

Spyro 3: Year of the Dragon Glitch FAQ

by crashspyro150

Updated to v5.50 on Aug 28, 2007

```
***      Spyro: YotD Glitch FAQ      ***
**      Written By: Joe Blow        **
*      Copyright 2006 crashspyro150  *
**                                          **
***-----***
```

Table of Contents:

A. About Me	[ABME]
B. Legal	[LGAL]
C. Version	[VERN]
D. Introduction	[INON]
E. Glitches	[GLES]
{Sunrise Spring Glitches}	
1. Sunrise Spring Home: Skip Bianca	[SKBI]
2. Sunrise Spring Home: Underwater Trap of Death 1	[UTD1]
3. Sunrise Spring Home: Walk on Top of Level	[WTLE]
4. Sunrise Spring Home: Air Swimming 1	[AIS1]
5. Sunrise Spring Home: Level Clone 1	[LLC1]
6. Sunny Villa: King of the Skate Park	[KOSP]
7. Sunny Villa: Face Plant 1	[FPL1]
8. Sunny Villa: Giant Chicken Alive	[GICH]
9. Cloud Spires: Skip Most of Level 1	[SML1]
10. Molten Crater: Reach Sgt. Byrd Early	[RSGT]
11. Seashell Shore: Air Swimming 2	[AIS2]
12. Seashell Shore: Level Clone 2	[LLC2]
13. Seashell Shore: Psychedelic Shark Sub	[PSSS]
14. Mushroom Speedway: Swimming in Speedway 1	[SIS1]
15. All Speedways: Missing Speedway Egg	[MSE1]
{Midday Gardens Glitches}	
16. Midday Gardens Home: Underwater Trap of Death 2	[UTD2]
17. Midday Gardens Home: Underwater Trap of Death 3	[UTD3]
18. Midday Gardens Home: Air Swimming 3	[AIS3]
19. Midday Gardens Home: Level Clone 3	[LLC3]
20. Enchanted Towers: Fly Away from Skate Park	[FASP]
21. Enchanted Towers: Whole New World	[WNWO]
22. Enchanted Towers: Face Plant 2	[FPL2]
23. Icy Peak: Skip Most of Level 2	[SML2]
24. Bamboo Terrace: Air Swimming 4	[AIS4]
25. Bamboo Terrace: Level Clone 4	[LLC4]
26. Bamboo Terrace: Reach Bentley Early 1	[RBE1]
27. Bamboo Terrace: No Bridge Necessary	[NOBN]
28. Bamboo Terrace: Disappearing Thief	[DITH]
29. Spooky Swamp: Watery Death	[WADE]
30. Spooky Swamp: Skip Moneybags 1	[SKM1]
31. Country Speedway: Swimming in Speedway 2	[SIS2]
{Evening Lake Glitches}	
32. Evening Lake Home: Air Swimming 5	[AIS5]
33. Evening Lake Home: Level Clone 5	[LLC5]
34. Evening Lake Home: Hunter's Cell	[HUCE]
35. Evening Lake Home: Ultimate Underwater Trap of Death	[UUTD]

- 36. Evening Lake Home: Whale Surfing [WHSU]
- 37. Frozen Altars: Playable Yeti [PLYE]
- 38. Frozen Altars: Skill Point 21/20 [SP21]
- 39. Frozen Altars: Scratching Post Horror [SPHO]
- 40. Frozen Altars: Skip the Evil Snowmen [STES]
- 41. Frozen Altars: Reach Cat Hockey Without Paying Moneybags [RCHM]
- 42. Frozen Altars: Reach Bentley Early 2 [RBE2]
- 43. Charmed Ridge: Seed to the Face [STTF]
- 44. Charmed Ridge: Make Jack Fall [MJAF]
- 45. Charmed Ridge: Skip Moneybags 2 [SKM2]
- 46. Lost Fleet: Invincible Spyro/Star Halo [ISSH]
- 47. Lost Fleet: Face Plant 3 [FPL3]
- 48. Lost Fleet: What Crabs? [WHCR]
- 49. Lost Fleet: Instant Boost 1 [INB1]
- 50. Fireworks Factory: Gem Bug [GEBU]
- 51. Honey Speedway: Swimming in Speedway 3 [SIS3]

