginning. Not explaining in further detail.

After them, go up north again and sorry but I've appeared to have forgotten to say that you should collect all gems on the way, so if you didn't, do. Anyway, up north you'll find a massive army of starfish along with their two seashells. Bomb them and the seashells.

Going east once again to find yet another raid of starfish along with their elite 'commander', the fire eel of this room. How could one dragonfly like Sparx be doing so well against so many?

Anyhoo, defeat all of them and the recruitment centre or 'seashell'. Sniffing gems and finding the next door to find a very many big starfish but... they have a seashell! Thankfully, only two come out at one time, but it's gonna be more of a tough one!

Force them done and go more southwards to find another big creature dispenser! Only this time, it's eels! Take care of them in the same way along with their shell and go back up north to defeat the ever-growing starfish army for the umpteenth time.

Going through rooms going out and in 'til you find an eastern one with the bi-umpteenth army. Shoot them down through the, er, sand, then go southwards down 'ere to another room which is thankfully just about empty.

Collect its gems then go west to the tri-umpteenth army with the [Why-should-I-care?]th seashell. Go eastern to just a smaller troupe, steal the gems and go through the western one.

Quad-umpteenth army containing more starfish, bigger starfish and a line of eels and a Pen-umpteenth, and thankfully final, army of starfish. Eliminate the third biggest enemy problem in the game, which is so because through the next door is the big one.

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Sparx Boss: The Eeeevil Manta-ray

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Easy-ish boss. Depends on your strategy, really.

As soon as you go in, you'll start being bombarded to the limit with curving mines. Just strafe out of the way of some and those that seem inevitable you should shoot. Once only a few are firing and they're quite easy to dodge, all you need to do for the rest of this half of the boss is try to get behind him. From then on, just charge around just behind the boss following his path. I did it this way and it was easy. Stay behind and he won't shoot a single mine! Just after turning a corner, fire a few shots at him to deplete his health. Go along like this 'til he has half health and then he'll split in two! Here you should stop following, and start maneuvering and strafing. These guys don't go round in a circle, they go directly for you. They also shoot very small baby manta rays all over the place. Shoot some while you can because soon enough you'll be hopelessly outnumbered! At that point, race to the other end of the arena, and shoot through at the two larger rays to deplete their shared health. Just race back and forth stopping to shoot until they get close and by quarter the rays' full health, the last one you shoot dies. That'll be a good help, since the mini rays will come out half as they use to. Just shoot at the mother manta ray and you'll get the egg. Remember: DON'T get cornered.

Egg 116/150 (116/149)

Ahnashawn | White | Beach Party!

Defeat the big, double-bodied manta ray thing.

Clear up the gems at the corners to bring yourself to Level Complete, then get outta 'ere!

Before I move onto the next section, though, once you leave, guess what you get? You get any extra hitpoint! Yay! (This will make the next mission a whoooooole load easier!)

You should approximately have: 11500 Gems, 116 Eggs, 15 Skill Points, 79%

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LVIII \\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\Fireworks Factory - Part 2\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\ LVIII  
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[Why-on-Earth-should-I-know?] Gems, 2 Dragon Eggs, 1 Skill Point, Required: Complete Agent 9's Lab, Fodder: Blue Hermit Snails (!)

Returning to this wretched place is my worst dream, but, things have to be done. Return to the end of the level via the cannon that's now on the ground 'n' go to the Exit Portal and down the hole in the middle, through the now open portal. See Evening Lake Cha-- Actually, don't bother.

Afterwards or... something, leave and head back to da Speedway mon.

You should approximately have: 11600 Gems, 118 Eggs, 16 Skill Points, 80%

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LIX \\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\Honey Speedway - Part 2\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\ LIX  
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0 Gems, 1 Dragon Egg, Required: Defeat Scorch

Ahhh, back here again. When Sparx comes up, ask for the Time Attack and past about half the hives, drop down and by the honey river is now Hunter! Say yes to his challenge for himself and we'll start.

Ok, you're in a boat those bears were in and a Flying Sheep Saucer is chasing you because it's angry that you tried to steal its egg. You've got to ride across the Honey river. Ever so suddenly, though, loads of tree logs and rocks have tumbled into the river and are being a nuisance. Your aim is to reach the other side of the river without getting adubted. The way to do this is to jump over the logs in the water and manuever around the rocks. If you hit about 6, your boat'll slow down too much and the saucer will get you. Just reach the end to make the saucwer run out of power and crash.

Egg 119/150 (119/149)

Nori | White | Hunter's narrow escape

Go through the honey river dodging rocks and logs until the saucer crashes and gives the egg.

Head outta the level, man.

Ok, that's it. That's yet another world fully completed. We've got 81%, and we're raring to get the last 20, or is it 37? We've got 119 eggs, aiming for the last 31. We've got 11600 gems, and chasing after the last 3400, or is it 8400? And 16 Skill Points, after the last 4. Go back to Midnight Mountain to do so, and go into the magical Crystal Islands!

You should approximately have: 11600 Gems, 119 Eggs, 16 Skill Points, 81%


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LX \\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\Crystal Islands///////// LX
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700 Gems, 6 Dragon Eggs, Fodder: Weird-noise-making turtles

The portal? Well, you should find it without the need for help. If not, LOOK IN MIDNIGHT MOUNTAIN HOME, MAN!!!

Ahem, strolling so ever cutely will do you alot of good if you do it towards a magical bear, so walk over to the Marvelous Magnifico for some news. Oh no! Spell? Gone wrong? like da 1 dat made dis sentens go in txt langwij? Let's blank it all out with a song of someone's name.

- M is for Magical(ly stupid)!
- A is for Artistic(ally bad)!
- G is for Great (British weather-like)!
- N is for Awesome(ly unawesome)!
- I is for Ignorant... NOT (jokes)!
- F is for Fascinating(ly fat)!
- I is for Igloo(head)!
- C is for Cute(ly annoying)!
- O is for Optimistic(ally terrible)!

Whatcha got? Magnifico!

...
...
...

:(Well, that didn't work. Whether brackets are being unkind today or that of N isn't for awsome or something... like how awesome has TWO e's in it. Anyway, onto the guide.

Behind is a fodder. Kill it if you wish to hear the weird noise or leave it. Turn around and leap and dive down into the depths. You'll suddenly be delved with remembering an enemy way, way up on this guide. The spinning octupus!

Yes, the octupuses from Seashell Shore have returned. I'm not sure, but I think the rhynocs with the torepdo guns have returned, too. Anyway, kill them all and sniff the gems at the surface, failing because that's hard underwater.

Launch out of that stuff and then glide down to the island below where there are some... trees. Yes, weirdly-coloured trees which look weirder if you flame them then explode. You'll have to watch out for the two trees' branches because that is heavy crystal and will hurt. Just flame them, scour the place and head indoors already.

Grab the gems lying about to find a guy who is called 'The Great Zamboni'. Oh, no! It's happening again! I--

- Z is for Zapping(ly stupid)!
- A is for (A)mature!
- M is for Un(cross out un)stupid!
- B is for--

Phew, stopped it just before it got into swearing! Anyhoo, ignore the poor little bear thingymajig for now, and dive down into the water with... crystals floating on top and kill the octupuses that are spinning to conclusions.

Leap outta it again and yak yak to Thy Gritty Zambooni. He'll boast about his new-learnt trick (WHICH I INVENTED!). It's that he'll raise the crystals in the water temporarily for you. Jump on one, then jump on the others as they raise to the outdoors again.

EDIT: Yeah, forgot to mention that getting the entirely strange-looking beavers with bat-like wings. Just flame 'em in a glide and grab their gems from the water bed.

A scary large white polar bear will roar at you as you encounter it, so be on your guard. Flame the thing as he leaps at you and turn around to see an island which is within gliding distance and holding a round white figure.

Egg 120/150 (120/149)

Manie | Green | Glide to the island

Glide over to the lone island just after the first magic trick to the right.

Now we want to get back up where we just were, but by just looking the glide is obviously impossible. We'll have to retake the route we took. Glide back down to the place that you found those weird trees, and talk to Zamboni to get back up the top.

Scour the area for gems, in which I think there are two vases that are hazardously close to the edge. I'd suggest headbashing those to save the risk of charging to your doom.

Once done with gem collecting, jump an' glide over to a guy whose name is this backwards: Ocirederf Citsatnaf Eht. He'll start jabbering about his new-learnt trick (WHICH I INVENTED) to make a whirlwind in that tower over there. Ignore his game now, since there are gems waiting first.

Yes, there are also four enemies lurking about. The first is another helpless polar bear. The second, third and fourth are in the form of octopi. Ram into 'em and grab the gems. Get out and get the rest of the gems here stuck up ya little snout from sniffing 'em up baby.

Sorry about that. The Fantastic Frederico is there still waiting for your return. Get him to zap the tower again and then you should jump inside. You'll be taken up the whirlwind and may just reach it, but if not you may have to do some gliding moves manually.

EDIT: Also forgot to mention about the three vases in the moat there.

Next is another one of those super weird tree things. Just flame it, and by now you should have experience with flaming, so spin around to catch the bear and baskets nearby, too.

Vases to charge and another basket or two and we'll go see our briber. Man, when Moneybags goes everywhere, doesn't he notice those gems just lying around? Maybe he's just a bit too fat to bend down :P.

Anyway, he wants 40 magneta ones aka 1000 gems so dish out the loot already so that he can 'magically' make the bridge, or atleast he was just blocking the switch for it with his puginess.

So, start going across the bridge and about half way look to your right. See a blue star? As in those speed boost ones. Sorry, try as you might, you're never going to get up there... yet.

Mrs. Polar Bear really likes to jump on you, so I would really suggest flaming

her in mid-attack. Yes, continue over the bridge and flame her ribbon. Also, Ze Aztounding Araturo (*coughtheastoundingarturocough*) will show you his new trick (WHICH I INVENTED!). Not quite ready for it, yet, though.

This will make the slightest of trouble though, because, after clearing this area of the shiny stuff, you've gotta dive underwater. And since you cannot reach to flame the three bat beavers hovering above, you may get hit by their, er, debris, and it does pass through water.

Just keep on moving through the water and charge through the octopi while stealing gems from the bed. Go onto the side ledge for a couple of baskets, and then try to dive and leap out of the water in a way which'll give you height to flame beavers. I think you can't get one of them, so go ask Arturo for some more crystal raising and flame the last beaver.

Quickly get over the crystals to another island. First thing is inside the great crystal tower, where the Magnificent Marvello is happy for you.

Egg 121/150 (121/149)

Lloyd | Blue | Reach the crystal tower

Yah, Marvello is happy for you clearing the islands and reaching him. So happy he gives you a reward that would be declined in the real world.

He'll run out through the Exit Portal like usual, even though there's nothing his gonna try make work, so leave the tower and steal some gem. Into the swirly portal around the corner left (facing the crystal tower). See Midnight Mountain Challenge Portals for Egg 122.

Once done, round the crystal tower to the other side and glide down to the islands with the first Locked Chest we have seen in quite a while. Glide to the right straight to on challenge to another. See Midnight Mountain Challenge Portals for Egg 123.

Ok, right next to you is a powerup. This is a superfly powerup, and you may have seen the plane up here earlier on, but, sorry mate. Not yours. As soon as you gain altitude, the plane'll leave and you'll see a thief is in it! If you have completed Spyro the Dragon 120% several times, this should be easy. It's a flying thief!

If you have great experience with Spyro, this should be nothing of a challenge. All you need to do is fly around after the thief, going through all the blue stars and cutting corners. Sooner or later, the beeping sound of the superfly timer will come on. As soon as this comes on, make it back to the powerup to get more petrol. You should quickly be very close to the thief, and when you are, flame is the only attack you can use.

Egg 124/150 (124/149)

Max | Grey | Catch the flying thief

Chase after the thief in the plane with the Superfly using tactics and then flame when close enough.

Ok, charge your Superfly up once again and fly over the golden doorway which led to Mr. Zamboni. Just right of that go up to find a vase or two and fly atop a golden platform for a gem. Drop down to the bit with loads of bottles with dynamite on. Flame one to set off all and before you know it it'll be raining bottles.

Grab the key on the golden platform then go on top the doorway we passed by shortly ago. Yeah, guess who's there.

flying.

Now that the bridge is safe, walk across and climb the ladder at the back. Collect the gems on the ledge and right ahead you can obviously see another bridge with a rhynoc on it. Again, charge through the guy when the bridge is black then glide over to the lower bit.

Defeat the scorpion(s) down here and flame the geckos if you need to. Glide over to the big sinking platform which is in the mass of acid, and glide to the one next to it.

Time your glide as this is to another bridge with the fire rhynoc dude things and try not to get burnt. Oftentimes, if you are burnt, it'll end up burning you twice, which means two touches instead of four could lead to death, unless if you escape a second burn with a fancy glide.

