

# Spyro the Dragon FAQ/Walkthrough

by dark52

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o-----o                                     o-----o
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T H E

Spyro the Dragon  
(Sony PlayStation)

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O-----O  
| [010000] Introduction |  
O-----O

Welcome to my FAQ/Walkthrough for the Sony PlayStation game, 'Spyro the Dragon'. The game was released back in the autumn of '98 by Insomniac Games who have since gone on to create another two Spyro games before moving to the PS2 and creating a whole new series 'Ratchet and Clank'.

This guide aims to be all you ever need to read in order to complete Spyro the Dragon. Everything bar a script is in here, you just have to look.

O-----O  
| [020000] Gameplay Basics |  
O-----O

Spyro the Dragon, the first of a trilogy of Spyro games on the original PlayStation. In this huge 3D platformer, you get to traipse around the Dragon Worlds in order to defeat the evil enemy, Gnasty Gnorc. You play as a young, fiery, purple dragon with the ability to charge, jump, glide, roll and breathe fire.

Overall the graphics of the game still stand up well and aren't impossible to use nowadays such as some other games from Spyro's time. The game can be really simple in places, but almost impossible in others, giving a nice variety of challenges throughout.

o-----o /-----\  
| [020100] |-----| Story |  
o-----o \-----/

Before they redid the site to be completely 'A Hero's Tail' (it has changed again since), this was the story on the official site covering Spyro the Dragon:

O-----O  
| 'As often is the case in Fairytales, the story of Spyro the Dragon really |  
| begins with an evil deed. It all started with a putrid green slimeball |  
| named Gnasty Gnorc who caused so much trouble in the Dragon Realms that he |  
| was banished to the Dragon Junkyard, a very unpleasant place - worse than |  
| death for any dragon. But it seemed to suit Gnasty just fine. In fact, as |  
| soon as he got there, he renamed it Gnasty's World. Gnasty always resented |  
| the Dragon communities and their pleasant and peaceful ways. More than |  
| anything though, he detested their beautiful, shiny jewels, which are not |  
| only nice to look at, but are a constant reminder of his own flaws. Gnasty |  
| wanted to show those arrogant and pretentious dragons what he was made of. |  
| |  
| Soon, Gnasty began playing with spells as a way to cut through the boredom, |  
| and quickly found two spells that tickled his fancy. He discovered a giant |  
| spell that could trap all the Dragons in crystal, and a potion to animate |  
| those radiant gems and turn them into Gnorc soldiers. After a bit of |  
| practice, he unleashed the spells like a giant tub of gnorc-slime on the |  
| unsuspecting inhabitants of the Dragon Realms. They worked all too well...' |  
O-----O

And here's what the official booklet says:

-----o  
| 'IN THE BEGINNING, the five Dragon families lived in their five Dragon |  
| Worlds in harmony. Their lives were happy and peaceful... until the day a |  
| Gnorc broke the rules! Gnasty Gnorc was an unpleasant creature from the |  
| bottoms of his dirty boots to the top of his unwashed head. He wasn't |  
| pretty, and his personality combined the short temper of a gnome and the |  
| bad attitude of an orc! Gnasty resented the happy Dragon families. More |  
| than anything, he detested their beautiful, shiny jewels, which were not |  
| only nice to look at, but showed him refelections of his own ugly face |  
| every time time he did so. Gnasty became such a problem that he was |  
| banished to the Dragon junkyard. This was a world the Dragons weren't fond |  
| of, though it suited Gnasty just fine. He renamed it Gnasty's World as soon |  
| as he got there. Gnasty began fooling around with magic spells. After a |  
| while, he hit on the two he wanted: a giant spell to trap all the Dragons |  
| in crystal, and a potion to animate those radiant gems and turn them into |  
| Gnorc soldiers. |  
| |  
| On a nice sunny day, Gnasty cast the freeze spell, trapping the dragons in |  
| crystal, and turned all the gems he could find into his willing minions. He |  
| even began turning the Dragon Worlds into Gnorc Worlds! But the one little |  
| detail he didn't count on was Spyro the Dragon - Spyro's so small that the |  
| spell shot straight over his head! |  
| |  
| Now Spyro, the only unfrozen Dragon, must travel the six worlds - including |  
| Gnasty's industrial world - releasing all the Dragons and collecting their |  
| stolen treasure. In the meantime, Gnasty's minions are doing their best to |  
| stop him. Not that Spyro is without friends... the Dragons he releases give |  
| him hints, and all along the way, he is accompanied by Sparx the Dragonfly, |  
| his best friend. |  
| |  
| What seems like a fun time flaming Gnorcs soon turns into the adventure of |  
| Spyro's young life. When he meets Gnasty Gnorc for the final conflict, his |  
| destiny can truely be fulfilled! |  
| |  
| GO GET 'EM, SPYRO!'  
-----o

And here's what you hear and see in the first cutscene of the game:

