

# Spyro 3: Year of the Dragon Skateboarding FAQ

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Spyro 3: Year of the Dragon Skateboarding FAQ

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Hello and Welcome to my Spyro 3 FAQ!

=Version1.0=

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1a. Version History

Sept. 20, 2005

V.1.0

-Started to type FAQ

After many days of work, I have begun to publish this FAQ.

-Sept. 21, 2005 Published file.

-Sept. 27, 2005 Added Ledge in Lost Fleet. Added More info on Squid Board  
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2b. Course/Parks

This section is an outline of all the skate courses/parks in the game.

It includes descriptions as well as objectives, and anything else I feel should be included.

1. Sunny Villa Skate Park

One can find this park when one has gotten to the end of the level. It is up the stairs behind the mayor.

-Orange Jump Ramps: 6

-Blue Twist Ramps: 14

-Board Platforms: 4

-Tunnels: 2

-Wooden Obstacles: 10

-Course Tricks: none

-Course Record: 3500

\*Objective:

-When you enter and talk to Hunter, he will tell you about lizards, and you will have to skate around to catch them. There are 15 lizards in all. When you are done and have gotten the egg, you will have to catch them again, only this time, you have a time limit of 2 minutes, and you cannot fall off your board. This should not be too difficult. Once you complete these tasks, collect the treasure, and get all the eggs, Hunter will allow you to try and go for a new course record.

-If you beat the course record, you receive a skill point for your work.

\*Course Description:

-Relatively small course, a half-pipe, a section with about 3 half-pipes, a higher area where you start, and two tunnels. There are 10 wooden posts in the park; 6 in the ground level tunnel and 4 on the first part of the area with three half-pipes. So far, I am not sure if they are there to serve any purpose than just obstacles.

## 2. Enchanted Towers Skate Park

This is my favorite park. It is big, and has a lot of other cool features too. To get here, one must get to the end of the level, and blow up the giant golden statue of The Sorceress. Once this is done, you can glide onto the platform where the statue was from a nearby hill, and drop down into the hole to get to portal.

-Orange Jump Ramps: 5

-Blue Twist Ramps: 6

-Tunnels: 3

-Board Platforms: 7 (6 if you haven't beaten Hunter yet)

-Rooms: 1

-Course Tricks: Triple Towers, Half-Pipe Leap

-Course Record: 10,000

\*Objective:

-When you enter and talk to Hunter, he will talk about the course, and then challenge you to learn tricks. When you have completed this easy task, he will give you an egg, and then challenge you to a one-on-one freestyle skateboard challenge. He is easy to beat, because he only scores 2500-4000 or so points. When you beat him, he will give you another egg, and then will allow you to try and go for a new course record.

-Again, if you beat the course record, you receive a skill point for your work.

\*Course Description:

-Large course, a large half-pipe, a high part of the level with many hills and tunnels, several jumps, a round spin ramp in the center of the main part, three towers near the front, and one very large and very useful ramp. To the left of the entrance is a twist ramp, with a room at the top containing another twist ramp. If you turn the jump ramp to the left of this room, it leads to the three towers.

-Course Tricks:

There are two tricks unique to this course. They are, as previously mentioned, the Triple Towers, and the Half-Pipe Leap.

=Half-Pipe Leap: This is an easy thousand points. Go past the first orange ramp in the beginning, and take the second onto the hill. Make a right at the tunnel, and launch off the orange ramp at the end, to the ramp on the other side. If you land without crashing, you will have done this correctly.

Point Value: 1000

=Triple Towers: This one is also fairly simple. At the beginning, take a left. Go up the blue twist ramp, then turn left before the room and launch off the orange ramp up onto the first tower. Just jump from tower to tower to complete this move. There is an orange ramp at the end of the third tower.

Point Value: 1000

## 3. Lost Fleet

There are several methods to get here. It is to the left of the beginning of the level. Get onto the plateau full of crabs, and continue on until you reach the portal. This is a race rather than a trick course.

-Crabs: 10

-Jumps: 14

-Powerups

=Speed (Blue Stars): 6

=Missiles (Red Stars): 4

-Water: 5

-Opponents: 5 Rhynocs, Hunter

-Caves: 1

-Course Record: 1:45:00

\*Objectives:

-When you enter, Hunter is waiting to tell you that you have been challenged to a race by the Rhynocs. This is pretty easy if you don't crash. Get crabs or do tricks for turbo, and use the powerups. The missiles are helpful, because if you hit a Rhynoc, they fall putting you ahead of them. Once you have gone three laps and finished in 1st place, you get an egg.

-Once you have beaten the Rhynocs, Hunter challenges you to a race. To make it a little more difficult, he also adds the rule that you must get all ten crabs. Again, not too hard if you keep up with him. He is faster than the Rhynocs, and since there's only one of him, is harder to stay ahead of. Once you beat him, you get another egg.

-After you defeat Hunter you can go for the record. The record is 1:45:00, and if you beat it, you receive a skill point.