Charge the kid and I think there's a scorpion hiding behind him, so watch it. Glide to your left onto the ledge bit, climb the ladder to the thin path strip and go right. Here is a trio of scorpions guarding two helpful lives. Collect any gems and go the other side of that ladder. Glide. See Midnight Mountain Challenge Portals for Eggs 126 and 127.

Once done, glide to the right from where you exit and into a cave of... more acid. Y'know, how birds fly to Jupiter prison? *Ahem* Glide onto sinking platform number one. Quickly onto sinking platform number sixty-six. Be quick to flame the scorpion on here and to glide to the stretch of land before you sink.

Another scorpion awaits, so dodge his bullet and kill him. Grab some gems to the side. See that hard-to-notice-ish crack in the wall there? Yes, it requires breaking, so do so.

Egg 128/150 (128/149)

Nelly | Green | Sink or singe

From the Sheila level, just glide right and across the platforms near to a cracked wall.

Go through the passageway jumping over the small acid pits to a key at an edge. Rather than head back to the Locked Chest now, keep it to get the latter later.

Head all the way back through the passageway and all to the bit near the Sheila portal. Glide down to the bottom of the ladder and climb back up to the part that you found two lives. Glide over to another hand statue and again to a big piece of debris, perfect for a sinking platform. Get the gems and go round the corner now.

Egg 129/150 (129/149)

Andy | Brown | Give me a hand

Gliding across the hand statue in the acid pool and across the debris helps increase your colossal egg collection.

Go back up here, this time to get the chest open (above Andy).

Glide down to the third bridge again. Look straight ahead to a small opening to the entrance of a big tomb. Well, it's actually a very small tomb by looking at it, but it is packed full of... stuff.

Anyway, glide over to the doorway and go round the corner to the right to find our old friend. Yes, 800 Gems the ol' gem thief wants now, and for that you'll

From Desert Ruins, just head forwards taking the left fork and head ahead. You'll no where you're going from there.

Ahhhhhh and Aaaaaah are two completely different things. 'Ahhhhhh' is when somebody is getting a nice sudden relaxation, like getting into a warm bath. 'Aaaaaah' is when somebody is scared and screams. I say ahhhhhh to this level because it is the most relaxing post-finishing. I say aaaaaah to the fact of Egyptian mummies and tombs and sarcophagus' and booby traps lurking in every room.

Wow, long paragraph without getting anywhere in this level. So, we're all in a Yellow Subm-- Er I mean a room with a dog and a mummified rhynoc infront of a sarcophagus. Leave the creepy mummy now and meet Dan.

Dan speaks of a riddle. This riddle consists of 'I am a vessel without hinges, lock or lid, yet, within my walls, a golden treasure is hid. What am I?'

It'll be quite a while before we actually answer the riddle (the end of the level) but the answer is exactly the aim of this entire game. Anyway, scour and overpower the room of gems an' stuff. Ignore the mummy for now since if you kill it another one will only spawn from the sarcophagus.

Go up to the big door in here and stand on the button in front of it. The button will now temporarily stay open. This means that you'll have to ignore everything in this next area for now and just head over to one of your old friends off Spyro 2.

Yes, the Earthshapers are back from the annoying Fracture Hills in a new look and attack. This time they throw measly snowballs, as opposed to big chunks of earth. Though these snowballs are full of explosives and so you need to dodge them.

Once you've dodged one, it'll sit there on the floor, and get redder and redder. Get it too red and boom. Pick it up like a rock quickly and charge back through the door to the first room before the doors close you out. Now aim and snow the sarchophagus to stop more mummies spawning.

NOW get the mummy and re-tap the button into the next room. Now go over to our earthy friend and get him out of the way with his own attack. Do the same with another, making sure to bomb the sarcophagus first. Kill the mummy from it and round the room for whatnot that I forget of.

Go to the next double door swerving round the button for now. See the two Anubis things blocking the doorway? Well, you obviously do, but just checking for any new glitches pointlessly :P.

So, charging them will do good since they have somewhat metal skin. Grab gems and push the button.

Another room which I forget of. Just get every last gem in the room and get the snowballs to destroy sarcophagus' if there are any and their own users. I think it is here that there is a stream in the floor. If I am wrong that it is in this room, please correct me. If there is, go into the darkness.

Skill Point 18/20 (18/20)

Swim into the dark hole

Probably the easiest of all Skill Points. Just locate and swim through the stream into the darkness.

Hit the button once everything is gotten and you'll be in a nice-looking passage. But stay put - once you enter, a booby trap will set off and rocks will start falling.

Quickly charge back and forth, back and forth, getting as many gems as rocks you dodge all the time. You'll probably get hit once or twice, so race back to the last room for fodder if you did.

Charge back across the rock-fall and go up the steps to the Earthshaper. Go through the next room quickly, bombing the sarcophagus, then race back and destroy the kid.

In the next area, first thing to do is kill the mummy and then the Earthshaper. So, flame down the mummy and mummify your children with a healthy serving of horse radish. Going up the ladder to the earth kid will earn you... something.

Egg 132/150 (132/149)

Christine | Orange | Climb the wall

Just go into the area after the avalanche bit and up the ladder.

Now bomb the Earthshaper with himself and once again round the room of all gems and baskets and vases until not one is in sight. Push ze button a bit more back.

Again, another path of falling rocks with an Earthshaper and now a button at the end. Just run up and down getting gems as you swerve around the rocks. The button needs pushing so go make its day.

Mahogany is with purple radish which leads to mushkinburyrarityterrerylerrys-neveryturbantotootoo. *AAAAAAAAAAAAAAAAAHHHHHHHHHHHHEEEEEEEEEEEEEEEEEEMMMMM*, what a wasted paragraph.

More is through the doors, which is simply just one sarcophagus, placed nicely with a nearby Earthshaper. So, just grab one snowball and break the sarcophagus, and flaming mummies. Now hit the Earthshaper and up the stairs through the royal portal. See Midnight Mountain Challenge Portals for Eggs 133 and 134.

Go out after the big battle of bombing, and explore this big tomb area for gems and several more sarcophagus'. Find another Earthshaper and bomb each of them with just the one, then thank him with a big, snowy kiss. You know, how geese with turkish legs each peas at 12:47pm sharp?

Run through over and kill the mummies and geese with tur-- I mean Anubis, take every last gem in the area, and get that one last button for the final room. But before recieving the latter, cut through the area, only bothering for the ladder, and climb up.

Now this is just like that extremely fun slide in Crystal Islands, only much, much, much shorter. Oh well, head on either way. Ok, just do what you did in the Crystal Islands, and manuever down the slide with purple puppy Spyro. Stay in the middle as much as possible and try to hug the walls to slow down. Just reach the bottom of the snake.

Egg 135/150 (135/149)

Malcolm | White | Snake slide

Ooooooh, down another one of them slides and reach the bottom. At the end of the level.

chips, writing in their dairies, making cheese in their diaries.

I feel a song coming on!

[insert-music-note-here] Ding dang doong ding walla bing bang bin boo... Go in the building-oo! Eat some chips! No eat some chips! Eat some chips! No become tips...! Talkin' to the sheriff, yeah his name is so much Wyatt. And when you see him in a cage, you'll be riggin' on ya yaught!... [insert-music-note-here]

Yes, Sheriff Wyatt, puny dog thingy has gotten himself trapped in the cage you're talking to him through. It all started when a thieving dog thing was imprisoned and had escaped! Once he'd escaped, Sheriff chased after but a dino quickly closed him behind the bars.

Oh, no! We've gotta bust him out!

Exit the jail via the other archway on the other wall and you'll find yourself out with some more baddies. However, you're not in range yet, so just grab the li'l gems spread about. They are in vases, chests, lying around, and, remember cacti.

My paragraphs are gradually turning from mostly 3 lines to mostly 4. Once the street corner is cleared, hug the right wall to find another new enemy. Not everyday that you see a blue version of a prehistoric creature carrying dynamite, so get a good look.

After dino-watching, go up quickly but catiously because he may just be able to get one dynamite at you. He throws it and boom when it hits the ground, so flame him to get him making a weird sound and flopping over.

Behind him is a great deal of gems and up a plank of wood you may go back to the beginning of the level. Don't, but get the life atop the plank to add to your collection.

After 6 lines of just one little corner, go out and round to the right to meet your predators which are two more of them darn green dinos. Move quickly in and flame them immediately then go back and get the two vases near the edge.

That makes a change - three paragraphs of three lines. Yes, don't miss the two vases near the edge before you cross the bridge. Get the cactus here and line along the gems. Into the building via the door on the back end of it.

In this building is the third type of enemy in this level introduced. Thankfully, it's not a dino. However, it's a bright blue rhynoc on an automatic (machine gun) cannon which is very angry.

Easier than it sounds though, just swerve while staying in the air so as to avoid the bullets. Charge into the cannon once near and get the gem. Pace back a bit to the chimney of the building for another hidden life. Out through the front end door.

Outdoors is a cactus and two more dinos. Guess what they're guarding. Not an egg, but the first save point in the level after quite a bit. Fry the cactus and toast the dinos and do the thing of rounding the entire area of gems which I've said for the umpteenth time in the guide right from 0 eggs in Sunrise Spring home.

Once collected, go up to Zoe and let a bit of a zappity zap before plunging into the water. Underwater in the cave, start charging forwards but watch it as it is full to the brim with TNT crates.

Yes, a bit different to Crash Bandicoot TNTs not only as they are styled differently but that of they are like Nitros: Just a touch and boom.

Well, paddle along cautiously making sure to get any gems you may encounter. Soon enough you'll bump into the first of the last type of enemies in all Normal levels. Some kind of seahorse weilding a rifle that weirdly enough works underwater.

Charge into him quick and get his gem. Go into the next bit which is circular and in the middle with TNTs and a couple more seahorses. Dodge the TNTs as you charge the critters and find a crack in the wall in the area for a surprise.

Egg 138/150 (138/149)

Romey | Green | Swim through the wall

In a crack in the wall, second area, underwater cave.

Go further through the caves getting gems, killing seahorses and avoiding TNTs through four to five more areas stock full of hazards and treasure until you leap for air again.

Leaping out to get to Zoe will be an easy job, but getting to that annoying green kid before he shoots will be a trouble, so immediately do that when on land. Get the cactus exploding and scour the entire area for gems.

Rounding the corner to encounter two more of dem automatic-artillery rhynoc things which we should dodge their pattern of shots and charge them before their bullets charge you down.

Riggin' on 'round gettin' those sweet chunks of gold and clearin' the town of dem all. Clear the little bit around below the Challenge Portal up high. Now flame all of the cacti and go across the next bridge. In here is a very large water tank with a ladder on the side.

Obviously enough, you need to climb that there ladder, so do so and dive underneath and go the obvious direction. See Midnight Mountain Challenge Portals for Egg 139 and Skill Point 19.

Done with that? If so, well done. But next you may have to, will have to, more like, go shred some cheese as the dairy and grate your writing in a diary of dairies in diary-diary world in diary-dairy universe. *AHEM*, charge up the steps and get the two vases to a dead end. A dead end, you say? But we've still got 4 eggs and many more gems to get in Dino Mines!

Whatcha do, then? Glide over to now reachable Agent 9 portal, duh. See Midnight Mountain Challenge Portals for Eggs 140 and 141 and Skill Point 20. Ok, two more eggs and only about 20 gems left to get. Now, we've explored the entire level, and we still can't find them. Ok, the two secrets to the 22 collectables are thy:

Ok, the first is to get free Sheriff Wyatt. How can we ever get in the cage, though? Answer is, from the Gunfight Agent 9 Level, get back up to the bit which had the vase and the dead end. Notice at the dead end is half-easy to notice planks of wood boarding up the wall? Well, just charge right through to uncover the hole in the wall, and the prisoner's escape route, and another very happy doggy thing.

Egg 142/150 (142/149)

Kiki | Grey | Jail Break!

Sheriff Wyatt is very happy for you freeing him, and he'll reward you.

some of them blue-footed boobies. Like with the 'Race the Bees' in Honey Speedway, you'll pretty much be needing to go through every star on the course. Your opponents are yet again slightly faster, so you'll need to be boosting ahead and missiling/flaming them all the way. Remember, though, NEVER MISS ONE RING!!! You know what that means, an automatic disqualification. Just be ahead all the time and get there first by the end of Lap 3.

Lap 1 - Last
Lap 2 - 3rd/4th
Lap 3 - 2nd/3rd

Egg 145/150 (145/150)

Jessie | Blue | Race the Blue-footed Boobies

Five more eggs to go! Just race the birds going through stars and come first at the end of Lap 3.

So, done with another lev-- No, wait, one more egg! Yes, as usual it's back to Time Attack for Hunter. In the middle of the level is a lighthouse. Find the door and supercharge in.