-----o  
| Director: OK, rolling. |  
| Dragon 1: Oh, it's been peaceful here in the five worlds, or is it six, |  
| for a dragons age. We now have twelve thousand treasure, or |  
| is it fourteen thousand? |  
| Interviewer: What about this Gnasty Gnorc character? Now, I understand |  
| he's found a magic spell to turn gems into warriors for his |  
| cause. |  
| Dragon 2: I'll take that question. Gnasty Gnorc is a simple creature. |  
| Gnasty Gnorc: Simple!?! |  
| Dragon 2: He has been contained in a remote world, and is no threat to |  
| the dragon kingdom... |  
| Gnasty Gnorc: No threat!?! |  
| Dragon 2: Besides he is ugly. |  
| Gnasty Gnorc: Ugly!?! That does it! |  
| |  
| \*Gnasty casts a spell freezing all the dragons\* |  
| |  
| Spyro: Looks like I've some things to do. |  
-----o

The screen fades from black and you see yourself, Spyro, standing in front of a large green, crystallized dragon. Skip on to the walkthrough if you already know the rest of the basics, or really couldn't care less and just want to get on with the game.

```

o-----o          /-----\
| [020200] |-----|           Controls           |
o-----o          \-----/

```

All controls are the same whatever level you are in, and here they all are:

```

o-----o
| Button          | Action          |
o-----+-----o
| X               | Jump. Press again when in the air to glide. |
| Square         | Charge         |
| Circle         | Flame         |
| Triangle       | Look around in front of you/Stop glide (when |
|               | gliding)      |
| R1/L1         | Roll Right/Left |
| R2/L2         | Spin camera right/left |
| START         | Access the pause menu |
| SELECT        | Go straight to the Inventory screen of the pause |
|               | menu          |
| D-Pad/Left Analog Stick | Move around |
o-----+-----o

```

(Note that if you have played subsequent Spyro games, when you press Triangle during a glide, you stop dead, there's not slight boost to your height as that was added in Spyro 2)

```

o-----o
| Gem Colour | Gem Value |
o-----+-----o
| Red       | 1         |
| Green     | 2         |
| Blue      | 5         |
| Yellow    | 10        |
| Pink      | 25        |
o-----+-----o

```

```

o-----o          /-----\
| [020300] |-----|           Gameplay Basics           |
o-----o          \-----/

```

Here are a few things that you should know before playing this game:

- The game is set in a vivid 3D world inhabited by Gnorcs.
- Your goals, apart from killing Gnasty Gnorc, are; to free all 80 dragons that were crystallized, to collect all the gems in the world, and to rescue all 12 dragon eggs stolen by thieves.
- Gems are found in several places, inside Gnorcs, inside flammable chests, inside smashable chests, on the ground and as prizes for flight levels. Once you have killed a Gnorc and collected its gem, when you next enter the level, the Gnorc will return but where you found a gem before, you will receive a silvery orb type thing. Collect 40 of these and you will gain an extra life. You may also sometimes find a life straight off, these look like a small,

silvery Dragon statue.

- The dragonfly following you around shows you how many hits you can take before you die. Yellow is full health (four hits from death), blue is three hits left, green is two, and he will dissapear when you only have one hit left before you die. To regenerate your life, simply kill a sheep or random non-aggressive animal where you are, they will release a butterfly which Sparx, the dragonfly, will then proceed to eat if he has less than yellow health. And when he does so, he will move up a colour and you'll have an extra hit left.

Now it's time to get started with the game.

```
O~::~::~:::O
| [030000]                                     Walkthrough                             |
O~::~::~:::O

o-----o           /-----\
| [030100] |-----|                The Artisans                               |
o-----o           \-----/

            o-----o           /=====\
            | [030101] |----|    Home    |
            o-----o           \=====/

                | 100 Gems   |
                |   4 Dragons |
                -----
```

Welcome to the Artisans homeworld. Here you will be able to access the six levels that reside in this area before moving on to a second dragon world. The Artisans homeworld is merely a place for you to get to grips with the controls and the general feel of the game.

'This family of Dragons provides the world with artefacts of culture and beauty. They write songs, create sculptures and paintings and are the most gentle of all the Dragon families. They are very social beings and enjoy getting together for group singing and art viewings among the lush, rolling hills and green valleys of their home.'

As soon as you arrive, walk forwards a bit and step onto the circle at the base of the green crystallized dragon. A short dialogue will then occur, this will happen each time you free a dragon, but it will be slightly different each time.

```
o-----o           -----
| 01/80 | Nestor | | Green |
|-----o
| Found directly in front of you as |
| you begin the game.                |
o-----o
```

If you should ever want to watch/listen to the dragon again, simply step onto the circle and select Replay Dragon from the menu that pops up. Incidentally, to save your game, stand on one of these circles and select save game. Also, in order to save your position within a level, so that if you die you don't have to go all the way back to the start, simply walk over the circle, it will flash a lighter colour as you do so and now anything that you've killed up to this point will stay dead when you die and when you do so, you will be transported back to the last one you walked over before you died.