\*Course Description:

-Basically, it's a round track sort of setup. There are ramps all over, a big ship in the front, a few obstacles, a section with some water, crabs, a cave at the end(to get here, you must turbo up the last ramp), and a big plank that when jumped on gives a big boost if you go through the turbo powerup.

-There is also another area on top of a ledge. I discovered this about a week after the original version of this FAQ was created. It may take a few tries to get here, but teeth 2 speed powerups, and a high jump, it can be worth it. To get here, you must have a fair amount of turbo. Go to the third ramp, the one to the left, just before the last water, with a red powerup in front and a blue powerup at the top. Get a good distance away, and turbo up the ramp, making a turn to the left after you hit the blue powerup. Timing isn't really critical, but if you don't turn in time, you will miss. There is also a way to ride the wall up here. This is very peculiar, and may be a glitch. Save yourself in trouble and stick with the first method.

#### 4. Super Bonus Worlds Course

This one is kind of tough. You need to get into the Super Bonus Worlds, and then go to the door that says that you need 17,000 gems to open it. Once you get 17,000 gems, you can enter and take the challenge.

-Crabs: 14

-Powerups:

=Speed (Blue Stars):8

=Missiles (Red Stars):6

-Jumps: too many to list

-Course Record: 2:00.00

-Opponents: "Sasquatch Six"

\*Objectives:

-The objective in this course is to win a race against a gang of six Yetis. Hunter will be there when you get in and explain situation. This is similar to the race in Lost Fleet, but much longer. This one is difficult to beat, but again, if you don't crash, you should be fine. When you have won, you get a treasure chest with 1500 gems.

\*Course Description:

-This is a long course. It is a circular track like in Lost Fleet, but it is longer and overlaps at some points. You get a different board as well. It is a board with rocket boosters on the back, and it is somewhat bigger. There are many jumps all over the place. The track is thin at points, and while there is no water or other such obstacles, there are several spaces you can fall in if you're not careful. It is also dark, so it's harder to see at some parts.

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#### 3c.Tricks/Moves

This section basically instructs you on how to use the various tricks and moves that can be done in any of the skateboard levels in Spyro3. In the race levels, you receive turbo for doing tricks, while in the other courses, you get points that are totaled into a high score. Also, you must know that in a course, once you do a trick, you can do it a second time, but the point value is reduced by half each time(say if a move is worth 1000. the next time it is performed, its point value drops to 500, then 250, and so on).

\*Button Key:

/\_ \ Triangle

< Left

> Right

^ Up

\ / Down

X x, naturally

O To flame, only needed to catch the lizards in the Sunny Villa course.

#### \*Controls:

-The controls are easy and simple to use. It's manipulating them to make tricks that you need to work with.

X: The X button is what you use to jump, or twist (if you're on a blue ramp).

<, >, ^, \ /: Besides using these to move, you also use them to do tricks.

/ \_ \: This is used in performing most tricks.

Analog Sticks: You can also use the analogue sticks to move if you prefer.

#### \*Basic Tricks:

-Roll (/ \_ \

-These are the basic tricks of the game. They lay the foundation for doing any other tricks. They are what you perform in combination to create larger tricks with higher point values.

-Flip:

There are two flips; Front Flip, and Back Flip.

Front Flip: Jump an orange ramp, then / \_ \ + ^

Back Flip: jump an orange ramp, then / \_ \ + \ /

Point value for both is 50 pts. each.

You can also do multiple flips to get more points. Just hold the buttons down longer, but you need much more height to get these to work though.

Double Front Flip: 100pts.

Double Back Flip: 150pts.

Triple Front/Back Flips: 350pts.

Quad. Front/Back Flips: 1000pts.

-Roll:

There are also two rolls; Roll right, and Roll Left. They are performed similarly to the front flips.

Roll Left: jump an orange ramp, then / \_ \ + <

Roll Right: jump an orange ramp, then / \_ \ + >

Like with the flips, you can do multiple rolls. It's the same, as you need more height to do these.

Single Roll Left/Right: 50pts.

Double Roll Left/Right: 100 pts.

Triple Roll Left/Right: 350pts.

A Quadruple Roll Right is called a "Toasty Twist", and is worth 1000 pts.

A Quadruple Roll Left, is called a "Dr. Shemp", and is also worth 1000pts.

(There is one more mover done with rolls, but it is in a later section)

-Twisted Lemon/Lime

These moves are pretty much just combinations of the flips and rolls.

Twisted Lemon: jump an orange ramp, then / \_ \ + ^ + < / >.

Twisted Lime: jump an orange ramp, then / \_ \ + \ / + < / >.

The Twisted Lemon is worth 300 points, while the Twisted Lime is worth 150pts.

Double Twisted Lemon/Lime: 750pts.

Triple Twisted Lemon/Lime: 2000pts.

Quadruple Twisted Lemon/Lime: There is no real Quadruple Twisted Lemon/Lime, but I find it important to include this part as a note. If you do perform a Quadruple Twisted Lemon/Lime, it is counted as doing Triple a second time, so you get 2000pts. for the first time, then another 2000pts. for the next.

-Twists

Twists, like the other moves, work either left or right. They are done when you

push the jump button (X) at the top of a blue ramp.