Ok, Hunter has gotten himself into a struggle with another Flying Sheep Saucer. He found an egg but a UFO stole it, and is now escaping through the level! Yep, you've gotta go chasing after it, causing it enough peer pressure to make it panic and go crashing down. Select Yes and as soon as you start, you'll see Hunter's deepest, darkest secret: He has wings! Yes, chase after the saucer flying with him. It appears that the sheep had too many baked beans, and is farting alien methaine out of the turret. You have to fly through the rings of gas, not allowed to miss one. Simple, eh? Nope. 'Cos this one has a very agile saucer and can swerve in and out of everything. So this will require 100% concentration, high reaction time and very good experience with this sorta thing. Eventually, the saucer will crash down after too much pressure and'll Sara.

Egg 146/150 (146/149)

Sara | Green | Hunter's Pursuit

Fly through all the rings of gas and follow the saucer until it crashes.

Another level complete. Four more eggs, 5200 more gems, no more skill points and 21 more % to go. Select Exit and head over to the finale of the game, the 100 egg door.

You should approximately have: 14800 Gems, 146 Eggs, 20 Skill Points, 96%

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1 Dragon Eggs, Required: 100 Dragon Eggs, Fodder: Sheep

From Harbour Speedway, we're back in Midnight Mountain. Now glide down to the Super Bonus Round portal, and glide back down near the Crystal Islands portal. Make your way to the white building inbetween Desert Ruins and Haunted Tomb, and go inside. The 100 Egg door is still open, and still waiting for you. This time, we shall encounter the gloomy blackness that certainatly is not the 6th egg of Midnight Mountain Home, but another egg, MUCH harder to get.

Welcome to what we shall currently call the finale. Here is where you battle The Sorceress and deal with it properly. The point in which could be the end of the trilogy and the Insomniac era. Here is where it all ends, and to make it a big one? It's reasonably hard. Anyway, on with the battle.

This battle is set out in a gloomy arena which appears to be in the middle of a building. Around the edge are striped raised up ledges which holds you from burning, only for you to be toasted if you are foolish enough to jump over. So, you start with Agent 9. And with the only quote in a long time, Agent 9 says:

Agent 9: Woohoo! Let's kick some Sorceress butt!

So, you are around the edge and the Sorceress is in the middle. Right, this is a bit like that of Spike - keep on charging and only stop to attack. Stop charging while the Sorceress is attacking and it all goes inevitable. There are three Sorceress attacks. The first is the most common which is a shower of stuff like in Scorch's battle, only blue energy balls (like in Ripto battle, Spyro 2). Just charge around to avoid that easily. The second is very rare, in of a fireball, but this fireball is sneaky and likes to turn around and attack from behind. Swerve while you charge to avoid that. The third is a magical whipping green shield that the Sorceress surrounds herself with. Just stay away from her and she'll never use it. How to attack? Be patient and charge around stalling the Sorceress while Agent 9 gets prepared to shoot into the sky. If you happen to look up, you'll see balloons are up there holding transparent objects and sheep. Agent 9 shoots down the trasparents randomly and the sheep when you get to green sparx, or there are many up there. When the transparents fall, jump on top of them and you'll be on a cannon like that of Lost Fleet and other levels. This cannon is fixed, and also has only 10 ammo. So, aim good but quick. The annoying thing with these is that they shoot upwards, so lining it up with the Sorceress won't be enough. Aim it good and you'll luckily get some hits on the Sorceress, and some that annoyingly go in front of her feet. The cannon disappears if you get hit, drain the ammo or plainly jump off. When the cannon's hit, you may get hurt, too. So as soon as she stops pacing around and fires that's your signal to escape the cannon. Get about 5 hits on her and Agent 9 will shoot down two different types of cannon. These are that from Haunted Tomb, which means that you can fire directly at the Sorceress with them. Not only that, they are mobile. If not quite slow, though. Just aim more carefully with these since I'm afraid these two are the only ones that you'll get in a long while. So make good use of them and try to get at least five of the twenty chances you have a hit. So once the Sorceress is at 1/3 health, she'll make her attacks bigger and more frequent again but to fight against this Agent 9 will shoot down a third weapon soon enough. Hop on the only one at the moment. You're on a saucer! These guys, as expected, fire superflame bullets. To add to this, it has unlimited ammo! So hang around for a bit and since they can fly, pin everything up high on a balloon down for storage. Try not to go too high, though, since the Sorceress'll think you're going away to make a plan so tries to pin you out of the air with her fireballs. Try to get high and then delve down at the Sorceress firing. Try not to over-do it, though, since you may just miss her. Plunge down for one final attack with five slender fireballs to finish this little problem.

Egg 147/150 (147/149)

George | White | Defeat the Sorceress?

Defeat the Sorceress, the small, magical blue alligator thing.

With little George gotten and the Sorceress well and truely sunk into the lava, you've pretty much won. Well done for completing the game! All 117%... hey, wait a minute! We only have 98%! You know what that means...

Yes, do notice the '?' in the eggs description and the little blue left hand of the Sorceress out of the lava as you leave. Oh, dear. That figures a bit.

Right. Done and dusted. Midnight Mountain Home 111% complete. We have 14800 Gems in our possession and we still need 200 more and just 1 egg to get into the final portal. Sounds like the collectables of a Sparx world, really. Go to the Dino Mines portal and hop up the steps to find Zoe now by the Sparx sign.

Say Aye.

You should approximately have: 14800 Gems, 148 Eggs, 20 Skill Points, 99%

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LXVII  \\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\Bugbot Factory\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\ LXVII
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200 Gems, 1 Dragon Egg, Required: Defeat the Sorceress, Fodder: Butterflies

Welcome to the second last level of the game! This is ofcourse a Sparx world, and the collectables of it therefore fit perfectly into unlocking the big portal. Since a great bonus is straight after this, it is extremely hard.

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-\\/-
Main
-\\/-
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This level features of you shutting the factory that still stands the Sorceress was using to make new weaponry and stuff. It is full of robotic bugs, as by the title, which spawn little colourful things only to be described as bugs.

Ok, but before all of that, in this first little room is a key. Get the gems in the little corner and then approach the spider. This guy is like a thief, and that of a key thief. However, you can shoot him, so he'll be maneuvering very carefully. Just wait for him to pass a corner on the tower and then ambush him.

Once the bug drops the key, however, he won't die. So race him to get it and if you get it before he does he'll just explode. Get the gems everywhere and go to the North of the room through the forcefield WHILE SHOOTING.

The reason to shoot as you go through is that a swarm of the bugs will immediately flee at you, making you have to shoot them down. The good thing is that they like to go into the middle - right where your shots are.

Go forwards and right then stop and shoot several times. This will kill a spider so nick his key then go ahead to the spree of bugs.

In this circular room is not only bugs, but a big blue 'Bugbot'. These guys are incredibly annoying since they spawn bugs whilst trying to attack. Just maneuver up and down shooting until the thing explodes a gem.

Shoot down the remaining bugs in the room and quickly get the butterfly in the middle if you are Blue Sparx or less. Go up through the forcefield with your key and take the left turn. Even though this leads away from the end, and towards much more trouble, go there anyway for a whole stash of gems.

There is a Bugbot and his minions there, so be on your guard. Behind him are more bugs and behind them some good amount of well-deserved gems. Also there is a powerup butterfly. An invincibility one.

Eat it and quickly charge right with it ignore gems for now and charging

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The battle that will decide whether you go to the Super Bonus Round or not, is against a big caterpillar. There are bugs and Bugbots around the edge, but since this is a great battle they're just here to support their ruler. There are gems around the edge, so collect them as you stroll in to bring your gem count to the great 15000. However, the Super Bonus Round requires 15000 Gems and 149 Eggs. We have 15000 Gems and... 148 Eggs. So, it's a bit obvious that there is only one thing in the game currently left to do. From the start you should have conserved a powerup that was quite good. This powerup will sorta only run out once the Caterpillar has 50% health left, making half of this battle even easier. The caterpillar is a bit like the Chinese Dragons from Fireworks Factory. They fire bullets at you when they spot you and twist and curve all the time. Just use your powerup until it runs out. At this point, shoot the guy just once to split him in two. Now these guys continue to shoot bullets and wave around mindlessly. The only thing that's harder is that there are two of them and they are smaller. Concentrate on one just following him around and by 25% health he'll be nothing more than a head. Shoot his head dead and then get the other one. Once he's done to 1 hitpoint, tap the O button with the greatest pride ever and use the shot that'll win you an open portal.

Egg 149/150 (149/150)

Annabelle | Green | Shut down the factory

Go through the factory and destroy the Caterpillar in the great battle at the end.

Well, you've won, and that last egg is yours. You have Level Complete as well as the exact requirements for the final portal. Go through the exit to Midnight Mountain.

Zoe is out there to congratulate you on shutting down the factory, and tells you you've won two new rewards. The first is a warping ability; pointless since we don't need to warp. The second is a chest-breaking-without-touching ability; pointless since there are no chests left in the game.

Well, those rewards weren't too good, but the reward of the Super Bonus Round most certainly is.

You should approximately have: 15000 Gems, 149 Eggs, 20 Skill Points, 102%

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LXVIII \\\\\\\\\\\\\\\\\\\\\\\\Midnight Mountain Challenge Portals\\ LXVIII
!!!!+-----+-----+-----+-----+-----+-----+-----+-----+-----+

And thus the Challenge Portals of this world.

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Weeeeeeeeeeeeeee...
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150 Gems, 1 Dragon Egg, Found: Hug the left wall of Crystal tower, Crystal Islands

This is a greatly fun level.

There is nobody at the start to introduce you to anything. Start by getting the gems of both sides of this little hut-type room you are in. Ahead is a blue curvy pathway, which it obviously looks like we're gonna have to walk down. Big deal.

Well, in this you're basically playing a game of an old classic, Whack-a-mole! Only it is much harder, since you are Bentley and these moles move alot. Ok, you're gonna have to hit all 20 moles but not hit any of those annoying moles.

As you may've guessed, the moles pop up through holes, and I am a mole and I live in a hole and my name is Joel. Whacking 20 Joels in only ONE MINUTE AND FIVE SECONDS will prove a problem. Just hit them as soon as they pop up and concentrate on the ones that run around before going into a hole.

Just be patient and stay around the random wall - where the moles most like to burrow - and eventually you'll get there, even if just by 1 nano-second.

Egg 123/150 (123/149)

Hank | Grey | Whack a mole

Whack 20 moles and 0 gnomes in 1:05 on the random ledge.

Sand D'u'ne.

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A serious copyright of Crash Bandicoot

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100 Gems, 2 Dragon Eggs, Found: Across from the cliff on the pedestal, Desert Ruins

Welcome to what the whole title explains, it's a mini-game in the cartoon rip-off of Krash Kangaroo. Don't worry about copyright laws, though. Crash & Spyro are great team mates and the Crash guys were happy for Insomniac to use their character similiary.

This side-scrolling mini-game involves you hopping through a path of all kinds of scorpion to get two baby dragon eggs trapped within. There is no-one to introduce to you, so hop straight into the level. As you go forwards, there are many an enemy and obstacle to defeat.

I'm sorry, but like with most YotD guides, I cannot give you a guide evey step of the way to the eggs. Just may I say that you shouldn't get hit by too many scorpions, acid pits and high cliffs.

Yes, this level is chuck full to the brim with both kinds of scorpion, a very many acid pits, high cliffs, and, most hard of all, the sinking platforms. Really, those platforms may be tall but are VERY fast sinking, so be quick on them. Make sure you get gems and lizards on the way.

At about the half-way point, you'll bump into Lester.

Egg 126/150 (126/149)

Lester | Orange | Krash Kangaroo I

Reach halfway in the side-scrolling Sheila adventure.

The second half of the level is not at all much different to the first, only slightly harder. Chucked with just centimetres of solid ground, inches of enemy-free space, and kilometres of dusty sinking platforms. The many geckos help a bit.

At the end, go arrrrrr like a pirate.

Egg 127/150 (127/149)

Pete | Green | Krash Kangaroo II

Arrrrrrrrrrrrrrrrrrrr! Krash Kangaroo 2: Ripto Eats Bananas. Just go the rest of

Now hop off the Manta Ray and search that bottom of the area scooping up gems and charge through the bottles on the pedestals, blah, blah, blah. Just scoop the area of its gems and use the Sparx ability (L1, L2, R1, R2) to grab the remaining gems. Once Sparx stops pointing...

A-done moo cow le ham de no hoo cow.

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Battle of the Little Bighorn
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0 Gems, 2 Dragon Eggs, Found: Last area before the last area, Desert Ruins

Welcome to the great battleground of the Demolition Derby!

The title, making little reference to this, is of a big historic battle, ofcourse. But who cares about history? Run off them ancient clogs and jump straight into the tomb room of doom.

Jamal, former hero and star player of the Demolition Derby, has awaited your prescence. He'll explain that a marvellous championship of tanks and blasting each other with them! The prize is unknown but said to be magnificent!

Qualification rules, however, say that a riddle must be answered in order to get, erm, qualified. The riddle is thy: 'If one dragon can lay one egg in twelve years, how long would it take for 100 dragons to lay 100 eggs?'

So, after a bit of working out and maths, you'll come to the answer 12000.