{Midnight Mountain Glitches}

- 52. Midnight Mountain: Super Leap [SULE]
- 53. Midnight Mountain: The Impossible Tower (Gameshark) [IMTO]
- 54. Agent 9's Lab: Already Have Boat Egg [AHBE]
- 55. Dino Mines: Air Swimming 6 [AIS6]
- 56. Dino Mines: Level Clone 6 [LLC6]
- 57. Dino Mines: Impossible Arena [IMAR]
- 58. Crystal Islands: Air Swimming 7 [AIS7]
- 59. Crystal Islands: Level Clone 7 [LLC7]
- 60. Crystal Islands: Skip Moneybags 3 [SKM3]
- 61. Haunted Tomb: Flying Fodder [FLFO]
- 62. Haunted Tomb: Skip Most of Level 3 [SML3]
- 63. Desert Ruins: Skip Most of Level 4 [SML4]
- 64. Harbor Speedway: Swimming in Speedway 4 [SIS4]

{Super Bonus Round}

- 65. Super Bonus Round: Insta-dead Sorceress (Gameshark) [INDS]
- 66. Super Bonus Round: Instant Boost 2 [INB2]

{Whole Game}

- 67. Whole Game: Hacker Time [HATI]
- 68. Whole Game: Revisiting the Past [RETP]
- 69. Whole Game: Rainbow Spyro [RASP]

G. Thanks [THKS]

[{}][{}][{}][{}][\

About Me [ABME]

[{}][{}][{}][{}][/

My online name is Joe, and I'm known as crashspyro150. This is my second faq, and this one is about the glitches in Spyro: YotD. I've written one other guide on Gamefaqs. I finally got over my laziness to bring you this wonderful guide. Contact me at crashspyro1502000@yahoo.com. Don't send me crap. Easy as that.

[{}][{}][{}][{}][\

Legal [LGAL]

[{}][{}][{}][{}][/

This is my property okay? MINE. MINE. MINE. If you decide to use it on your

site, go ahead. Just put my name there, okay? How much simpler does it get?

Current Sites Allowed:

www.gamefaqs.com
www.neoseeker.com
www.supercheats.com
www.honestgamer.com

IMPORTANT NOTE:

I do not take credit for the discoveries of these glitches. I only credit the videos that have supplied me with the glitches. There are some that may have been found by others, but there is nothing about them on the internet other than here.

```
{}{}{}{}{}[\
Version      [VERN]
{}{}{}{}{}{/
```

This is where the version is listed.

- Version 1.00 The very first version. Definitely not the last, as I will most likely make a mistake or have to add to the credits.
- Version 1.50 I made some major mistakes. Changed the name of some glitches to the right ones.
- Version 2.50 Added a mess of new glitches.
- Version 3.00 Added two new glitches: Revisiting the Past and Psychedelic Shark Sub, credit for those two goes to Michael "Werelion" Preston.
- Version 4.00 Added 10 new glitches. That's right, 10!
- Version 5.00 This update makes the last one look tiny. We have brought the total to 61 with 21 new glitches, many with permission of PyRoTHPS, so thank you SO much!
- Version 5.50 Not large enough to warrant V6 yet. We now have the Level Clone glitches, as well as an interesting one in Bamboo Terrace.

```
{}{}{}{}{}[\
Introdcution [INON]
{}{}{}{}{}{/
```

I write this faq because I noticed all these wonderful glitches floating around the internet, with no real collection of them. Some of these glitches are detrimental, and this guide will serve as a warning for those. Others are useful, or just plain fun. There are even glitches here that lead you to wierd places that were apparently removed, but still in the game.

```
{}{}{}{}{}[\
Glitches      [GLES]
{}{}{}{}{}{/
```

Finally! We made it to the meat of this guide folks. You may have noticed the repeated glitches in the table of contents, under different levels. They may appear to be the same, but each one has it's own method of getting to. For example, the method for swimming under one speedway is different from another. THE VIDEOS NEXT TO SOME OF THESE GLITCHES ARE NOT MINE. They are videos from a youtube user called RedDevilDazzy. They are all his work, and he gets credit for them.

{}{}{}

1. Sunrise Spring Home: Skip Bianca [SKBI]

{}{}{}

Notes: Can't be done after triggering the talk with Bianca.

This is a simple glitch that allows you to bypass talking with Bianca right in front of the first portal. What you do is jump on the big boulder to the right and below of the portal. Now glide forward towards the river, and hover. You should just reach the river, and can now avoid talking to Bianca.

{}{}{}

2. Sunrise Spring Home: Underwater Trap of Death 1 [UTD1]

{}{}{}

Notes: This will leave you trapped. Restart necessary. Requires lava trick.