You should now set out to explore this world. Collect all the gems around and flame or charge all the Gnorcs that you find. These range from a simple Gnorc who will just run away from you, and only requires a simple flame or charge, to a different kind of Gnorc which requires three flames before you get all the gems out of him.

```

o-----o  -----
| 02/80 | Delbin | | Red |
|-----o
| By the waterfall in the main area |
o-----o

```

```

o-----o  -----
| 03/80 | Tomas | | Orange |
|-----o
| Directly after the tunnel in the |
| main area that leads to the area |
| with towers. |
o-----o

```

```

o-----o  -----
| 04/80 | Argus | | Blue |
|-----o
| In front of the portal to Toasty |
| just off the main area. |
o-----o

```

On a high up shelf in the starting area - to get to these simply stand on the top of the nearby hill and glide down onto the shelf.

On some towers- to get these ones, use the whirlwind to get up to the top of the middle tower, and jump off either to the left or right, depending on which set of gems you are aiming to get.

Once you have gotten all 100 gems and freed all four dragons in the homeworld, it's time to move on to one of the levels within the Artisans. Let's start with Stone Hill as it's the first portal you are likely to spot.

```

o-----o  /=====\  

| [030102] |----| Stone Hill |  

o-----o  \=====/  

| 200 Gems |  

| 4 Dragons |  

| 1 Egg |  

-----

```

The portal to here is located in the main area of the Artisans world. Almost impossible not to see it.

You start off in a huge open area which is inhabited by a few large Rams who will attempt to hurt you by charging at you. Charge them right back. You may also notice a well in the centre of the area as well, there is little point going down here just yet.

```

o-----o  -----
| 05/80 | Lindar | | Blue |
|-----o
| In the most left tunnel from the |
| starting area of Stone Hill. |
o-----o

```

```

o-----o   -----
| 06/80 | Astor |   | Grey |
|-----o
| Right next to the end of level   |
| portal, which is through the     |
| middle arch from the starting    |
| area of the level.               |
o-----o

```

When you reach the area with the Return Home whirlwind, jump off the side and over the wall to a beach below. In the cave down there you will find a key. You can now return to the well in the middle of the starting area and jump down into it. Open up the locked chest in there to get some gems.

```

o-----o   -----
| 07/80 | Gavin |   | Blue |
|-----o
| Down the well in the starting     |
| area of Stone Hill.              |
o-----o

```

After the third tunnel, you will find yourself in an area much larger than before. Here you will find several Rams as well as Shepherds who will hit you with their crooks. These can be charged, but while you do kill it, you will rebound like you were hitting a wall, which will give any other enemy nearby enough time to attack you. Once you've got all the things you want from the ground, head into the tower in the middle of the area to get up to the top. Up here you will find a dragon.

```

o-----o   -----
| 08/80 | Gildas |   | Blue |
|-----o
| At the top of a tower in the area |
| where you find lots of Shepherds. |
o-----o

```

From here, glide over to the grassy area on top of the walls of where you were confined on the ground. You can now run around here and collect some gems. When you come across a thief holding an egg who taunts you, chase after him as fast as you can. He is about as fast as you so you will need to outwit him in order to flame/charge him to get the egg back. It may take a while but you should eventually get there.

Once you've got all the gems in the level, either head back to the Return Home whirlwind, or press START and choose Exit Level. Either way, you return back to the Artisans homeworld.

And, just in case you didn't bother to try out the Spyro the Dragon demo that you may/may not have got in the same box as the game, you should note that while you no longer require absolutely to use the Return Home portal, in the demo version of the game, the portal had the last gem of the level inside it, forcing you to go through it. This was obviously removed from the final game, I'm guessing because it wasn't a very noticeable place to put a gem, therefore making the player search the level for hours for one last gem if they hadn't realised that it was there.

```

o-----o   /=====\  

| [030103] |----|   Dark Hollow   |  

o-----o   \=====/  


```

```
| 100 Gems |
| 3 Dragons |
-----
```

Next we head to Dark Hollow. The entrance to this level is in the small maze in the main area of the Artisans home.

The first Gnorcs you'll see are now equipped with a trusty metal shield that is useless. Although it can sometimes prevent you from flaming it, it won't stop you charging them. Also, there are a couple of larger Gnorcs that are also wielding a shield. However, this shield is wood, and the Gnorcs are well over twice the size of the others. These will just require a simple bit of flaming, as charging is ineffective against them.

Up the platform set in front of you and to the left is one of these large Gnorcs. And to the right of him is a Crystallized Dragon.

```
o-----o  -----
| 09/80 | Alban | | Purple |
|-----o
| At the top of some stepup |
| platforms next to a large Gnorc, |
| just across from the locked |
| chest. |
o-----o
```

```
o-----o  -----
| 10/80 | Darius | | Grey |
|-----o
| Right next to the Return Home |
| whirlwind. |
o-----o
```

When you travel down the green steps, you will meet a large Gnorc that will take up the entire passageway. When he turns round flame him, as his armour will prevent flames when he is facing you.

```
o-----o  -----
| 11/80 | Oswin | | Brown |
|-----o
| In the only cave of the level, on |
| a platform in some water. |
o-----o
```

In the same place as you find Oswin, just down a bit from him is the key to the locked chest outside near the start. Once all gems and dragons are freed, head back to the Artisans home in whatever way you like.

```
o-----o  /=====\  
| [030104] |----| Town Square |  
o-----o  \=====/  
| 200 Gems |  
| 4 Dragons |  
| 1 Egg |  
-----
```

The next portal is up the tower with a whirlwind in the middle.