Well, answer this and you're wrong buddy. It's a game, and games don't have educational questions, they have trick ones. So answer 12.

Ok, first up is training. It's gonna defintely be needed. Four monstorous enemy tanks are out for you, so be out for them. Hop on the tank and you can ride ahead straight down this nice, peaceful corridor until you reach the middle.

In the middle, jump out and you're sorta doomed. All four tanks are hiding behind the plants in this room, so as they fire blast away at them yourself. This will take many attempts to blast all 4, and so you'll need factories of lives.

Not much more I can say here, since I haven't done it yet myself. Just blast away as the cannons come out of their pots and you'll have to blast the pots away for the other two. Just eventually make all four exploded and Jamal'll give you a sorta certificate for doing good in training.

Egg 133/150 (133/149)
MJ | Green | Tank Blast I
Destroy all 4 cannons in the battlefield of the Demolition Derby.

Now for the championship.

Sorry, not much I can say here. Just that there are 10 cannons and that they are much more active and smart. It'll be extremely hard to get 10 without dying, but you should do it eventually.

Egg 134/150 (134/149)
TJ | Blue | Tank Blast II
Destroy all 10 cannons in the battlefield of the Demolition Derby.

Great! Now hop back on the cannon and scoop up all of the gems until L1, L2, R1 and R2 do nothing anymore.

D.

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Now this is what I'm talkin' about!
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[Not sure] Gems, 1 Dragon Egg, Found: Right of the end of the level, Haunted Tomb

A great battle that's pretty short and easy, which is suprising for it has 75 enemies.

'I follow you wherever you go but the more of me you take the more you leave behind.' says the great Ali. 'Ofcourse, footsteps is the answer!' should cry the magnificent Agelent IX.

Yes, the 5 Deadly, Gruesome, Paralyzing Trials of his royal hyness King Rover are set for the greatest space monkey who dare face them. Yes, Agent 9 the Space Monkey is out to defeat 75 ancient baddies, and restore the nature of all futuristic laser gunning, and Roxy.

Ok, this is a birds-eye view involving 5 different rooms involving increasing numbers of baddies game. Once you have answered 'Footsteps' to the above riddle, the laser will come down revealing the room that turns into birds-eye view.

I do really like this challenge. In this first room, you will enconuter 5 cobras. These cobras are quite deadly, as when they get quite close to you they spit some green gas thing at you.

The annoying thing about these cobras are that they come in groups, and to add to that they use that advantage by surrounding you. Now, Spyro experts, you know what to do if they surround you? If you don't, or aren't an expert, it's that you should jump when the cobras get near you, since they can't attack that high.

Just make sure that you're never too close to these guys, and that to remember that your shots can bounce off walls - a nice way to get them. If you get hit in this first room, let me warn you you will not survive the rest.

It's not all that difficult, just keep yourself at atleast Blue Sparx and you have no chance of losing. Once all 5 cobras are dead, the laser to the next trial will shut down.

In this one is 10 enemies. There's a new things here: There are baskets which spawn the cobras. Get the basket to stop them from re-spawning THEN get the cobras themselves.

Third room! Here are 14 cobras and a mummy. The mummy plainly needs shooting, just don't get near its stick.

Fourth room! Here are 18 cobras and 2 mummies. The mummies come with sarcophagus', which thankfully only need shooting.

Final Room! This is where the battle between 1 and 25 really is. Why, there are 4 mummies, 18 cobras and 3 Earthshapers! You know how to kill the cobras,

mummies and their spawners, but the Earthshapers are new. Just like in the main level, the Earthshapers throw explosive snowballs at you. ONLY AFTER DEFEATING THE REST OF THE ENEMIES, grab a snowball by going to it and you can lob i it like the bombs in Agent 9's Lab. Throw each of the Earthshapers snowballs back at them to defeat enemy #75.

Final lasers come down, to give you Roxy.

Egg 137/150 (137/149)

Roxy | White | Clear the Caves

Defeat all 75 enemies in the 5 trials of King Rover.

Dinner is done.

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Super-high-fludidity-tunnel II

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[Not sure] Gems, 1 Dragon Egg, 1 Skill Point, Found: Inside the big water tank near the end, Dino Mines

Yes, the title says it all. The super-high-fludidity tunnel way back from Seashell Shore returns.

Well, it's not actually called that. It's called 'a mine shaft' but that sounds boring so I call it by its original. Once inside, go up to Deputy Holiday for your task. As with that seal guy, he has only gone and dropped a dragon egg down to the end of a mine shaft.

Prob is, the mineshaft is an old one, filled with TNTs, crumbling ceilings and collapsing ruins. After listening to him yelling, enter the pull of the shaft and you'll be well on your way.

This is quite hard, although it doesn't take that long to get the hang of. In this you're not needing to hit anything, unlike last time. However, you are aiming to dodge pretty much everything you need to win this.

The wooden ruins of the shaft are now collapsing, and can surprise you with many, many moves. There's the basic topple, when one falls down from the side. The fall, coming from above to below. The meet-up, when two fall from each side and make a triangular shape to squeeze through. There are many more.

And there are TNTs and a couple of rockfalls, both of which need avoiding. The key to this challenge is to always be swerving and turning, and to never get caught in the fact that this level is like threading a jumper in 5 minutes.

Hopefully, though, you will eventually reach ze end.

Egg 139/150 (139/149)

Elliot | Blue | Shafted!

Reach the end of the mine shaft dodging falling ruins, rocks and TNTs.

Something that you probably didn't think of doing: go back down the tunnel and charge through each and every seahorse, not missing one, on your way down.

Skill Point 19/20 (19/20)

Hit all the Seahorses

Hit all of the seahorses in one attempt down the mine shaft.

Yeah, very much, extremely, indeed, to all, and sacredly, done.

works and leave your final challenge.

Done. No, actually, since you've done all challenges, complete.

All Challenges complete. All guides to levels complete. Just one left now...

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LXIX \\\XXXXXXXXXXXXXXXXXXXXXXXXXXXX\\Super Bonus Main///////////////////////////////// LXIX
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1175 Gems, Required: 15000 Gems & 149 Dragon Eggs

Woooooooooooooooooooohoooooooooooooooooooo!

Congratulations on all who are here for reaching, well... here! And congratulations on myself for actually reaching this part of the guide!

Incase if you didn't know, the location of this supreme is that from Harbour Speedway, jump over the pink lava to the side and glide all the way down to the island inbetween there and Crystal Islands. Zoe will congratulate you on opening the portal, and you can go inside.

This level, (spoilers) consists of a snowy atmosphere, Lost Fleet music, several menacing blue thieves, and five sections. I split the guide to this level into five sections for you to get to the point you want easier.

With 5000 gems, this level may sound pretty long, but it's all gems stuffed together. There IS only one egg, and that's stuck right at the end. The five sections are: This, a 16000 Gem Door, a 17000 Gem, 18500 and a finale of the total 20000 gems of the game.

Ok, let's get to it. You are in a building to start, and ahead is one separate red gem. Beside you are two green gems. Get them to get 15005 gems. You're well on your way!

K, exit the building to find the usual Bianca flying in on a rainbow. She'll inform you that this is actually where the Sorceress keeps her stash of treasure, and the final dragon egg in YotD.

Ok, before I get onto the guide, there are 5 thieves lurking throughout the main level. They each drop 150 gems, so that's 750 of the 1175 in this part for you. The other 425 gems are just lying around.

Thief #1: Just directly to the right. Goes along a black wall and tries to lure you off edge.

Thief #2: Left on a T-Junction from the first thief. Runs around mountains in an 8 shape.

Thief #3: Near a door marked 18500 Gems. Runs around in a tight circle.

Thief #4: Found just under the 20000 Gem Door. Runs by the 17000 Gem and 16000 Gem doors too, requiring hopping over the pink lava.

Thief #5: Near 16000 Gem Door. Runs around through the tunnel and back round.

The rest of this level consists of just running around the interior getting all the gems in bumpy places. There are quite a few death traps here, but not

As I said earlier, the Sorceress had her arm sticking out of the lava when you defeated her. This means she lives. Uh-oh! Yes, here is where it all ends, and this time I mean it.

The end of the trilogy by Insomniac Games is a good one, and it is expected to end hard and fun. The fun has been dished out, and there is still a small portion left. But the hard. Oh, yes. The top difficulty was in Tree Tops in Spyro 1, but this is among the top 5 hardest indeed...

Aye. As soon as you get in, notice the Sorceress has gotten a saucer for herself this time and is waiting for you to join her in the air.

If you thought you were battling where nobody would know about it you are wrong. Bianca knows exactly where you are and warps in on her magical rainbow one last time to cheer you on.

After hearing all the latest, hop onto the saucer to your right and fly into battle. In this arena you and the Sorceress battle it down to the point, and as to decide who really wins is some acid below which will burn up your ship and yourself.

This is another UFO dogfight type, making it that the last part of the game was secretly training you for this.

Try to stay in the middle of the arena and have the Sorceress around the edge alot of the time to make this easy. The Sorceress' saucer is faster than your shot, so shoot ahead of it and you can get good hits.

You have the Superflame attack, the Sorceress has her sneaking fireballs. You can withstand 4 - 5 hits as usual, but to make this extremely hard, the Sorceress goes down in 20.

Just keep shooting at her! Make sure you are very agile here since avoiding her shots is a big problem. That's all I can tell you, I'm afraid. Just shoot her (you'll know when - her saucer flashes white and she does a vague scream) until her health bar depletes from 20 to 0.

You.

Have.

Won.

Egg 150/150 (Final)

Ying & Yang | White | Woo, a secret egg!

Omg! I have like, completed the guide. Just defeat the Sorceress in this massive dogfight.

Erm, done.

Yes. All done.

Definitely.

So happy.

'THE END' is for your viewing pleasure.

You should DEFINITELY have: 20000 Gems, 150 Eggs, 20 Skill Points, 117%

Ahhhhhhh... the guide's finally done and I do believe the word 'pleasure' fitted perfectly for a last word.

But, people stuck on bosses, here is a quick and easy way to find 'em...

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Bluto
-\/-\

Found: At top of second large underwater area, Seashell Shore

Go in and get away from Bluto because he'll be chasing you and biting in a second. Once done, pick up missiles if you want and fire as many as possible at Bluto (he's shark sub will flash red and he'll lose a hitpoint). Sometimes Bluto will fire Missiles at you which will home in on you, so corner them out or turbo away. After about 15 shots Bluto will start repairing his sub and this is a great chance to kill him (he has 20 hitpoints in total plus the five he adds back on).

Smelt the Seal: Thanks ever so much for defeating Bluto. As a reward from all us seals here in Seashell Shore, take this Egg I found in Bluto's Sub.

Egg 029/150 (29/30)
Jackie | Green | Defeat Bluto
Defeat Bluto the big Rhynoc warrior in his metal shark sub.

-\/-\
Buzz
-\/-\

Found: Buzz's Dungeon

Sheila: The second I hearded you were being ambushed, I rushed over here straight away! No problem though, this wussy toad will be no challenge for the two of us!

Time for your first proper boss battle!

Buzz will immediately charge at you, this doesn't hurt but can push you back pretty far, unless if you do the following. Charge at Buzz to and you'll both be knocked back a bit, immediately charge at him again. Keep on charging him backwards until he falls into the lava, Sheila will stomp him and take a hitpoint from him. Buzz'll jump out of the lava and start rolling at you, simply charge from him to avoid being sqaushed. Repeat. Next it's the exact same only Buzz occasionally whips up a fire shield, don't touch him during this. Repeat. Same but now the occasional fire shockwaves are sneezed from him which can easily be jumped over, or you can charge him during this. Repeat for roasted toad.

Egg 034/150 (34/36)

Grayson | Green | Defeat Buzz

Defeat Buzz the giant, wussy, green toad.

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Crawdad King

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Found: At the end, Crawdad Farm

Be greeted by the great king of all Crawdads.

Strafe up and down while shooting all the time, his attack at the moment is the fireball attack when they come out of his mouth. Just keep the routine of strafe and shoot and every single fireball will miss, you're shots should catch him around the turns. Shoot him about 25 times and he's mouth will be broken.

Now he's attack is firing homing rockets at you out of his claws, he'll fire two at a time. Just keep on strafing and shooting and all rockets will be destroyed, you're shots should still catch him at turns. Shoot him about 50 times and he's claws will be destroyed.

Now, like Buzz, the Crawdad King has a cold. He'll fire firewaves out of his nose, this is basically the same to avoid, only you'll have to take earlier turns. After about 25 more shots the Crawdad King will blow up!

Egg 045/150 (45/50)

Nora | Grey | Take Sparx to the farm

Defeat the Crawdad King which is basically a larger version of the normal Crawdad.

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Sleepy Head

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Found: Just past round the corner at the end, Spooky Swamp

We take battle against the evil wizard who hates the light. He may seem big and tough at first, but his as easy as easy is easy.

Look at that! Swirly green puffs of magic he's making, take cover! Or not, all they are are 3 of those gators, kill 'em all. Look at that! A giant bomb he throws, wow!