This is the first glitch that will leave you helpless. First, go to Molten Crater. Jump forward into the lava. On the fourth hit, right before you die and it appears that your tail is touching the lava, pause. This requires practice, and lots of lives. When done correctly, your controller should rumble slightly. Not choose exit level. You may kill the fodder, but none will give you Sparx. Jump into the water. You will not be swimming, and you can charge, jump, glide, and even flame. You are free to move around your new tiny prison.

{}{}{}

3. Sunrise Spring Home: Walk on Top of Level [WTLE]

{}{}{}

Notes: Requires patience, and very good timing.

Using the superfly powerup, fly forward and as high as you can. Go out the exit and then gain height. Make your way to the big orange tree, and land on it. Now just glide forward to the top of the level, the hill. If you land on it, you can now walk on top of the level.

{}{}{}

4. Sunrise Spring Home: Air Swimming 1 [AIS1]

{}{}{}

Notes: Requires the previous glitch.

This is a build off of the Walk on Top of Level glitch. Do it, and when you are on the top of the level glide off and loop around until you fly under the lake in the very beginning of the game, now do a head bash and you will be able to swim anywhere.

{}{}{}

5. Sunrise Spring Home: Level Clone 1 [LLC1]

Notes: Requires Air Swimming Glitch

After you are able to swim throughout the air, you must swim straight up, for a long time. The game may freeze, or you may end up not finding anything. If neither of the previous happens to you, you will find a clone of the level. It isn't solid at all, you can fly through any part of it. The portals don't work. This is an exact copy.

{}{}{}

6. Sunny Villa: King of the Skate Park [KOSP]

{}{}{}

Notes: Requires access to skate park.

Go to the skate park area, and grab a skateboard. Jump onto the top area that

had the two lizards, and at the end jump and veer right onto the dome. This is the highest place in the area, and you can get some big combos with it.

{}{}{}

7. Sunny Villa: Face Plant 1 [FPL1]

{}{}{}

Notes: None.

When skateboarding for the course record, get in a position to make Spyro hit the ground in a crash, but pause and quit the record challenge right before he hits. He will fall on the ground in front of hunter, as if he just crashed.

{}{}{}

8. Sunny Villa: Giant Chicken Alive [GICH]

{}{}{}

Notes: Nothing required.

Kill the rhynocs near the fountain, then enter the skate park. When you come back, the chicken will sometimes be there, magically alive again.

{}{}{}

9. Cloud Spires: Skip Most of Level 1 [SML1]

{}{}{}

Notes: None.

Video: https://www.youtube.com/watch?v=SE3Gkf_8zYA

Move forward, and use the lift to reach the next platform. From here, face the cloud wall and glide to it. You may need a charge start up to get there. Now face the wall, and glide towards it. There is one section with a hidden portal. This will take you to... the sun mini-game. Odd. Now, go back and you will be at the end of the level.

{}{}{}

10. Molten Crater: Reach Sgt. Byrd Early [RSGT]

{}{}{}

Notes: This can only be done before rescuing Sgt. Byrd, obviously.

Jump on the posts that are on the bridge near the portal. Glide to the top of the portal and you should fall through and start the stage.

{}{}{}

11. Seashell Shore: Air Swimming 2 [AIS2]

{}{}{}

Notes: Requires the lava trick.

Video: <https://www.youtube.com/watch?v=U411pZ3QFzI>

Once again enter Molten Crater and jump until near death. Instead of jumping into the pool of water this time, glide to the room with the balloon, rocket, whatever you have. Now glide over to the Seashell Shore portal. Enter. Now, when you exit the water at any point, you will be swimming through the air.

{}{}{}

12. Seashell Shore: Level Clone 2 [LLC2]

Notes: Requires Air Swimming.

After you are able to swim throughout the air, you must swim straight up, for a long time. The game may freeze, or you may end up not finding anything. If neither of the previous happens to you, you will find a clone of the level. It isn't solid at all, you can fly through any part of it. The portals don't work. This is an exact copy.

{}{}{}

13. Seashell Shore: Psychedelic Shark Sub [PSSS]

{}{}{}

Notes: No requirements.

When you are fighting the Shark Sub boss, if you rapidly pause the screen for about 10 seconds, you are sometimes able to screw up the coloring of the screen and things will appear purple and pinkish. This works in some parts of the battle, so you might have to repeat it a few times to get the effect.

{}{}{}

14. Mushroom Speedway: Swimming in Speedway 1 [SIS1]

{}{}{}

Notes: Requires Sparx's warping ability. Requires the lava trick.

Jump on the lava in Molten Crater until you have no Sparx, then pause right before you die. You will feel a rumble if done right. Now choose the atlas, and warp to Mushroom Speedway. This alternate method is required as you cannot glide to the speedway portal, and attempting will leave you in the underwater trap of death. Once you are here, choose any mode. Now fly/charge into the water. Unlike the normal routine of dieing, you can now swim underwater here. If you go to far you will die.