Directly in front of you is the fodder for this level. Scrawny chickens.



```

o-----o  -----
| 12/80 | Nils | | Green |
|-----o
| Up the top of some steps right at |
| the start of the level.          |
o-----o

```

From Nils, glide across to where a Bull is running around. These bulls can be die in two slightly different ways. One is to flame them, this kills them right off. The second is to charge into them. This will release their gem, but it will knock the bulls backwards a little and stick them into the ground by their large horns. You can leave them there, or you can charge or flame them again to end their misery.

Also, around here you will find a chest that when flamed, a gem will pop out of the top. When it does so jump up and grab the gem, this will smash the chest and you will get the gem. You should also realise that to continue on with the level, you glide down from where this chest is, across to another platform.

```

o-----o  -----
| 13/80 | Devlin | | Blue |
|-----o
| A short glide over some water    |
| will get you to this fellow.      |
o-----o

```

```

o-----o  -----
| 14/80 | Alvar | | Red |
|-----o
| Close to the Return Home         |
| whirlwind of this level.         |
o-----o

```

At the top of the stairs just past the first large fountain, jump up onto the green platform, then glide around the corner of the stairs in order to land on another platform. Here, you will find another one of the thieves. Chase him down, making sure not to fall off anywhere. After catching him, jump over the gap at the end of the tunnel to yet another platform, then head a bit to the left and jump off the end, down onto another platform with a couple of bulls running around on.

Here you will find some spinning things, flame these about three times (more if you're slow at flaming) until the spinning thing flies off and the container smashes. You should also note that the direction you are facing in affects where the spinning thing goes, it can be aimed at some nearby enemies in order to blow them up from a distance.

```

o-----o  -----
| 15/80 | Thor | | Ochre |
|-----o
| On a platform above the Return   |
| Home whirlwind.                  |
o-----o

```

And that should be that. Town Square completed.

```

o-----o  /=====\  

| [030105] |----| Sunny Flight |  

o-----o  \=====/  

| 300 Gems |

```

-----

Yup, not yet to Toasty. One more level before that. Head on over to the waterfall and jump on all five of the stepping stones there until they flash yellow. A wall will slide down and a portal to Sunny Flight will be revealed.

This is the first of several flight levels throughout the game. The aim here is to achieve a number of tasks within a strict time limit. Each thing you do will get extra time for the level.

From where you start, head down to the right and into a cave with several gold chests in. Follow it along flaming each chest as you go past, until you get to a large circular area with yet more chests in. Go around clockwise flaming the chests and once you get them all, head back along the tunnel. From here, head to the left and go through the green arches all the way until you reach a place with lots of airplanes flying around. Flame all of these, it's best to get the ones coming towards you, but you can also chase them down. Once done, head through the two archways nearby to complete those. Then head down to the railway track and fly along it in the opposite direction to the way the trains are going. Make sure to flame the trains as you go. When you reach the last train, and have flamed it, the level is complete. 300 Gems are yours.

Select No when it asks you to try again (unless you failed, in which case select Yes) and you're back out in the home of the Artisans.

```

o-----o    /=====\  

| [030106] |----|   Toasty   |  

o-----o    \=====/  

          | 100 Gems |  

          | 1 Dragon |  

          -----

```

Head to the corner of the main area and into the slightly smaller area where you found Argus. Here is the portal to Toasty which should now open up for you to go into.

This is your first 'boss' level. There really isn't much different to this one then any other, except that there's one enemy who you fight a few times.

From where you start head along the pathway and you'll notice the Shepherds that were in Stone Hill. Here instead of Rams, they have Dogs. These Dogs will require two flames to kill, and they will jump at you, trying to flatten you. The attack is usually quite difficult to avoid, but it can be done.

Move along and into the building. Kill all the Shepherds and Dogs here and head out of the window. Along here are some more Dogs and Shepherds as well as more gems. Head back into the building and free the dragon.

```

o-----o    -----  

| 16/80 | Nevin | | Ochre |  

|-----o  

| Just before the big boss of      |  

| Toasty, Toasty.                  |  

o-----o

```

Now for the big boss fight with that scary looking scarecrow thing. First get rid of the dog in the usual manner. Then flame the scarecrow. He will drop a gem and run off into a new area, this time with two dogs. Again, kill the dogs and flame the scarecrow. His robes, head and scythe will then disintegrate to reveal a sheep on stilts. And again, flame the three dogs and him, this time he

is ended. Gather the gems and head off to the Return Home whirlwind if you have everything complete.