Ok, stay next to this bomb to long, five second countdown then an explosion will appear all over you. Instead, charge it aiming it at Sleepy Head and if it hits exactly, he's health bar will run down like a tulip. Hit him a total of 4 times for instant victory.

Egg 061/150 (61/65)

Herbi | Brown | Defeat Sleepy Head

Defeat the big, blue wizard Rhynoc named Sleepy Head.

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Spike

-\/-\/

Found: Spike's Arena

Sgt. Byrd: My, my! This Rhynoc is so tough, that even my rockets can't defeat it! But either way, we'll work co-operatively to defeat him.

Ok, for nearly all of this battle you'll need to be charging around Spike.

Go round Spike so as to avoid his bullet(s) (Easy Mode = 1 Shot, Hard Mode = 2 shots), soon enough Sgt. Byrd will drop some giant red lava rocks. At this point you should let Spike shoot then quickly line up the rock with him and charge it. This will take a hitpoint off him. Repeat twice more. Now Spike'll jump and when he lands cracks will split open in the floor, be careful when charging from Spike's shots here (the number of shots at a time have changed: Easy Mode = 2 shots, Hard Mode = 3 shots) since flames will randomly burst up from the cracks. Now the rocks will be replaced with red mines, walk into one to pick it up and fire it with the O Button. You will release a superflame blast, only it's a wavy line of fire, Spike can also pick these up and use it as a single fire shockwave which involves good jumping. Hit Spike with the wavy-flame to deplete his health. Repeat twice more. Now Spike's number of shots have increased once again (Easy Mode = 3 shots, Hard Mode = 4 shots) and the mines have changed to blue. When you fire the mine it will spin round while slightly homing in on Spike, he can use them too as a line of electricity which will chase you around. Oh, by the way, there are more cracks in the ground now. Hit Spike with two mines and you win!

Egg 072/150 (72/80)

Monique | White | Defeat Spike

Defeat Spike the giant, horrible, blue Rhynoc.

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Spider Queen

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Found: At the end, Spider Town

This gal is one heck of a spider, and, according to me, is the mother of all spiders. The one who has given birth to all spiders for many years. And we're gonna kill her?!

Anyway, watch out since she will immediately start spinning around in a spiky ball sawing after you. She will be invincible, so use your shots on her and SPLAT, you're dead! Simply just keep well away from her until she stops. At this point several spiders will shoot out of her head. Ignore them though (just a sneaky distraction) and shoot all ya can at the queen's head. This will take off a tiny bit of health from her. This is also how you will attack her for the rest of the battle. She'll soon start spinning again, so just run away and even let her squash her own children! Not much more here, just keep on firing (as little spider spawn count expands) until the O' Royal One blows up.

Egg 082/150 (82/90)

Tootie | Blue | Go to town

Defeat the Spider Queen in her dark, dirty pit.

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Evil Chinese Dragons

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Found: Over a glide from the bell tower by big end building, Fireworks Factory

This challenge is HARD and actually CHALLENGING. Go up to Handel and stuff.

As said, you need to go through the extraordinary S&SMPUE (Superfly + Superflame Mega Powerup Unlimited Experience) and go flying off after those weird-looking chinese dragons! It's pretty simple, simple to understand that is, but extremely hard to do. Also as said, the powerup is unlimited so... no need to return to it! A simple to understand but extremely hard to do tactic is quite necessary here, unless if you have lots of experience with things like this: Follow one dragon and only target it until you're done with it. That tactic is needed to follow all the way through, but at the same time you should watch out for the other dragon, as they both spit superflame back at you. Just follow one along continuously bombarding and avoiding it, not getting distracted at all, and this challenge should be as simple as it can be (which is far from simple). As you shoot down the dragons, not only will their health bar decrease but so will the amount of parts-of-their-body-things will to, making them faster and harder to hit. Just go along like this and focus like you've never focused before, especially as you reach the last 3 parts of the dragon. Kill the first one and then kill the second one and once its down to a head and one bit left (that'll take a painfully long time), shoot it!

Egg 097/150 (097/100)

Evan | Orange | Bad Dragon!

Destroy the two evil chinese dragons with the S&SMPUE.

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Scorch

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Found: Scorch's Pit

Go over to the rocket in Evening Lake, step on its platform, and select 'Midnight Mountain'. Ofcourse, a boss'll interrupt you.

It's Scorch, the great flying bat thing! Bentley'll come up to you and say about this guy, and what Bentley will do to help. Anyway, startin' off with Scorch goin' an' wrap himself in his wings and errupt explosions of fireballs. At this you should move over to a different part of the arena, and the fireballs (has a radius) will hit the ground and spread out weirdly. Bently'll spin in some balls containing either red or green. Collect a red one and you'll get 50 automatic fire bullets. Collect a green one for fireworks. You should only be able to have the red ones before you can use the green ones, so quickly fire away at Scorch until he barks and loses a hitpoint. It goes on pretty much like this, with the first third being fireballs and 2 - 4 eggs hatching crabs or TNT guys from Icy Peak. The second third being that and tiny suns running after you, which you should either shoot or run away from. I suggest saving your ammo for Scorch, though. The last third contains fireballs, mini-suns and a bigger egg, which hatches... BUZZ! Yes, Buzz, the first boss. Deal with him like you did before; charge at him until he falls into the blue lava. Fortunately, you only have to push him in and he dies, and he doesn't use any special attacks. Anyway, just shoot/bomb Scorch 'til he falls (nice repeating his death, lol)

Egg 107/150 (107/149)

James | Brown | Defeat Scorch

Defeat Scorch the big, flying bat thing. (This one breathes fire!)

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The Sting Ray of Doom

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Found: Starfish Reef

Easy-ish boss. Depends on your strategy, really.

As soon as you go in, you'll start being bombarded to the limit with curving mines. Just strafe out of the way of some and those that seem inevitable you should shoot. Once only a few are firing and they're quite easy to dodge, all you need to do for the rest of this half of the boss is try to get behind him. From then on, just charge around just behind the boss following his path. I did it this way and it was easy. Stay behind and he won't shoot a single mine! Just after turning a corner, fire a few shots at him to deplete his health. Go along like this 'til he has half health and then he'll split in two! Here you should stop following, and start maneuvering and strafing. These guys don't go round in a circle, they go directly for you. They also shoot very small baby manta rays all over the place. Shoot some while you can because soon enough you'll be hopelessly outnumbered! At that point, race to the other end of the arena, and shoot through at the two larger rays to deplete their shared health. Just race back and forth stopping to shoot until they get close and by quarter the rays' full health, the last one you shoot dies. That'll be a good help, since the mini rays will come out half as they use to. Just shoot at the mother manta ray and you'll get the egg. Remember: DON'T get cornered.

Egg 116/150 (116/149)

Ahnashawn | White | Beach Party!

Defeat the big, double-bodied manta ray thing.

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The Sorceress

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Found: Sorceress' Lair

From Harbour Speedway, we're back in Midnight Mountain. Now glide down to the Super Bonus Round portal, and glide back down near the Crystal Islands portal. Make your way to the white building inbetween Desert Ruins and Haunted Tomb, and go inside. The 100 Egg door is still open, and still waiting for you. This time, we shall encounter the gloomy blackness that certainly is not the 6th egg of Midnight Mountain Home, but another egg, MUCH harder to get.

Welcome to what we shall currently call the finale. Here is where you battle The Sorceress and deal with it properly. The point in which could be the end of the trilogy and the Insomniac era. Here is where it all ends, and to make it a big one? It's reasonably hard. Anyway, on with the battle.

This battle is set out in a gloomy arena which appears to be in the middle of a building. Around the edge are striped raised up ledges which holds you from burning, only for you to be toasted if you are foolish enough to jump over. So, you start with Agent 9. And with the only quote in a long time, Agent 9 says:

Agent 9: Woohoo! Let's kick some Sorceress butt!

So, you are around the edge and the Sorceress is in the middle. Right, this is a bit like that of Spike - keep on charging and only stop to attack. Stop charging while the Sorceress is attacking and it all goes inevitable. There are three Sorceress attacks. The first is the most common which is a shower of stuff like in Scorch's battle, only blue energy balls (like in Ripto battle, Spyro 2). Just charge around to avoid that easily. The second is very rare, in of a fireball, but this fireball is sneaky and likes to turn around and attack

from behind. Swerve while you charge to avoid that. The third is a magical whipping green shield that the Sorceress surrounds herself with. Just stay away from her and she'll never use it. How to attack? Be patient and charge around stalling the Sorceress while Agent 9 gets prepared to shoot into the sky. If you happen to look up, you'll see balloons are up there holding transparent objects and sheep. Agent 9 shoots down the transparents randomly and the sheep when you get to green spars, or there are many up there. When the transparents fall, jump on top of them and you'll be on a cannon like that of Lost Fleet and other levels. This cannon is fixed, and also has only 10 ammo. So, aim good but quick. The annoying thing with these is that they shoot upwards, so lining it up with the Sorceress won't be enough. Aim it good and you'll luckily get some hits on the Sorceress, and some that annoyingly go in front of her feet. The cannon disappears if you get hit, drain the ammo or plainly jump off. When the cannon's hit, you may get hurt, too. So as soon as she stops pacing around and fires that's your signal to escape the cannon. Get about 5 hits on her and Agent 9 will shoot down two different types of cannon. These are that from Haunted Tomb, which means that you can fire directly at the Sorceress with them. Not only that, they are mobile. If not quite slow, though. Just aim more carefully with these since I'm afraid these two are the only ones that you'll get in a long while. So make good use of them and try to get at least five of the twenty chances you have a hit. So once the Sorceress is at 1/3 health, she'll make her attacks bigger and more frequent again but to fight against this Agent 9 will shoot down a third weapon soon enough. Hop on the only one at the moment. You're on a saucer! These guys, as expected, fire superflame bullets. To add to this, it has unlimited ammo! So hang around for a bit and since they can fly, pin everything up high on a balloon down for storage. Try not to go too high, though, since the Sorceress'll think you're going away to make a plan so tries to pin you out of the air with her fireballs. Try to get high and then delve down at the Sorceress firing. Try not to over-do it, though, since you may just miss her. Plunge down for one final attack with five slender fireballs to finish this little problem.

Egg 147/150 (147/149)

George | White | Defeat the Sorceress?

Defeat the Sorceress, the small, magical blue alligator thing.

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The Sorceress Returns

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Found: 20000 Gem Door ('Sorceress Finale'), Super Bonus Round

Welcome to the very last part of the game.

As I said earlier, the Sorceress had her arm sticking out of the lava when you defeated her. This means she lives. Uh-oh! Yes, here is where it all ends, and this time I mean it.

The end of the trilogy by Insomniac Games is a good one, and it is expected to end hard and fun. The fun has been dished out, and there is still a small portion left. But the hard. Oh, yes. The top difficulty was in Tree Tops in Spyro 1, but this is among the top 5 hardest indeed...

Aye. As soon as you get in, notice the Sorceress has gotten a saucer for herself this time and is waiting for you to join her in the air.

If you thought you were battling where nobody would know about it you are wrong. Bianca knows exactly where you are and warps in on her magical rainbow one last time to cheer you on.

Egg 006/150 (06/10)

Ruby | White | Help Billy get home

Learn the jumping moves and attacking move then go to Billy for Ruby.

Egg 007/150 (07/10)

Jenny | Green | Help Pete get home

This Egg has absolutely nothing to do with James Bond (since he's code name is 007). Just help Pete out for this geeky Egg, Jenny.

Egg 008/150 (08/10)

Nan | Blue | Help Bobby get home

Help Bobby get home for this great thing.

SUNNY VILLA

Egg 009/150 (09/10)

Vanessa | Orange | Egg by the building

Well it's a 3-d oval isn't it. This is found on a step after the first big Rhynoc.

Egg 010/150 (10/14)

Lucy | Green | Hop to Rapunzel

Complete the Sheila challenge portal of finding Rapunzel.

Egg 011/150 (11/14)

Miles | Green | Glide to the spring

Glide across the pillars then along the green.

Egg 012/150 (12/14)

Sanders | Green | Rescue the Mayor

Make it to the end of the level and speak to Mayor Leo

Egg 013/150 (13/14)

Emily | Orange | Lizard Skating I

Complete Hunter's challenge of catching all 15 lizards on the skateboard.

Egg 014/150 (14/20)

Daisy | Green | Lizard Skating II

Complete Hunter's challenge of catching all 15 lizards without falling off and within 3 minutes on the skateboard.

CLOUD SPIRES

Egg 015/150 (15/20)

Stephanie | Blue | Run along the wall

Found just pass Zoe and down to the right.

Egg 016/150 (16/20)

Henry | Blue | Turn on the cloud generator

Find Fluffy at the end and he'll work out how to unclog the cloud generator.

Egg 017/150 (17/20)

LuLu | Orange | Plant the sun seeds

Complete Cumulus' challenge of getting three sun seeds into the pot to form a sun.