{}{}{}

15. All Speedways: Missing Speedway Egg [MSE1]

{}{}{}

Notes: Avoid at all costs.

This glitch will leave you unable to ever obtain the race egg. Simply do not win the egg the first time and leave. You are now hosed.

{}{}{}

16. Midday Gardens Home: Underwater Trap of Death 2 [UTD2]

{}{}{}

Notes: This will leave you trapped. Restart necessary. Requires lava trick.

Video: <https://www.youtube.com/watch?v=ByVzjriK3Jw>

This time, go to enchanted towers. Now jump in the lava until Sparx is gone. You will have to manually jump, as this is the sinking lava. Again, pause and exit at the verge of death. You will feel a rumble. Now just simply jump into the big lake, and get stuck.

{}{}{}

17. Midday Gardens Home: Underwater Trap of Death 3 [UTD3]

{}{}{}

Notes: This will leave you trapped. Restart necessary. Requires lava trick.

Do the same as above. But this time, jump into the mini pool in front of Spooky Swamp. Now hosed, you are.

{}{}{}

18. Midday Gardens Home: Air Swimming 3 [AIS3]

{}{}{}

Notes: None.

Jump on the short hill near the superflame powerup. Now, glide over to the next highest one. From here, glide straight into the large one in front of you, and right next to the superflame powerup. Glide down under the lake, then headbash and you will oddly do the charge into water animation. Now, you can

swim.

{}{}{}

19. Middy Gardens Home: Level Clone 3 [LLC3]

{}{}{}

Notes: Requires Air Swimming.

After you are able to swim throughout the air, you must swim straight up, for a long time. The game may freeze, or you may end up not finding anything. If neither of the previous happens to you, you will find a clone of the level. It isn't solid at all, you can fly through any part of it. The portals don't work. This is an exact copy.

{}{}{}

20. Enchanted Towers: Fly Away from Skate Park [FASP]

{}{}{}

Notes: Requires access to skate park.

Grab a skateboard, and jump onto the grass to the right of the portal you came here with. Ride the grass hill up to the right, and sometimes you will fly over and fall/fly/ride to your doom. Most of the time, you will just hit a barrier.

{}{}{}

21. Enchanted Towers: Whole New World [WNWO]

{}{}{}

Notes: Requires previous glitch.

Considering the chances of not hitting the barrier, this is a very unlikely one to pull off. What you must do is ride the grass hill again on the right side of the skate park portal, but as soon as you clear the park make a sharp left. You will enter a new area.

{}{}{}

22. Enchanted Towers: Face Plant 2 [FPL2]

{}{}{}

Notes: None.

When skateboarding for the course record, get in a position to make Spyro hit the ground in a crash, but pause and quit the record challenge right before he hits. He will fall on the ground in front of hunter, as if he just crashed.

{}{}{}

23. Icy Peak: Skip Most of Level 2 [SML2]

{}{}{}

Notes: None.

Video: <https://www.youtube.com/watch?v=ZHQXlJOXhGs>

From the start, go to the entrance to the cave and jump on the raised platform that is there to stop you from falling. From here, look towards the staircase type thing. Get a charging head start and glide for it. When you reach the top of the staircase, look out towards the balcony. Glide to it. End of level.

{}{}{}

24. Bamboo Terrace: Air Swimming 4 [AIS4]

{}{}{}

Notes: No requirements.

Video: https://www.youtube.com/watch?v=_bWE-rhb3W8

Enter Bamboo Terrace. Go to the part where there is a waterfall going off the edge. Jump in the water. Position yourself right in front of the edge, careful

not to fall. Now press and hold square to dive off the edge. If done right, you will still be swimming, and you can swim anywhere in the level.

{}{}{}

25. Bamboo Terrace: Level Clone 4 [LLC4]

{}{}{}

Notes: Requires Air Swimming.

After you are able to swim throughout the air, you must swim straight up, for a long time. The game may freeze, or you may end up not finding anything. If neither of the previous happens to you, you will find a clone of the level. It isn't solid at all, you can fly through any part of it. The portals don't work. This is an exact copy.

{}{}{}

26. Bamboo Terrace: Reach Bentley Early 1 [RBE1]

{}{}{}

Notes: Must not have freed Bentley.