That's all for the Artisans now. You can head off to the Peace Keepers. To do so, head down to Marco the Balloonist and talk to him. He should let you go straight away.

It's time for the Peace Keepers home world.

```
o-----o          /-----\
| [030200] |-----|          The Peace Keepers          |
o-----o          \-----/
```

```
o-----o          /=====\  
| [030201] |----|   Home   |  
o-----o          \=====/  
      | 200 Gems |  
      | 3 Dragons |  
      | 1 Egg   |  
      -----
```

And welcome to the second homeworld of Spyro the Dragon. Here you will find several new levels, as well as many new people to see, places to meet, dragons to collect and gems to free.

'These large, powerful Dragons enforce order throughout the world. They are the strongest of all the Dragon families, and know most about battling their enemies. They live in the desert sand dunes, tar pits and ice-caves and are always on the lookout for any creatures breaking the peace.'

From where you land, head straight forwards to free the dragon stuck in crystal.

```
o-----o          -----  
| 17/80 | Titan | | Orange |  
|-----o  
| Straight forwards from the |  
| entrance to the Peace Keepers |  
| homeworld. |  
o-----o
```

From here, head to the right and follow the room out to the right. You should now be right at the entrance to the main part of this homeworld.

The cannons you see can both be fired by you, and the Gnorcs wearing a large black hat. They will aim it at you and fire, while it easy to avoid the incoming cannonball, it can sometimes be more difficult to actually kill the Gnorc as it spins the cannon around as you attempt to get to it. Jump round it and flame and you should be able to get it quite quickly. To actually fire the cannon yourself, walk up to the end of it and the camera should move so that it shows where the cannon is pointing. Also, when you move towards the cannon, this pushes it and will turn in the direction you push. And finally to fire it, simply flame the end of it. The cannonball will auto-target anything in its line of sight so there is no need to adjust for altitude.

There are also a few soldiers around here who will either hang around to attack you, or, most likely, run away and hide in their tents. Flame the tent to get at them.

```
o-----o          -----
```

```

| 18/80 | Magnus | | Grey |
|-----o
| In front of the balloonist. |
o-----o

```

When you get to the area with the Dr Shemp portal, use the cannon there to smash the unbreakable chests and the large rock with a red 'target' on.

Just past here, you will find a small enclosed area with a Dragon and a thief in. The best way to catch the thief is by jumping over the water at him. You will also find a key here too.

```

o-----o  -----
| 19/80 | Gunnar | | Green |
|-----o
| Down by a small pond where the |
| egg thief lives. |
o-----o

```

To use the key, jump up onto a sort of bridge thing that heads towards the start of the level, then right at the end of it, jump off to the left and into an archway in the wall of the rock. In here you'll find the locked chest.

And that should be 200/200 Gems collected. Time to move on to one of the levels in this homeworld. First is Dry Canyon.

```

o-----o  /=====\  

| [030202] |----|  Dry Canyon  |  

o-----o  \=====/  

| 400 Gems |  

| 4 Dragons |  

| 1 Egg |  

-----

```

The entrance to this level is situated near the beginning of the world, just near to the place where the two Gnorcs fight each other with cannons.

Around here are several new Gnorcs. These are yellow, carry a metal shield and have a gun. The bullets they fire can be charged without hurt to you, you'll just rebound as if you hit a wall. Just charge the Gnorcs down as well.

In the area to the left of where you start, is a thief. Chase him down around and around until you catch him for his egg.

```

o-----o  -----
| 20/80 | Conan | | Orange |
|-----o
| Near the start of the level, just |
| before a river. |
o-----o

```

Further past here are some vultures along with their master, a huge yellow gnorc who also holds an extra Vulture which he uses as a thing to hit you with. As usual with these large Gnorcs, you can only flame them.

```

o-----o  -----
| 21/80 | Boris | | Yellow |
|-----o
| Up the top of a set of stairs and |
| on a slightly raised platform. |

```

o-----o

From where you find Boris, head up to the top of the slope, and glide off to the left and land in the middle of a large archway in the rock. Go through here until you get to a ledge to nowhere. Jump off the left edge of it and around the corner, hugging the wall as you go. Wander up the slope here, collect the key and free the dragon.

o-----o -----  
| 22/80 | Maximos | | Yellow |  
|-----o  
| Right next to the key. |  
o-----o

Now you have the key, head back to where you freed Boris and instead of gliding to the left, go to the right and land on another place. Follow the tunnel through till you get out into an area with plenty of vultures in.

o-----o -----  
| 23/80 | Ivor | | Purple |  
|-----o  
| Inside the large building. |  
o-----o

Jump on top of this castle thing, and head to the left and over to the fireworks in a box. Flame them and stand well back. After the second one, glide off towards the locked chest in the distance. You should easily make it. This should be the last load of gems to collect in this level.

o-----o /=====\  
| [030203] |----| Cliff Town |  
o-----o \=====/  
| 400 Gems |  
| 3 Dragons |  
1 Egg

The portal here is just in the middle of the main area of the Peace Keepers' homeworld.