Egg 018/150 (18/20)

Jake | White | Bell tower spirits

Complete Stratus' Challenge of flaming all six spirits.

Egg 019/150 (19/20)

Bryan | Brown | Bell tower thief

Catch the Egg Thief running around the perimeter of the Cloud Spires Whirlwind Challenge Portal place.

Egg 020/150 (20/25)

Clare | Green | Glide to the island

Go through the series of flamethrowers then glide to the small island.

MOLTEN CRATER

Egg 021/150 (21/25)

Rikki | Green | Egg by lava river

In the second bit, go down the steps and jump across the lava then get this.

Egg 022/150 (22/25)

Curly | Orange | Get to the tiki lodge

Get to the Tiki lodge then make your way to the middle.

Egg 023/150 (23/25)

Moira | Green | Catch the thief

Charge after the yellow guy on the track with arrows.

Egg 024/150 (24/25)

Kermit | Grey | Supercharge after the thief

Supercharge along the track with arrows after that super-speedy Egg Thief!

Egg 043/150 (43/50)

Ryan | Green | Sgt. Byrd blows up a wall

Fire a rocket at the large red crack in the wall of the main area.

Egg 044/150 (44/50)

Ryan | Green | Replace Idol Heads

Put the heads of all 5 of the tikis back on their bodies in the main area.

SEASHELL SHORE

Egg 025/150 (25/30)

Jason | Grey | Under the docks

...Dragon Egg named Jason. (Followed from 'Go ahead and charge through the Rhynoc and guess what's behind him, it's a...')

Egg 026/150 (26/30)

Jared | Green | Hop to the secret cave

Cross the river and Double Jump up to the left.

Egg 027/150 (27/30)

Mollie | Grey | Destroy the sand castle

Destroy all sand blocks surrounding the Rhynoc's sandcastle and Snappy'll give you Moll.

Egg 028/150 (28/30)

Duke | Green | Charge down tube

Go down the tube avoiding all mines and capturing all 8 Rhynocs, get to the end to complete it.

Egg 029/150 (29/30)

Jackie | Green | Defeat Bluto

Defeat Bluto the big Rhynoc warrior in his metal shark sub.

Egg 030/150 (30/36)
Dizzy | Green | Free the seals
Charge the Octopus holding Stanley and he'll unlock the jail.

MUSHROOM SPEEDWAY

Egg 031/150 (31/36)
Sabina | Orange | Time attack
Complete the course of rings, flowers, spiders and butterflies.

Egg 032/150 (32/36)
John | Blue | Race the butterflies
Beat all five butterflies in the race within the 3 laps of the race for Johnny Boy.

Egg 033/150 (33/36)
Tater | White | Hunter's Dogfight
Complete Hunter's challenge of shooting down all 7 sheep saucers in the course.

BUZZ'S DUNGEON

Egg 034/150 (34/36)
Grayson | Green | Defeat Buzz
Defeat Buzz the giant, wussy, green toad.

MIDDAY GARDEN HOME

Egg 035/150 (35/36)
Dave | Orange | Underwater egg
At the back end of the water in the first area of the level.

Egg 036/150 (36/50)
Mingus | Brown | Secret ice cave
Inside a tunnel of an igloo on the right hand side of the first area.

Egg 037/150 (37/50)
Trixie | Green | Catch the thief
Chase after the Blue Thief on the path round the building of the second area.

Egg 038/150 (38/50)
Matt | Green | Superflame the flowerpots
Use the Superflame to destroy all 4 pots in the first half of the final area of the level.

Egg 039/150 (39/50)
Modesty | Green | Climb to the ledge
Up a climbable wall to the right of the beginning of the second half of the third area of the level.

SGT. BYRD'S BASE

Egg 040/150 (40/50)
Sigfried | Green | Clear the caves
Blast down the second wooden door and Cpl. Gabrielle will give you this.

Egg 041/150 (41/50)
RyanLee | Blue | Clear the building
Follow Cpl. Gabrielle through the level to the end of the first bit of the

Base's Garden and she'll give you this.

Egg 042/150 (42/50)

Roy | Green | Rescue 5 hummingbirds

Free all 5 Hummingbirds trapped in cages around the level.

CRAWDAD FARM

Egg 045/150 (45/50)

Nora | Grey | Take Sparx to the farm

Defeat the Crawdad King which is basically a larger version of the normal Crawdad.

ICY PEAK

Egg 046/150 (46/50)

Maynard | Blue | On top of a ledge

On the ice with loads of enemies, go right and glide onto the ramp and continue up to it.

Egg 047/150 (47/50)

Cerny | Blue | Protect Nancy the skater

Complete Nancy's challenge of flaming all Rhynocs while she dances.

Egg 048/150 (48/50)

Chet | Blue | Find Doug the polar bear

Make it to the very end and go straight to find Doug standing next to a gondala.

Egg 049/150 (49/50)

Reez | Blue (again!) | Glide to the sky island

...a dragon egg! This was found on an island in the distance from a sort of a puzzle of shooting and gliding.

Egg 050/150 (50/58)

Scout | Grey | Speedy Thieves II

Glide over to the red thief from the mountain and headbash him.

Egg 051/150 (51/58)

Betty | Green | Speedy Thieves I

Glide over to the yellow thief from the mountain and charge down on him with perfect timing.

ENCHANTED TOWERS

Egg 052/150 (52/58)

Gladys | Grey | Glide to the small island

Just over the second bridge, kill the Rhynoc and glide onto the island with this in the middle.

Egg 053/150 (53/58)

Peanut | White | Destroy the sorceress statue

Flame all 3 rockets around the statue to blow it up.

Egg 054/150 (54/58)

Caroline | Grey | Trick Skater I

Complete Hunter's challenge of learning the basic skateboarding moves.

Egg 055/150 (55/58)

Alex | Grey | Trick skater II

Beat Hunter in his skateboarding challenge to earn points.

Egg 056/100 (56/58)

Lys | Grey | Rescue the lost wolf

Help Farley get back to his owner using his handy ball.

Egg 057/150 (57/58)

Ralph | Blue | Collect the bones

As Sgt. Byrd, collect all the bones from the dinos that are scattered around the level. After the skeleton's bone dance Ooga'll give you the Egg.

SPOOKY SWAMP

Egg 058/150 (58/65)

Michael | Orange | Jump to the island

Just to the left of the bridge with no middle is an island with Michael on.

Egg 059/150 (59/65)

Frank | Orange | Across the treetops

On the final treetop behind lanton four you'll find this.

Egg 060/150 (60/65)

Thelonious | White | Find Shiny the Firefly

Find Shiny the Firefly just past the fourth and final lanton.

Egg 061/150 (61/65)

Herbi | Brown | Defeat Sleepy Head

Defeat the big, blue wizard Rhynoc named Sleepy Head.

Egg 062/150 (62/65)

Peggy | White | Escort the twins I

Help Basho the Firefly free the egg in this difficult challenge.

Egg 063/150 (63/65)

Michelle | Orange | Escort the twins II

Help Buson the Firefly free the egg in this super annoying challenge.

BAMBOO TERRACE

Egg 064/150 (64/65)

Dwight | White | Glide to the small island

In the area after first Zoe, go to the left and along here you can glide to an island.

Egg 065/150 (65/70)

Madison | White | Glide to the hidden cave

Jump up the steps at the back end then at the top glide straight to the cave.

Egg 066/150 (66/70)

Tom | Blue | Clear the pandas' path

Find Sing Sing in the second proper hut of the level.

Egg 067/150 (67/70)

Rusty | Green | Shoot from the boat

Complete Shui's challenge of shooting all of the Rhynocs with the superflame powerup before the panda's are flicked away.

Egg 068/100 (68/70)

Pee-wee | Green | Shoot from the boat

Catch the Blue Egg Thief that runs around the entire level.

Egg 081/150 (81/90)

Brubeck | Grey | Smash to the mountain top

Smash through all of the Rhynocs and other obstacles to the top of the giant building-like mountain.

COUNTRY SPEEDWAY

Egg 069/150 (69/70)

Gavin | Orange | Time attack

Complete the course of 8 rings, tractors, space cows and bi-planes.

Egg 070/150 (70/80)

Shemp | Green | Race the pigs

Come in first place in the race against the 5 Bi-planes.

Egg 071/150 (71/80)

Roberto | White | Hunter's rescue mission

Complete the challenge of shooting all space cows and sheep saucers as Hunter and he'll give you this, it seems to be in some kind of a bubble.

SPIKE'S ARENA

Egg 072/150 (72/80)

Monique | White | Defeat Spike

Defeat Spike the giant, horrible, blue Rhynoc.

EVENING LAKE HOME

Egg 073/150 (73/80)

? | ? | Behind the secret wall?

Yes, it's a crack in the wall underwater... *ahem*, you can charge.

Egg 074/150 (74/80)

Jonah | Orange | Belly of the whale

Well, the whales already had his dinner. Good thing he didn't bite it.

Egg 075/150 (75/80)

Stuart | Green | I'm invincible!

Glide through the flame throwers (with invincibility) quickly. Then, grab the egg on the cliff the other end.

Egg 076/150 (76/80)

Ted | Green | On the bridge

Walk along the bridge. Er, yes, the big oval 3D thing.

Egg 077/150 (77/80)

Hannah | Green | Glide to the tower

Aloha Mrs egg. Tower.

BENTLEY'S OUTPOST

Egg 078/150 (78/80)

Brian | White | The Gong Show

Simply spin your club at the snowball thrown by Bart and go across the bridge.

Egg 079/150 (79/80)

Charlie | Green | Snowball's Chance

Simply do another deflection to a gong and go across the snowball.

Egg 080/150 (80/90)

Eric | Green | Help Bartholomew Home

Just reach the end of the Outpost and get your egg as usual.

SPIDER TOWN

Egg 082/150 (82/90)

Tootie | Blue | Go to town

Defeat the Spider Queen in her dark, dirty pit.

FROZEN ALTARS

Egg 083/150 (83/90)

Cecil | White | Glide from the temple roof

Some undescrivable-to-me glides across a giant snow-wall to a tower top and to a distant island.

Egg 084/150 (84/90)

Aly | Green | Box the yeti

Box the big, bad, green yeti and win. Wait-- GREEN?! Oh, sorry. I meant Box the big, bad yeti and win the green dragon. Yes, that's better.

Egg 085/150 (85/90)

Ricco | Green | Box the yeti again!

Beat the suddenly better yeti a second time in three rounds to win. Bart didn't get his ball back but... WE DON'T CARE!!!

Egg 086/150 (86/90)

Jasper | Green | Across the rooftops

After a whole load of confusing climbs and glides, an ending professional glide does the trick.

Egg 087/150 (87/90)

Jana | Green | Melt the snowmen

Melt all the snowmen to clear the path to the lovely 'secret' room, where Eugene thanks you.

Egg 088/150 (88/90)

Ba'ah | White | Catch the ice cats

Baaah.
5 Goals first. Baaah.

LOST FLEET

Egg 089/150 (89/90)

Craig | Blue | Find Crazy Ed's treasure

Just clear the path and smash down both Xs and you'll get the treasure.

Egg 090/150 (090/100)

Oliver | Orange | Skate race the Rhynocs

Race the rhynocs around the track and be first to do 3 laps.

Egg 091/150 (091/100)

Aiden | Green | Skate race Hunter

Race Hunter around the track, kill 10 crabs, and be first to do 3 laps.

Egg 092/150 (092/100)

Chad | Green | Swim through acid

Swim through the maze of acid pools and reach the other exit before your invincibility runs out.

Egg 093/150 (093/100)
Ethel | Green | Sink the Subs I
Destroy all 6 subs in the acid pool area.

Egg 094/150 (094/100)
Dolores | Brown | Sink the Subs II
Oo-er, a brown dragon! Destroy all 13 (total) subs in the acid pool area.

FIREWORKS FACTORY

Egg 095/150 (095/100)
Noodles | Green | Hidden in an alcove
In the alcove in a corner of the lava river.

Egg 096/150 (096/100)
Sam | Blue | Ninja HQ
Go through the rooms and stuff. DON'T drop off the edge 'til his hatched.

Egg 097/150 (097/100)
Evan | Orange | Bad Dragon!
Destroy the two evil chinese dragons with the S&SMPUE.

Egg 098/150 (098/100)
Grady | Blue | Destwoy the wocket!
Just watch the cwutscene and the w-w-rocket (finally got it right) will
expwode after thwis dwops fwom it.

Egg 117/150 (117/149)
Patty | Green | You're doomed!
You certaintely are! Complete Handel's mission to reach the dragon egg after
an enormous army of ninjas and grab the stolen egg.

Egg 118/150 (118/149)
Donovan | Orange | You're still doomed!
Oh, noes! You've got to make it all the way back to the beginning because
Handel has been captured :P.

CHARMED RIDGE

Egg 099/150 (099/100)
Benjiman | Green | Egg in the cave
Turn around from the top of the wall, then glide down into the gloominess.