Do the same thing you did above, where you dove off the edge of the waterfall and remained swimming in the air. Now swim around to the portal that is closed off because Bentley is still trapped. Now swim over the mountain behind the portal. You will find that you can swim right into it without having to pay the fat bear Moneybags. There will be no cutscene where Bentley and Spyro talk, but you can completely finish the level the first time in this way.

{}{}{}

27. Bamboo Terrace: No Bridge Necessary [NOBN]

{}{}{}

Notes: None.

Video: <https://www.youtube.com/watch?v=Ce9vwIIVn3s>

In the area where you must access the bridge, find the path to the left that loops around the mountain. Instead of gliding to the secret area, take a sharp turn left and glide to the top of the house. From here, you can glide across the water area without the use of the bridge.

{}{}{}

28. Bamboo Terrace: Disappearing Thief [DITH]

{}{}{}

Notes: Requires you to skip the bridge, and do the swimming glitch.

Video: https://www.youtube.com/watch?v=bEnch_40Pn4

After you have skipped the bridge, head over to the Panda at the end of the level. Now perform the swim in air glitch, and follow the thief. When he gets to the bridge you skipped, he will fall in the water and eventually disappear. You can swim under the level and attempt to catch him here, if you want.

{}{}{}

29. Spooky Swamp: Watery Death [WADE]

{}{}{}

Notes: Requires the lava trick.

Perform the lava trick, where you pause right before you die on the lava. Feel a rumble, and you did it right. Now choose exit level. You presumably did this in Enchanted Towers. Head over to Spooky Swamp. Now just jump in the water. You will see all the nice fishies as you plunge 4 feet underwater to your death. This allows you to temporarily go under the un-divable water in Spooky Swamp.

{}{}{}

30. Spooky Swamp: Skip Moneybags 1 [SKM1]

{}{}{}

Notes: None.

Video: <https://www.youtube.com/watch?v=nB-shzUvqBA>

At the third lantern, climb the ladder. How, glide around so that you land on the edge of the lantern. Now, you can just reach the top of the tree. Now get on the tree to the right of this one. From here, glide towards the stone loop. Now glide to the stone loop to the right of it. Now glide left towards the visible hole in the trees, and land in the warp. Now, you can exit the warp and you have just skipped Moneybags.

{}{}{}

31. Country Speedway: Swimming in Speedway 2 [SIS2]

{}{}{}

Notes: Requires the lava trick.

Perform the lava trick, where you pause right before you die on the lava. Feel a rumble, and you did it right. Now choose exit level. I hope you did this in Enchanted Towers, as it is the only possibility. head over and enter Country Speedway. You can now fly under the water. Yay.

{}{}{}

32. Evening Lake Home: Air Swimming 5 [AIS5]

{}{}{}

Notes: Requires the lava trick.

Video: https://www.youtube.com/watch?v=lZMbXl_pkjY

Do the lava trick mentioned in other glitches. Do it this time in the Fireworks Factory. Because of the nature of this home world, you can swim anywhere when you exit back to the home world.

{}{}{}

33. Evening Lake Home: Level Clone 5 [LLC5]

{}{}{}

Notes: Requires Air Swimming.

After you are able to swim throughout the air, you must swim straight up, for a long time. The game may freeze, or you may end up not finding anything. If neither of the previous happens to you, you will find a clone of the level. It isn't solid at all, you can fly through any part of it. The portals don't work. This is an exact copy.

{}{}{}

34. Evening Lake Home: Hunter's Cell [HUCE]

{}{}{}

Notes: Requires the lava trick.

Video: https://www.youtube.com/watch?v=lZMbXl_pkjY

Refer to first couple glitches for the lava trick. When you are swimming through the air in the home world, swim around and below it. Now look around. You will see the whale's belly, and you will see the cell. Yes, the same cell that was visible in the cutscene of Hunter's capture. You may swim there and explore it.

{}{}{}

35. Evening Lake Home: Ultimate Underwater Trap of Death [UUTD]

{}{}{}

Notes: Requires the lava trick. HOLY @*# \$! Requires restart.

Video: <https://www.youtube.com/watch?v=xetG6lf0czI>

This glitch, is the mother of all underwater trap glitches. It is more insane, more mind boggling, more intense than all the others so far. To do it, perform the same trick that allows you to swim through the air in the home world. Now swim over to the rocket. You should bring up the menu. Select stay here. Now jump under the water. You can glide around to the different ledges and stuff, but the further down you go the more stuck you are.

{}{}{}

36. Evening Lake Home: Whale Surfing [WHSU]

{}{}{}

Notes: Requires the lava trick. Requires the Ultimate Underwater Trap of Death.