Twist Left/Right: jump a blue ramp, then </>

If you hold the < or > button and you have a high enough jump, you will continue doing twists in the air.

Single Twist: 50pts.

Double Twist: 100pts

Triple Twist: 200pts

Crush (Quadruple Twist Right): 750pts

Gulp (Quadruple Twist Left): 750pts

Orange Crush (5 Twists Right): 2000pts

Big Gulp (5 Twists Left): 2000pts

#### -Complex Moves

There aren't many complex moves, but these few are very useful when going for a high score.

#### =Gnasty Gnorc:

This is a great move. It's fairly easy for more experienced players, and it has a high point value. It may take a few tries to land, but is very rewarding when mastered. To Perform: jump an orange ramp, then do two flips, followed by a roll. So controller wise, its: /\_ \ + ^ or \/, ^ or \/, < or >

Point Value: 2500pts.

#### =Raging Ripto:

This is a very difficult trick to pull off. It becomes easier as you practice, and is definitely among the best tricks if you're going for a high score.

To perform: jump an orange ramp, and then do 3 inverted rolls. You may need to get allot of speed, and a very high jump to do this, although I have done this off the first ramp without any extra speed or height (accidentally of course). The controls should look something like this: /\_ \ + < or >, < or >, < or >.

Point Value: 3000pts.

#### =Thrash Master:

Personally, I don't think this move is worth it. It's not very rewarding, and is difficult to do. I am not entirely sure on how to do this, but I have an idea. I think it is an inverted flip, where Spyro would appear as if he's laying on his side, and facing the camera. It may be something like this: /\_ \ + < or >, ^ or \/

Point Value: A sad, unrewarding 100pts.

#### =Level Moves:

There are only two of these that I know of, and I have listed the details of them in the Enchanted Towers levelguide (that is where they are). I also mention them here, because they involve more than just a simple move to perform, and they are each worth 1000pts.

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#### 4d. Eggs

-This is just a list of the eggs involved in all the skate parks.

-Sunny Villa

Lizard Skating I (Emily)

Lizard Skating II (Daisy)

-Enchanted Towers

Trick Skater I (Caroline)

Trick Skater II (Alex)

-Lost Fleet

Skate Race Rhynocs (Oliver)

Skate Race Hunter (Aiden)

-Super Bonus Worlds

No Eggs; 1,500 Gems

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## 5e. Misc.

### -Glitches

#### =Sunny Villa, Enchanted Towers

This has never happened to me in Sunny Villa, but I'm assuming it can. If you get too much speed, and are not careful, you can end up jumping right over the walls/mountains to your death.

#### =Lost Fleet:

You do not need the skateboard to explore the entire course. If you don't want to use it, or if Hunter is not there, (there is a point in the game where he gets captured and isn't there), you can get up the ramp. If you walk or charge at it, it appears as if you can't go up. But, if you charge, and while still holding square, jump right at the base, you will run right up. (this is on the left side of the entrance) You can get all of the treasure, except for 2 red gems on a ledge. You can also get the free life on the ship, if you get a missile and shoot at it. If you use the trick above to get into the course without a board, you cannot get hurt by either the crabs, or the water. You can however, fall off the ledge.

#### =Super Bonus Worlds

I have heard about and experienced many glitches on this course. There is one to be careful of. That is, that sometimes, if you fall of a ledge, the game may freeze. Another is that if you get all the crabs before you get on the board, you will start with a filled up turbo meter. Another similar to this, is that if you find a blue star powerup, and stand under it so it keeps charging you, when you do get on the board, you will be powered through the course. One last one that I heard is that there is a way to backtrack and fool the game into thinking that you have lapped the whole level. This one I have not been able to get to work, but I think it's worth a try.

-This one is kind of interesting, and can be helpful at times. If you twist off of the very edge of the ramp towards the opposite way, you will continue twisting right off the ramp, giving you a chance of getting in more spins.

### -Squid Skateboard Code

This is a code that will change Spyro's skateboard into a squid. This as I have read was originally for something in Lost Fleet, but it didn't "fit in", so they took it out. Also, If you get enough Skill Points and unlock the Epilogue, you see a slide that says that the Seals of Seashell Shore have found a new sport, squid boarding.

Pause the game, and Press: ^,^,<<, >>, \/, \/, [], O, []

### -Race Controls

I think that it is also important for me to include the controls for racing.

X: Jump

O: Flame, or Missile

/\_ \: Tricks

[]: Turbo

<, >: Moving, Tricks

^, \/: Tricks

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## 6f. Credits

Thanks to all the creators of this game, because it's truly one of the greatest. Thank you to the internet with supplying me with some of the information here. Thank you Father Time and society for giving me too much time, allowing me to write this FAQ.

Thanks to anyone else that helped out.

And finally, thank you mom, just for the sake of using the cliché, and for buying me the game all those years ago.

Also, if anyone finds anything not in my FAQ, please E-Mail it to me and I will

add it. Please ask permission before you copy my FAQ, or add it to any website.  
Thank You

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