Egg 100/150 (100/149)
Moe | Green | Glide to the tower
Woooo! The 100th egg! This one is gotten after a series of glides and hovers.
Woooo!!!

Egg 101/150 (101/149)
Shelley | Green | Jack and the Beanstalk I
Get up to the platform bit and Jack'll say we're nearly there, and give you
four prizes.

Egg 102/150 (102/149)
Chuck | Blue | Jack and the beanstalk II
Jack'll leap up to you and give you the 'strange' egg the goose had layed.

Egg 103/150 (103/149)
Abby | Blue | Cat witch chaos

Kill all 30 cat witches in one life for this well deserved reward.

Egg 104/150 (104/149)

Sakura | White | Rescue the Fairy Princess
Talk to Ami and keep her secret safe for this.

HONEY SPEEDWAY

Egg 105/150 (105/149)

Chris | Blue | Time Attack
Above. (Refere to the Honey Speedway Guide)

Egg 106/150 (106/149)

Henri | Green | Race the bees
Above. (Refere to the Honey Speedway Guide)

Egg 119/150 (119/149)

Nori | White | Hunter's narrow escape
Go through the honey river dodging rocks and logs until the saucer crashes and gives the egg.

SCORCH'S PIT

Egg 107/150 (107/149)

James | Brown | Defeat Scorch
Defeat Scorch the big, flying bat thing. (This one breathes fire!)

MIDNIGHT MOUNTAIN HOME

Egg 108/150 (108/149)

Saki | Green | Glide to the island
Just glide there. You need to know much more?

Egg 109/150 (109/149)

Maiken | Grey | Catch the thief
Just catch him :P.

Egg 110/150 (110/149)

Billy | Orange | Shh, it's a secret
Despite how I was confused with the odd description for the egg, it's behind a cracked wall in Desert Ruins.

Egg 111/150 (111/149)

Evie | Orange | At the top of the waterfall
As much as these eggs in Midnight Mountain are so close to each other and so easy to get makes me suspicious. Near the 100 Egg door.

Egg 112/150 (112/149)

Buddy | Grey | Headbash the floor?
I don't know the description of this one. Below the cracked floor right of the Bugbot Factory entrance.

Egg 148/150 (148/149)

Al | White | Egg for sale
Charge into the big buffoon Moneybags 16 times to get your gems back and this.

AGENT 9'S LAB

Egg 113/150 (113/149)

Beulah | White | This place has gone to the birds

Snipe down all the big birdy thingies and you'll go get this.

Egg 114/150 (114/149)

Tony | Green | Bomb the boats

Shoot the six boats riding in the water. The last shot will only damage the boat but send it out of control and crashing the egg onto shore.

Egg 115/150 (115/149)

Rowan | Green | Clear the lab

Kill all the rhynocs in the level for a good reward.

STARFISH REEF

Egg 116/150 (116/149)

Ahnashawn | White | Beach Party!

Defeat the big, double-bodied manta ray thing.

CRYSTAL ISLANDS

Egg 120/150 (120/149)

Manie | Green | Glide to the island

Glide over to the lone island just after the first magic trick to the right.

Egg 121/150 (121/149)

Lloyd | Blue | Reach the crystal tower

Yah, Marvello is happy for you clearing the islands and reaching him. So happy he gives you a reward that would be declined in the real world.

Egg 122/150 (122/149)

Elloise | Blue | Ride the slide

Ride down the long slide maneuvering carefully to the patch of grass at the bottom.

Egg 123/150 (123/149)

Hank | Grey | Whack a mole

Whack 20 moles and 0 gnomes in 1:05 on the random ledge.

Egg 124/150 (124/149)

Max | Grey | Catch the flying thief

Chase after the thief in the plane with the Superfly using tactics and then flame when close enough.

Egg 125/150 (125/149)

Grace | Green | Fly to the hidden egg

On top of the golden entrance to The Great Zamboni. Use Superfly to get there.

DESERT RUINS

Egg 126/150 (126/149)

Lester | Orange | Krash Kangaroo I

Reach halfway in the side-scrolling Sheila adventure.

Egg 127/150 (127/149)

Pete | Green | Krash Kangaroo II

Arrrrrrrrrrrrrrrrrrrr! Krash Kangaroo 2: Ripto Eats Bananas. Just go the rest of the way.

Egg 128/150 (128/149)

Nelly | Green | Sink or singe

From the Sheila level, just glide right and across the platforms near to a

cracked wall.

Egg 129/150 (129/149)

Andy | Brown | Give me a hand

Gliding across the hand statue in the acid pool and across the debris helps increase your colossal egg collection.

Egg 130/150 (130/149)

Sadie | Orange | Shark Shootin'

Shoot all 8 rhynocs on sharks with your Manta Ray Torpedos.

Egg 131/150 (131/149)

Marty | Green | Raid the tomb

Tara will knock down a wall and come crashing in with the reward for finding the bratty kid.

HAUNTED TOMB

Egg 132/150 (132/149)

Christine | Orange | Climb the wall

Just go into the area after the avalanche bit and up the ladder.

Egg 133/150 (133/149)

MJ | Green | Tank Blast I

Destroy all 4 cannons in the battlefield of the Demolition Derby.

Egg 134/150 (134/149)

TJ | Blue | Tank Blast II

Destroy all 10 cannons in the battlefield of the Demolition Derby.

Egg 135/150 (135/149)

Malcolm | White | Snake slide

Ooooooh, down another one of them slides and reach the bottom. At the end of the level.

Egg 136/150 (136/149)

Will | Blue | Release the temple dweller

Make your way to the top of the tomb to answer the riddle. You'll win an egg.

Egg 137/150 (137/149)

Roxy | White | Clear the Caves

Defeat all 75 enemies in the 5 trials of King Rover.

DINO MINES

Egg 138/150 (138/149)

Romey | Green | Swim through the wall

In a crack in the wall, second area, underwater cave.

Egg 139/150 (139/149)

Elliot | Blue | Shafted!

Reach the end of the mine shaft dodging falling ruins, rocks and TNTs.

Egg 140/150 (140/149)

Sharon | Orange | Gunfight at the Jurassic Corral

Shoot out all of the dinos of the Bailey Gang using Agent 9's laser gun. Only 10 eggs left!

Egg 141/150 (141/149)

Sergio | Orange | Take it to the bank

MOLTEN CRATER

Skill Point 03/20 (03/10)

Supercharge the wall

You don't have to supercharge it, but charge that red crack then break the jar!

Skill Point 06/20 (06/10)

Assemble Tiki Heads

Put the Tiki's heads all in one spot to get them dancing.

SEASHELL SHORE

Skill Point 04/20 (04/10)

Catch the Funky Goose

Swim around after the goose which moves out of the way if you get close.

SGT. BYRD'S BASE

Skill Point 05/20 (05/10)

Bomb the Gophers

Shoot/Bomb all 6 moles in the level.

ICY PEAK

Skill Point 07/20 (07/10)

Glide to the Pedestal

Glide over to the pedestal in the same way you got the red Egg Thief.

ENCHANTED TOWERS

Skill Point 08/20 (08/10)

Skateboarding Course Record II

Complete the 10,000 point timed challenge.

SPOOKY SWAMP

Skill Point 09/20 (09/10)

Flame all Piranha Signs

Flame all of the Piranha Signs scattered throughout the level. A clue is they are found near water.

BENTLEY'S OUTPOST

Skill Point 10/20 (10/20)

Ahhh, finally, another Skill Point. Just push the box over the edge and you'll get it. (NOTE: You can now open half of the Epilogue on the Atlas with O!)

FROZEN ALTARS

Skill Point 11/20 (11/20)

Beat the yeti in less than two rounds

Yeah, look at the name on the Skill Point. You should do this easily. If you didn't while getting Egg 85, reset the console and plug in a second controller. Don't let anyone touch it :P.

LOST FLEET

Skill Point 12/20 (12/20)

Reach the top limit of lives in the game in no time: START, R2, L2, R2, L2, ^, ^, ^, ^, O

Free head-inflating injections: START, ^, R1, ^, R1, ^, R1, O, O, O, O

A non-purple dragon: START, ^, <, \/, >, ^, [], R1, R2, L1, L2, ^, >, \/, <, ^, The following button depends on what colour you want Spyro to be:

Black - \/

Blue - X

Green - T

Pink - []

Red - O

Yellow - ^

There is a secret difficulty setting in the game. Change: START, O, [], >, <, >, [], O,

Easy - X

Hard - []

Can't complete Starfish Reef? If not, have the ability for completing it anyway: START, O, R1, O, L1, O, R2, O, L2, O

As seen in the Epilogue: START, ^, ^, <, <, >, >, \/, \/, [], O, []

Can't beat the Sorceress? See what happens afterwards: START, <, >, <, >, <, >, [], O, [], O, [], O

Can't get to a certain level, or wanna watch a cutscene?: START, ^, \/, ^, \/, <, >, <, >, [],

Sunrise Spring Home - X, O

Sunny Villa - X, X

Cloud Spires - X, []

Molten Crater - X, T

Seashell Shore - X, >

Mushroom Speedway - X, \/

Sheila's Alp - X, <

Buzz's Dungeon - X, ^

Crawdad Farm - X, R1

Midday Garden Home - [], O

Icy Peak - [], X

Enchanted Towers - [], []

Spooky Swamp - [], T

Bamboo Terrace - [], >

Country Speedway - [], \/

Sgt. Byrd's Base - [], <

Spike's Arena - [], ^

Spider Town - [], R1

Evening Lake Home - T, O

Frozen Altars - T, X

Lost Fleet - T, []

Fireworks Factory - T, T

Charmed Ridge - T, >

Honey Speedway - T, \/

Bentley's Outpost - T, <

Scorch's Pit - T, ^

Starfish Reef - T, R1

Midnight Mountain Home - >, O

Crystal Islands - >, X

Desert Ruins - >, []

Haunted Tomb - >, T

Sgt. Byrd's Base: Throughout the level you probably stayed high alot. Go through it again and search the ground. Oh, and, there are balloons in the sky.

Icy Peak: In the Thief area, supercharge along the right track until you get into the tunnel in the mountain. Hug the left wall to find a ice blockade. Charge through it and the Strong Chest inside.

Enchanted Towers: Where you go find the bones for Ooga, check all over the towers with Sgt. Byrd.

Spooky Swamp: In the Sheila level, go inside the alcoves and Super Jump up to the cracks in the wall and kick 'em. Also with Sheila, go to where the eggs are and kick through the wall behind...

Bamboo Terrace: In Bentley's level, clear the area and you'll be able to have a calmer stroll for the gems all about.

Evening Lake Home: Dive into the lake and swim down to next to where you go to Bentley. Look left and you'll see a crack. Charge through into a purplish room for loads of stuff.

Bentley's Outpost: Smash down the totem poles to find Strong Chests.

Frozen Altars: At the second tower, freeze the nearby duck and hop on him. Now glide over to the raised up bit and hover. Go up the steps to riches.

Lost Fleet: In the Skateboarding Park III, go to the very left of the first ramp and jump up. There you can grab any loose gems without using the skateboard.

Fireworks Factory: See two gems atop a tower that you just can't reach? I'm afraid you're on Hard Mode, and to get 'em you're gonna have t' use the cheat to get to Easy Mode and they'll appear in two Ninjas instead.

Charmed Ridge: At the end of the Jack and the Beanstalk challenge, headbash through the wooden floorboard there. You'll appear in a now unlocked room with a Headbash Chest in.

Midnight Mountain Home: Look behind the Haunted Tomb portal.

Agent 9's Lab: In the area with the boats, look up to find a balloon. Shoot it down.

Crystal Islands: Get to the Superfly powerup and fly over the first indoor bit. Up here you can find a key, an egg and a whole load of gems.

Desert Ruins: Go up to the top of the tomb via ladder. Go left of the way to the Challenge Portal and go along the wall here. Glide over to lives and gems.

Haunted Tomb: Before killing the Earthshapers, use their snowballs to destroy the sarcophaguses.

Dino Mines: Refere to the guide for the 'Leap of Faith' egg.

Super Bonus Round: Check everywhere. And in the 17000 Gem area, go along the track and grab any stray gems.

That's it. If you find anymore or a mistake here, please contact me at

Attack: Superfly and flame

Description: Waves around to dodge you. A black spirit face.

MOLTEN CRATER

Name: Grumpy Grandad

Attack: Flame

Description: Whacks you with his walking stick. A big, angry rhynoc with lots of wrinkles.

Name: Boar/Piggy

Attack: Any

Description: Charges at you with fury. A red pig-like boar.

Name: Hot Rodelero

Attack: Charge

Description: Defend with shield and attack with sword. A basic rhynoc, with a shield, sword and armour.

Name: Dizzy birds

Attack: Shoot

Description: Flies around dazed at your level attempting to block your path. An eagle which respawns.

SEASHELL SHORE

Name: Torpedo Rhynoc

Attack: Charge

Description: Shoots with a mini-torpedo gun. A basic orange rhynoc that breathes water.