Video: <https://www.youtube.com/watch?v=xetG6lf0czI>

Do the same as you have in the last glitch. This time, time it right so that you land not on a ledge, but land on the whale. You may have to glide to it. Once you are on, you can attempt to stay on the whale's back as long as you can although you will eventually just fall off. Fun while it lasts.

{}{}{}

37. Frozen Altars: Playable Yeti [PLYE]

{}{}{}

Notes: Requires a second controller.

This one is truly cheap. Simply plug in another controller before fighting the yeti as Bentley, and the yeti won't attack. In fact, you can control him! This makes some great 2 player matches.

{}{}{}

38. Frozen Altars: Skill Point 21/20 [SP21]

{}{}{}

Notes: Requires a second controller. Requires the beat yeti in 2 rounds skill.

Plug in a second controller. Now beat the tamed yeti until you get to the 3 round match. Now, this only works if you have already gotten the beat the yeti in 2 rounds skill point. As fast as you possibly can, push him into a corner and just attack his head nonstop. If done fast enough, you will kill him in the first round with only a few seconds left on the clock. Doing so will award you a mysterious second skill point for apparently beating him in one round. You cannot view this 21st skill point in the journal however.

{}{}{}

39. Frozen Altars: Scratching Post Horror [SPHO]

{}{}{}

Notes: Done in the cat hockey mini game.

When playing cat hockey, jump on the scratching post on your side. If you don't fall off, you will appear to fly, and then fall, but you still on the post.

{}{}{}

40. Frozen Altars: Skip the Evil Snowmen [STES]

{}{}{}

Notes: None.

This one is quite easy. For the first snowman, Use part of the pyramid to gain height and then glide past it. For the second one, glide across the platforms to avoid it.

{}{}{}

41. Frozen Altars: Reach Cat Hockey Without Paying Moneybags[RCHM]

{}{}{}

Notes: First part of video below.

Video: https://www.youtube.com/watch?v=tLahOZ_Gv0E

In the circular area near the end, stand on the raised platform to the left side and then charge and glide to the top of the things that stick out all around the circular area. Glide now from one to the other until you reach the end. When you reach the longer one, charge and glide around the building to the left. You should see the warp to Cat Hockey.

{}{}{}

42. Frozen Altars: Reach Bentley Early 2 [RBE2]

{}{}{}

Notes: Second part of video below.

Video: https://www.youtube.com/watch?v=tLahOZ_Gv0E

This one also takes place in the circular area. This time, instead of jumping from one to the next, turn around and jump from platform to platform until you reach the top. From here, you can glide to the top of the entrance to this area. From here, glide around in a somewhat big arc to the left so you end up landing on the top of the Bentley portal, and end up entering it.

{}{}{}

43. Charmed Ridge: Seed to the Face [STTF]

{}{}{}

Notes: No requirements.

In the Jack minigame area, grab a seed and spit it at his face. Sometimes it will stay there, stuck in his face. Just restart the puzzle to get it back.

{}{}{}

44. Charmed Ridge: Make Jack Fall [MJAF]

{}{}{}

Notes: You need good timing.

At the very end of the jack minigame, jump as HIGH as you can, and glide to the center area. Hover at the very end, and then headbash the center platform. If you land before doing so, or miss, then you need to start all over. But this new hole will make Jack fall, and Spyro will fall with him. You will die, and have to start the puzzle over.

{}{}{}

45. Charmed Ridge: Skip Moneybags 2 [SKM2]

{}{}{}

Notes: None.

Video: <https://www.youtube.com/watch?v=ciRVfQAYfLY>

This is a hard one. From the area with the hovering tower, go right along the big platform jutting out. Get on the slightly raised slope, and charge jump into the air, and then turn and glide onto the big platform. From here, glide across to the mini platform with the egg. Now jump into the hole on your left to get to the tunnel area. From here you can finish the level without paying that greedy bear.

{}{}{}

46. Lost Fleet: Invincible Spyro/Star Halo [ISSH]

{}{}{}

Notes: None.

Go to the skate course. Jump onto the skate course on the right side, don't get

a skateboard. When you reach the lava, you can jump in but it won't take hit points away from you. As you keep bouncing, you get more and more stars around your head, and it makes a pretty cool halo type thing.

{}{}{}

47. Lost Fleet: Face Plant 3 [FPL3]

{}{}{}

Notes: None.

When skateboarding for the course record, get in a position to make Spyro hit the ground in a crash, but pause and quit the record challenge right before he hits. He will fall on the ground in front of hunter, as if he just crashed.

{}{}{}

48. Lost Fleet: What Crabs? [WHCR]

{}{}{}

Notes: Can only be done before the challenge.