Directly in front of where you start, is another new Gnorc. This time it's orange, wears a sombrero and has a metal poncho. He will attack you if you stay in front of him for too long, but just charge him and he's dead. A little further on, you'll see another one of these, but this time a large orange Gnorc dressed in a large red dress, will hit it and send it charging at you. Charge it as usual, and flame the large Gnorc. Also, flame the pot it's standing next to, as a gem will fly out of it.

o-----o -----  
| 24/80 | Halvor | | Pink |  
|-----o  
| Over the bridge and to the left. |  
o-----o

Nearby, there is a thief. He will run around one building only and it's best to run after him in a clockwise direction. He shouldn't be too much of a challenge if you cut the corners of where he veers out to the left.

Head up the platforms at the end of the level, working your way up by defeating all the large Gnorcs, remember to flame the pots to get a gem.

```

o-----o  -----
| 25/80 | Enzo | | Pink |
|-----o
| Right at the top of the set of |
| bridges and platforms, just past |
| two large Gnorcs. |
o-----o

```

Before you do what he says to do, glide down to a building in the area you just came out of, it has a red rocket on its' roof which, when flamed, will fly off and burst open the unbreakable chest. Jump over to another building nearby to collect some more gems, then jump back to get the gems on the lower level on your current building.

Head back to where you freed the last dragon, and do what he said to do. Glide there and find out. While it can sometimes be tricky to make it, you need to glide right at the top of your jump and make sure to head towards the middle of the other side of the river.

Over here you will find lots of vultures and gems.

```

o-----o  -----
| 26/80 | Marco | | Beige |
|-----o
| At the highest point in Cliff |
| Town. |
o-----o

```

Jump down to the buildings on the right and collect those gems, then head back up to where the dragon was. Head all the along the top here until you reach where there is a barrier. Go right to the edge and glide down to the building where you started, making sure to land behind where you could previously have got to. These should be the last gems of the level.

```

o-----o  /=====\  

| [030204] |----| Ice Cavern |  

o-----o  \=====/  

| 400 Gems |  

| 5 Dragons |  

-----

```

With 25% of the game completed now (if you've done everything possible so far, that is: 2000 Gems, 26 Dragons and 5 Dragon Eggs) this is the quarter of the way point. The entrance to Ice Cavern is located right next to the balloonist, just down a slope.

Almost as soon as you get started in the level, you'll spot a very large, purple Gnorc standing around flexing his muscles. Nothing special about him, so do the usual flaming of large Gnorcs. You will then shortly come across another variation of the small Gnorc. This time it's green and throws snowballs at you. The usual flaming or charging still applies here. Oh, and you should also note that like the ones in Dry Canyon, when you charge into the snowballs, they don't hurt you. It also doesn't make you rebound as the ones in Dry Canyon did.

```

o-----o  -----
| 27/80 | Ulric | | Pink |
|-----o
| Near the start of the level. |
o-----o

```

There a few bats around here, on the roof, they are the butterfly givers of the level and need to be scared down so that you can kill 'em.

```
o-----o  -----
| 28/80 | Todor |   | Turquoise |
|-----o
| Inside a large building type   |
| thing.                          |
o-----o
```

Near this dragon, you'll see some poles with red gems on the top. Charge into the bases of these poles to knock off the gems on top.

Further on, and you'll meet some of those Gnorcs that Todor mentioned. Completely covered in metal armour and very big, so they can neither be charged or flamed. Seems a perfect Gnorc? Well that would be true if it wasn't for the fact that they're standing so close to the edge and they're standing on ice. So, simply charge into them a few times to knock 'em off. Their gems will fly straight back up to you.

```
o-----o  -----
| /80 | Andor |   | Blue |
|-----o
| Bottom of a set of descending  |
| platforms, i.e. stairs.        |
o-----o
```

Now, head all the way back to the place where the locked chest was, and jump off to the left in order to land on a small platform just off the edge of the main path. Here you should find the key for the locked chest, so jump down to the main path (about exactly where you were before) and head back to the chest again. Collect the gems and jump off to the left again in order to continue with your journey around the level.

```
o-----o  -----
| 30/80 | Asher |   | Purple |
|-----o
| Right next to the Return Home  |
| vortex.                        |
o-----o
```

Near here, are some small castle rampart thingies with gems on, one by one follow them along by jumping on each one all the way to an opening at the end where you'll find more of those large Gnorcs with armour on.

```
o-----o  -----
| 31/80 | Ragnar |   | Purple |
|-----o
| Right at the end of this cavern. |
o-----o
```

That's all the essential stuff out of this level now, but for three extra lives, head all the way back to the start of the level and jump round to the right off where there is a small jutting out bit. Go round the corner and land on a platform with three lives on, then jump down to the room below and move on to the Return Home vortex.

```
o-----o  /=====\  
| [030205] |----|   Night Flight   |
```

```

o-----o    \=====/
| 300 Gems  |
-----

```

The last level before this world's boss. Similar in style to Sunny Flight, Night Flight is a timed flying game which requires you to collect specified targets within a short period of time. To get to the portal, go up to where you blasted apart a large rock, and go to the right, where you'll find both a Gnorc and the portal here.