Name: Octopus

Attack: Charge

Description: Spins its tentacles around crazily. An orange octopus

Name: Beach kid

Attack: Any

Description: Hides in a seahell then attacks with spade. A mini orange rhynoc with swimwear on.

Name: Lobber

Attack: Flame

Description: Lobs big metal barrels at you to roll you over. A big orange rhynoc with swimwear on.

Name: Bluto the Rhynoc

Attack: Torpedo x15-20

Description: First Semi-Boss. A muscled orange rhynoc inside a metallic shark.

BUZZ'S DUNGEON

Name: Buzz

Attack: Charge into lava x6

Description: First main boss. A giant green, wussy toad with spikes on its back.

CRAWDAD FARM

Name: Crawdad

Attack: Shoot

Description: Runs at you as a sacrifice. A small orange crab-like creature.

Name: Baby Crab

Attack: Shoot x3

Description: Runs at you snapping its claws. A redder, more crab-like creature.

Name: Crawdad King

Attack: Shoot x100

Description: First Sparx Boss. A very large version of the Crawdad

SGT. BYRD'S BASE

Name: Mother Nature Hater

Attack: Any

Description: Throws plantpots at you... WITH THE PLANTS IN! A pink muscly but small rhynoc.

Name: Winged Butterfly Catcher

Attack: Any

Description: Waves a butterfly net around lethally. Like a trumpeteer, only a bit fairy-like.

Name: Pinner

Attack: Any

Description: Has a gun with pin-like ammo. Like a pick-axer.

ICY PEAK

Name: TNT Carrier

Attack: Flame

Description: Walks into you with a TNT to sacrifice. Some masked blue rhynoc carrying a TNT crate.

Name: Mr. Bulky Pants

Attack: Flame

Description: Obese rhynoc which squashes you somehow. Big, blue and mean... with big pants.

Name: Ice Hokey Players

Attack: Flame

Description: Whacks Nancy the IceSkater with hockey stick. A hockey-playing blue rhynoc.

ENCHANTED TOWERS

Name: Dragon things

Attack: Rock/Shoot

Description: Flying monsters which spit Superflame fireballs. Green round flying things.

Name: Driller

Attack: Any

Description: Drills over to you. Basic rhynoc on big drills.

Name: Judge

Attack: Flame

Description: Smashes it's big court mallet on you. A big formal rhynoc with fast feet.

SPOOKY SWAMP

Name: Gator

Attack: Any

Description: Bites away with its sharp jaws. A mini-crocodile.

Name: Lanton Lighter

Attack: Flame

Description: Whacks you with a lanton or... something. A big orange geezer.

Name: Blue Gunner

Attack: Any

Description: Has a gun that shoots thin blue bullets. Looks like a Mother Nature Hater.

Name: Sleepy Head

Attack: Charge Bombs at x4

Description: Second Semi-Boss. Blue wizard-like rhynoc guy.

BAMBOO TERRACE

Name: Moose

Attack: Any

Description: Charges into you. Looks like your common day moose.

Name: Umbrella Dude

Attack: Flame

Description: Flies in on umbrella and whacks you with it. Blue rhynoc thing with bad-weather clothing on.

Name: Fireworks Dealer

Attack: Any

Description: Sets off fireworks and throws them at you. Blue rhynoc with green jacket that soars off when charged.

SPIKE'S ARENA

Name: Spike

Attack: Charge x3, Powerflame x3, Blue bomb thing x2

Description: Second main boss. Big blue rhynoc with a giant laser gun.

SPIDER TOWN

Name: Spider

Attack: Shoot

Description: Runs at you as a sacrifice. A spider.

Name: Obese Spider

Attack: Shoot x10

Description: Makes a shield of fire round self. A very, very fat spider.

Name: Spider Queen

Attack: Shoot face x100

Description: Second Sparx boss. An obese version of an Obese Spider.

BENTLEY'S OUTPOST

Name: Mob Rhynoc

Attack: Smash

Description: Waves fire torch around. A big angry rhyno-dude.

Name: Seal
Attack: Deflect it's attack
Description: Throws snowballs at you. A common day seal.

FROZEN ALTARS

Name: Rwrđ (Rock weilding rhynoc dude)
Attack: Any
Description: Throws rocks at you. Basic blue rhynoc that moons you if you destroy its ammunition.

Name: Mini Mammoth
Attack: Any
Description: Charges into you. An extremely small mammoth.

Name: Royal Rhynoc
Attack: Freeze 'n' charge
Description: Whacks with fast club. A very royal looking rhynoc.

Name: Frosty the Snowman II
Attack: Melt
Description: Shakes you and throws you backwards if you dare pass. The living snowman himself, only evil.

Name: Nasty Yeti
Attack: Box
Description: Steals Bartholomew's ball and fights you for it. Evil-looking Bentley

LOST FLEET

Name: Crab
Attack: Any
Description: Snap claws as it gets up to you. A common day crab, only bigger.

Name: Torch Ghost
Attack: Jump and Flame
Description: Flies around and whacks you with torch. An acid rock chucker in a white sheet.

Name: Rock Ghost
Attack: Rock
Description: Flies around and throws acid rocks at you. One/two acid rock chuckers in a white sheet.

Name: Acid Rock Chucker
Attack: Any
Description: Throws acid rocks at you. A little blue bugger that comes from the ghosts.

Name: Submarine
Attack: Torpedo
Description: Drops mines behind self. A small submarine.

FIREWORKS FACTORY

Name: Ninja
Attack: Any
Description: Whacks with staff. A rhynoc wearing black all over, knows karate

'n' stuff.

Name: Bomber Rhynoc

Attack: Flame Back/Explosive

Description: Chucks bombs or runs into exploding. A rhynoc with exploives all on his back.

Name: Shooter Ninja

Attack: Any

Description: A Ninja, only armed with a gun.

Name: Chinese Dragon

Attack: Superfly + Superflame

Description: Final Semi-Boss. Long chinese dragon that requires the combined powerup and can respawn gradually.

CHARMED RIDGE

Name: Mouse Wizard

Attack: Any

Description: Throws burst of magic or moves and changes stuff. A little mouse with magic clothing on.

Name: Spear Rhynoc

Attack: Charge (Enlarged: None)

Description: Charges at you with spear. A small, armoured blue rhynoc with strong clothing and a pointy spear.

Name: Crossbow-rhynoc

Attack: Any (Enlarged: Flame)

Description: Bows you sorta. A rhynoc armed with some sorta crossbow.

Name: Cat Witches

Attack: Shoot

Description: Flies on brooms and tries to hit you. Mouse Wizard like critters.

SCORCH'S PIT

Name: Scorch

Attack: Shoot x500/Firecracker x25

Description: Third main boss. A gigantic red bat with powerful wings.

Name: Crab

Attack: Any

Description: Snap claws as it gets up to you. A common day crab, only bigger.

Name: TNT Carrier

Attack: Flame

Description: Walks into you with a TNT to sacrificse. Some masked blue rhynoc carrying a TNT crate.

Name: Mini-sun

Attack: Run away for a bit/Shoot/Flame

Description: Runs into you and explodes. A supremely small version of the sun.

Name: Buzz Clone

Attack: Charge into lava

Descripton: A weaker copy of the first main boss.

STARFISH REEF

Name: Starfish
Attack: Shoot
Description: Runs at you as a sacrifice. A starfish

Name: Big Starfish
Attack: Shoot
Description: A bigger starfish that breaks into two when you shoot it.

Name: Evil Sting Ray
Attack: Shoot x100
Description: Third Sparx Boss. A big sting ray.

AGENT 9'S LAB

Name: Laser Gunner
Attack: Shoot
Description: Shoots at you. A rhynoc with a laser gun.

Name: Shielded Laser Gunner
Attack: Bomb
Description: A laser gunner that is immune to your shots.

Name: Evil Eagle
Attack: Shoot
Description: Swoops at you. An eagle.

CRYSTAL ISLANDS

Name: Torpedo Rhynoc
Attack: Charge
Description: Shoots with a mini-torpedo gun. A basic orange rhynoc that breathes water.

Name: Octopus
Attack: Charge
Description: Spins its tentacles around crazily. An orange octopus.

Name: Beaver thing
Attack: Jump and flame
Description: Throws metal debris. A big bat-winged beaver.

Name: Colorful Tree
Attack: Flame
Description: Whacks ground causing shockwave. A mini multi-coloured tree.

DESERT RUINS

Name: Small Scorpion
Attack: Any
Description: Shoots some bullet thing at you. A very large scorpion.

Name: Big Scorpion
Attack: Jump and Flame/Kick
Description: Throws fire below you. An even larger scorpion.

Name: Metallic Cup
Attack: Charge
Description: Heats up the ground it's on. A metal cup that has fire in it.

Name: Rhynoc on Indestructable Shark

Attack: Manta Ray Torpedos

Description: Fires Torpedos at you. A basic orange rhynoc on an indestructable shark.

HAUNTED TOMB

Name: Mummy

Attack: Any

Description: Whacks with a big stick. An Egyptian rhynoc wrapped in bandages and respawns from sarcophaguses.

Name: Earthshaper

Attack: Throw it's attack back

Description: Throws a snowball full of explosives at you. A whiter version of the big rock guys in Spyro 2.

Name: Anubis

Attack: Charge

Description: Charges at you. Egyptian metal things.

Name: Cobra

Attack: Shoot

Description: Spits green stuff at you. An Egyptian snake.

Name: Tank

Attack: Tank shot

Description: Shoots at you. A tank. Y'know, those big things with the turrets?

DINO MINES

Name: Green Dino

Attack: Flame

Description: Gets out two automatic rifles and shoots. A small dinosaur with a cowboy hat.

Name: Blue Dino

Attack: Flame

Description: Lobs a dynamite stick out of its mouth. A small blue dinosaur with a cowboy hat.

Name: Machine Cannon

Attack: Charge

Description: Uses an automatic cannon and shoots alot. A very bright blue rhynoc on a cannon.

Name: Seahorse

Attack: Charge

Description: Gets out an automatic waterproof rifle and shoots. A big orange seahorse.

Name: TNT Crate

Attack: Avoid at all costs

Description: Blows up when touched. A brown crate marked 'TNT'.

SORCERESS' LAIR

Name: The Sorceress

Attack: Cannon x15

Description: Fourth main boss. A small blue alligator with a wand powered by

an egg.

BUGBOT FACTORY

Name: Bug

Attack: Shoot

Description: Runs at you as a sacrificise. A red thing.

Name: Bugbot

Attack: Shoot x10

Description: Shoots out Bugs and shots. A big blue robot.

Name: Reptile

Attack: Shoot x5

Description: Fires shots at you. A thin green lizard reptile thing.

Name: The Caterpillar

Attack: Shoot x100

Description: Final Sparx Boss. A big, long orangish thing in parts.

SUPER BONUS ROUND

Name: Submarine

Attack: Torpedo

Description: Drops mines behind self. A small submarine.

Name: Flying Sheep Saucer

Attack: Superfly + Superflame

Description: Shoots from behind. A small saucer will a glass top and a sheep inside.

Name: The Sorceress - Saucer style

Attack: Saucer x20

Description: Final main boss. The alligator from earlier... in a saucer!

If have got any wrong, or mis-included any, please contact me at tasteguy(at)msn(dot)com

LXXXII ++++++FAQs+++++ LXXXII

Yay! The Frequently Asked Questions section is now open. There are non yet, but you can ask me one at tasteguy(at)msn(dot)com if you wish to. Any questions to do with this guide or anything I haven't included and you don't know about, please do send me an e-mail. I may reply saying 'Please check so and so in the guide for your answer'. If I do, follow those instructions. If I feel that your e-mail would fit perfectly in here, I shan't reply but answer it by updating this guide. Please put the subject as 'Spyro YotD FAQs' or I might'nt know what you're on about.

LXXXII ++++++Misc.+++++ LXXXII

If you wish to contact me, send an e-mail to tasteguy(at)msn(dot)com and make it clear if you're talking about this guide or not. It is, I'm afraid, quite unlikely I'll reply, since I rarely check my e-mail.

LXXXIII +++++Closing+++++ LXXXIII

Well, that's it. All that time. Guide done, done, done. Next up it'll be a cross between Crash Twinsanity and Spyro 2. Reason is I've already started writing a guide for Twinsanity and I've recently completed Spyro 2 to 100%.

Goodbye, I guess. Such a long guide. Nothing left to do now but post it on GameFAQs. 7th of May 207. Never would've guessed it. Anyway, smell ya later!

LXXXV +++++Credits+++++ LXXXV

Game FAQs - A great gaming site!

Dark 52 - For the top bit with all the information and other things.

Me - For writing this guide.

CHyde - For something else but I'm sure his guide helped me.

Insomniac - For creating the first three Spyro games.

This guide may only be posted on the following sites thus far:

www.gamefaqs.com
www.freewebs.com/4spyrogamesinfo
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