When hunter gives you the challenge to destroy all the crabs and win, say no. Now, go and get up on the level by jumping on the right side. Destroy all the crabs, or as many as you can. That many will be subtracted from the count of crabs left to destroy when you accept his challenge.

{}{}{}

49. Lost Fleet: Instant Boost 1 [INB1]

{}{}{}

Notes: None.

Before you get on a skateboard, destroy a few crabs. When you get on, you will have the boost as if you had run into or flamed them while on a skateboard.

{}{}{}

50. Fireworks Factory: Gem Bug [GEBU]

{}{}{}

Notes: Requires code: Circle, Square, Right, Left, Right, Square, Circle, X

Sometimes you may see 2 gems on top of a tower that are unreachable. This can be fixed with the above code. This code changes the difficulty to medium, as the bug occurs at easy. Now the gems will be on two enemies, so go through the level again.

{}{}{}

51. Honey Speedway: Swimming in Speedway 3 [SIS3]

{}{}{}

Notes: Requires the lava trick. Requires Sparx's warp ability.

Perform the lava trick in Fireworks Factory. Instead of exiting, warp to this speedway. You will now be able to fly under the water without dieing.

{}{}{}

52. Midnight Mountain: Super Leap [SULE]

{}{}{}

Notes: No Requirement.

Video: <https://www.youtube.com/watch?v=O-jDZt3nbEU>

Get under the the helmet for the portal to Desert Ruins, and jump while moving forward. If done right, you will be vaulted across the chasm, and either reach the other side with the portal to Crystal Islands or die.

{}{}{}

53. Midnight Mountain: The Impossible Tower (Gameshark) [IMTO]

{}{}{}

Notes: This requires a gameshark code:

D007143A BFFF

30070330 00FF

Now, this code lets you jump high and stay at that level as you glide by HOLDING X. Do not move the camera. That will make you drop. Head over to the Sparx round sign. Jump on the higher platform, and jump onto the white stuff. Now jump and glide towards the big structure. Jump here onto the tower. Jump on top of the orange half dome now. Now you should be able to glide at the same level without dropping all the way to the Impossible Tower. Here, there are 3 butterfly jars. You did it!

{}{}{}

54. Agent 9's Lab: Already Have Boat Egg [AHBE]

{}{}{}

Notes: Just odd. Not detrimental or helpful.

When you get the egg for shooting the boats, you might have it say you already got this egg.

{}{}{}

55. Dino Mines: Air Swimming 6 [AIS6]

{}{}{}

Notes: No requirements.

Video: <https://www.youtube.com/watch?v=XZzweII-5bk>

Go to Dino Mines. Get hurt until Sparx is at green. Now make your way to the underwater section of the level. Do not kill dinosaurs or run into TNTs. Come up at the other end, and without getting out of the water position yourself right under Zoe, facing away from her. Dive, and if done right she will zap you. Now just, get killed by whatever. You died swimming, but you were zapped from a land position, so you will respawn swimming on land. You can swim all over the place now.

{}{}{}

56. Dino Mines: Level Clone 6 [LLC6]

{}{}{}

Notes: Requires Air Swimming.

After you are able to swim throughout the air, you must swim straight up, for a long time. The game may freeze, or you may end up not finding anything. If neither of the previous happens to you, you will find a clone of the level. It isn't solid at all, you can fly through any part of it. The portals don't work. This is an exact copy.

{}{}{}

57. Dino Mines: Impossible Arena [IMAR]

{}{}{}

Notes: Coolest. Glitch. Ever. EVER.

Video: <https://www.youtube.com/watch?v=XZzweII-5bk>

This one requires that you do the same thing you did above to get yourself flying in this level. Now, swim towards the red building. Swim to the mountain range to the right of it. Swim around the mountain range to find a wierd, challenge portal. You are now in an arena. This arena is closed off by a fence, with no apparent way to leave. There is an elevated platform in the center. Appears to be a boss fight portal that was supposed to be removed. Going into the center of it will bring you back out on the other side of the mountain.

Going back towards the point where you got there... and you will fall endlessly to your death. In fact, jumping off the side of the mountain after going in the center portal will also make you fall endlessly. Note that all portals are invisible in this secret area.

{}{}{}

58. Crystal Islands: Air Swimming 7 [AIS7]

{}{}{}

Notes: No Requirements.

Go to the third body of water. Don't go underwater, and head to the edge of the water on the right side. When you see the tiny slope, face it as close as you can and dive. You can now swim around the entire level. Not that it really is necessary, as you can fly around anyway.