First, get all the rings, simple flying to get these. Then flame the chests as you go past them. Then, go through all of the archways, ignoring the lighthouses. Once you've got them all, flame the lighthouses in the order you go past them. While not entirely easy, it isn't too difficult if you know what you're doing.

```

o-----o    /=====\  

| [030206] |----|   Doctor Shemp   |  

o-----o    \=====/  

| 300 Gems  |  

| 1 Dragon  |  

-----

```

The final level of the Peace Keepers. Dr. Shemp is located almost directly in front of where you land after Night Flight.

Here you'll find those big red Gnorcs from Cliff Town again, along with some little friends. No cookingpots though. All the little ones will charge at you, and if you dodge out of their way, they'll jump off the edge leaving their gem behind. You'll need to go collect these. Due to the metal armour, they can't be flamed.

Walk past the first whirlwind, and head behind the tower nearby, then ascend in that one's whirlwind. Jump off to the left to grab a large gem, then once grabbed, glide off back to the left, landing on a small platform with a key on. Then head up in the second whirlwind and glide off forwards to land on another platform near a large red Gnorc. Head into the tunnel to pick up some more gems. Then head all the way back and go up the first whirlwind to get to where the boss lives.

```

o-----o    -----  

| 32/80 | Trondo | | Orange |  

|-----o  

| At the start of where you fight |  

| Doctor Shemp.                    |  

o-----o

```

He surely should. Jump onto the small jutting out bit just below the main platform which Dr. Shemp is standing on and jump up onto it, then back down. This should entice the good doctor to attempt to attack you. When he turns around and heads back, flame him. He will then move along to another platform just over a bridge.

Entice him again, but this time you'll have to get a bit closer, and stay there too. As he spins round, flame his back and dodge his stick. Again he will move along. And for the last time, make him mad and he'll once again spin, this time dragging the stik along the ground, jump over it and flame his back for the last time.

Just past the Return Home vortex is a locked chest for you to use your key on.



Once you've got all the gems here, leave and head towards Gosnold the Balloonist in the homeworld.

We're off to the Magic Crafters now!

```
o-----o          /-----\
| [030300] |-----|          The Magic Crafters          |
o-----o          \-----/
```

```
o-----o          /=====\  
| [030301] |----|    Home    |  
o-----o          \=====/  
          | 300 Gems |  
          | 3 Dragons |  
          | 2 Eggs   |  
          -----
```

'Dragons of this Family spend their time making magic artefacts used by all the Dragons throughout the rest of the worlds. They are shy around other creatures and like to be alone. They can be very happy in their remote mountaintops, ice cliffs and caves, studying their craft in peace.'

As soon as you get into the corridor, you meet up with a thief. Chase him down, he's generally quite easy to catch. And a bit to the right of where he was first standing, you'll see some crazy looking Gnorcs wearing metal armour and holding a large stick. Charge these down.

```
o-----o          -----  
| 33/80 | Cosmos | | Green |  
|-----o  
| In a small room filled with |  
| Gnorcs.                      |  
o-----o
```

Out of this room, you'll find several green wizard Gnorcs who will, when you get close to them, suddenly make the ground pop upwards and take them out of your reach. The way to deal with this, apart from to get there faster, is to use the spinning chest things next to them. Stand facing the wizards, with the spinning chest inbetween you and him, and flame it several times. The spinning bit will fly off and kill the wizard.

Just up the path is a thief which you will need to cut off and flame/charge. It shouldn't take too long to get him if you've gotten the experience of catching previous thieves.

```
o-----o          -----  
| 34/80 | Zantor | | Orange |  
|-----o  
| At the top of a super-charge ramp |  
o-----o
```

I agree. Try it. Charge down the slope and straight into the wizards and other Gnorcs down there, continue charging through the tunnel and out to the right, then straight into an unbreakable chest, which will then break. Head back into the tunnel you just came out of to collect any gems you missed.

```
o-----o          -----  
| 35/80 | Boldar | | Yellow |  
|-----o  
| In front of the Crystal Flight |
```

```
      | portal.                |
      o-----o
```

Back out there again, watch out for the things that those green Wizards move, and also for what the other type of Green Wizard shoots out of its hands. Collect all the gems around here and go up to the top. Walk round the edge to the chest, then jump into the tower in the middle of the pond to collect a key. Head all the way back to the top of the super-charge ramp and glide off to the right and round the corner into a small cave in the rock. Here is a locked chest which the key will open.