{}{}{}

59. Crystal Islands: Level Clone 7 [LLC7]

{}{}{}

Notes: Requires Air Swimming.

After you are able to swim throughout the air, you must swim straight up, for a long time. The game may freeze, or you may end up not finding anything. If neither of the previous happens to you, you will find a clone of the level. It isn't solid at all, you can fly through any part of it. The portals don't work. This is an exact copy.

{}{}{}

60. Crystal Islands: Skip Moneybags 3 [SKM3]

{}{}{}

Notes: None.

Video: https://www.youtube.com/watch?v=VL1_7oMa-SY

This starts at the part where you must glide across the water to a whirlwind. Ride it up, and at the top hover and land on the building that the whirlwind was in. From here, glide and land on the crystal in front of you. From the crystal, you can glide across the chasm to the other side, without needing to pay Moneybags for a bridge.

{}{}{}

61. Haunted Tomb: Flying Fodder [FLFO]

{}{}{}

Notes: None.

Video: <https://www.youtube.com/watch?v=M22Xwls30QE>

At the very first area, fly to the ledge above the hole where you get a skill point. Sometimes, the spider fodder will walk off the ledge, and walk in the air.

{}{}{}

62. Haunted Tomb: Skip Most of Level 3 [SML3]

{}{}{}

Notes: None.

Video: <https://www.youtube.com/watch?v=bCco6GBJoBc>

Go to the room that is below the Agent 9 minigame area. Press the switch to open the door, and stay right where the door went down. Now, jump high a few times to raise the door bit by bit. When it is high enough, you can glide to the platform with the guy that gives the riddle in the end.

{}{}{}

63. Desert Ruins: Skip Most of Level 4 [SML4]

{}{}{}

Notes: None.

Video: <https://www.youtube.com/watch?v=fLxyT-m9oow>

From where the locked chest is, jump on the hand. Now, turn around and jump on the wall. Go forward and jump to the end of the level.

{}{}{}

64. Harbor Speedway: Swimming in Speedway 4 [SIS4]

{}{}{}

Notes: Requires lava trick.

Video: https://www.youtube.com/watch?v=7fCFfw_36Is

Perform the lava trick in Desert Ruins. Now go into the Harbor Speedway portal. You can now fly and charge underwater, like all the other speedways.

{}{}{}

65. Super Bonus Round: Insta-dead Sorceress (Gameshark) [INDS]

{}{}{}

Notes: This requires a gameshark code:

D007143A BFFF

30070330 00FF

Now, this code is the same as the Impossible Tower code. You can press X to jump high and glide at the same level without drop by HOLDING X. Now go to the final battle. Instead of jumping on the saucer, glide to hers and land on it. No health bar will appear, but 2 or 3 flames will cause her to crash and trigger the ending sequence.

{}{}{}

66. Super Bonus Round: Instant Boost 2 [INB2]

{}{}{}

Notes: None.

Just like the Lost Fleet one, destroy crabs before hand by gliding through the course. When you get on the skateboard, you get an instant boost depending on how many you destroyed.

{}{}{}

67. Whole Game: Hacker Time [HATI]

{}{}{}

Notes: Super odd.

This is an activated glitch that happens when you play a pirated or copied version of the game. Zoe will randomly come to you and inform you that you are playing a hacked version. Eggs and gems will randomly fail to appear after this happens. This may also happen if your game is scratched enough.

This is the message that Zoe gives you:

I'm sorry Spyro, but you seem to be playing a hacked version of the game. This may be an illegal copy. Since this copy has been modified, you may experience problems that would not occur on a legal copy.

{}{}{}

68. Whole Game: Revisiting the Past [RETP]

{}{}{}

Notes: Requires previous Spyro games.

When you are at the title screen, switch the disc with the other Spyro game discs to hear music from the other titles. This has been done on the original

PS, so it may or may not work for PS2.

{}{}{}

69. Whole Game: Rainbow Spyro [RASP]

{}{}{}

Notes: Requires a different color.

Use a code, and make spyro a different color. Now jump in water, but don't dive and he will be two colors, the half above the water and the half below.

[{}][{}][{}][{}][\

Thanks [THKS]

[{}][{}][{}][{}][/

Thank you:

Gamefaqs - for being the original host of this guide.

Me - for writing and gathering these glitches together.

RedDevilDazzy - for his youtube videos of these glitches.

PyRoTHPS - For his youtube videos of these glitches.

Michael "Werelion" Preston - for information on a few glitches.

Fungeek375 - for the molten crater glitch.

Anyone else - who helped in the appearance of these glitches on the internet.