That should be all for this homeworld, so head over to Alpine Ridge (located in the first part with the green wizards in, just off to the left of the entrance) and get started!

```
o-----o /=====\  
| [030302] |----| Alpine Ridge |  
o-----o \=====/  
      | 500 Gems |  
      | 4 Dragons |  
      | 1 Egg    |  
      -----
```

Straight away you'll notice a very large orange creature. This can only be flamed and likes to walk towards you, slow and easy to get rid of. There are also those strange Gnorcs from the homeworld again. You should also be aware of the green wizards again. They move stuff around again so quickly take care of them. Also, the butterfly givers in this level are some kind of goat-like creature.

```
o-----o -----  
| 36/80 | Zane | | Green |  
|-----o  
| Just after the moving stairs. |  
o-----o
```

Hmm, well head to the left from here and jump up onto some shelves. Then glide down to the large blue wizards wandering around to the right. As usual with big things, you can only flame these. They also act slightly like the green wizards you saw towards the end of the home world, i.e. shooting things at you. And their shots cannot be charged down without injury.

Get up to the top of the steps here and after flaming the wizards, glide down to the right and flame the large orange beast, then go to the left and through the doorway there. Make sure to start flying at a time when as you approach the barrier, the wizard lowers it. It's no good starting as soon as he lowers it as that is too late.

Same kinda timing is used when the next wizards is raising and lowering his platform.

```
o-----o -----  
| 37/80 | Eldrid | | Green |  
|-----o  
| Right after a wizard who raises |  
| and lowers his platform.      |  
o-----o
```

Carry on along the level until you get to the dragon.

```

o-----o -----
| 38/80 | Zander | | Blue |
|-----o
| Right next to the Return Home |
| vortex. |
o-----o

```

Now, head a bit to the right and onto a jutting out bit which points towards an open cave in the middle of the area. And glide down to it.

```

o-----o -----
| 39/80 | Kelvin | | Green |
|-----o
| In the cave. |
o-----o

```

In here is a thief, chase him around the pathway until you catch up with him and get that egg back. Once you've done all that, head to the entrance again, and glide over to the platform with the fireworks on. Flame it and head on to the next, flame that and go onto the next one. Then flame that, and head back to the previous one. Collect all the gems to complete this level.

```

o-----o /=====\  

| [030303] |----| High Caves |  

o-----o \=====/  

| 500 Gems |  

| 3 Dragons |  

| 2 Eggs |  

-----

```

Entrance to here is at the top of the super-charge ramp.

Head to the left and work your way up to the top of a spiral ramp by killing all the large blue wizards and the tornado witches. Avoid the twisters they send out at set intervals.

```

o-----o -----
| 40/80 | Cyrus | | Yellow |
|-----o
| At the top of the spiral. |
o-----o

```

That's 40 of 80 Dragons now. You should also have 8 of the 12 dragon eggs by now as well as around 3850 gems. This gives a nice total of 42%, mostly due to the lack of gems.

Glide off to the left, timing it so that you land perfectly on the moving platforms, make your way across and into a room on the other side. As soon as you grab all the gems in here, walk out of the window at the other end and drop down onto a ledge. Make your way to the right and over to a dragon.

```

o-----o -----
| 41/80 | Ajax | | Grey |
|-----o
| Just off from that ledge thing. |
o-----o

```

Meh, make your way across here further, and over a bridge to get some fireworks gems. Then jump off the bridge to the caves in the wall. Go for the end one, then once you've got the gems in there, jump over to the other. Chase down the

thief in here, and then, once you've got all the gems, fall out of the entrance. Some fairies will pick you up and take you to the top of a super-charge ramp.

Use it to jump into the caves and platform on the other side of the gap.

```
o-----o -----
| 42/80 | Cedric | | Orange |
|-----o
| Next to the Return Home vortex. |
o-----o
```

Indeed, well use the charge to get to the green area to the right where you'll find a thief. As the thief is on the other side of a very thin edged pond, use the spinny chest things to hit him with.

Head back to the top of the ramp and charge down it again. This time go to the left and go through the caves here, hitting the giant metal spiders as you go. Head through to the right (it doesn't matter if you are actually super-charging or not) and kill the wizards to get through. Go out of the window at the end one and let the fairy kiss you. This will give you a super-flame which is temporary. This flame allows you to destroy the metal spiders with your breath rather than the complicated super-charge. Once you collect the gems from the ground, this level is completed.

```
o-----o /=====\  
| [030304] |----| Wizard Peak |  
o-----o \=====/  
| 500 Gems |  
| 3 Dragons |  
| 2 Eggs |  
-----
```

The entrance to this level is right at the top of the end area, just after the wizard that moves a wall to push you into some water. And near the place where you found a key.

Head straight into the room in front of you, taking out all the Gnorcs. Some snow might suddenly start spinning around in front of you then turn into a large white Gnorc with a club. These are controlled by the large blue wizards on the high up platforms. There are also several of the green lightning wizards wandering around too. Carry on through here until you get to the dragon.

```
o-----o -----
| 43/80 | Jarvis | | Orange |
|-----o
| Right at the top of a |
| super-charge ramp. |
o-----o
```

Then, head all the way back to where you started the level. Jump over to the platform on the left (or right, depending on the way you look at it) and go along the path and up the whirlwind after the jump. Go along here right to the very end, past where it looks like you should go next. Now glide down and to the left in order to land on one of those blue wizard platforms. Now head all the way back through the big place again and back to the start. Head all the way back up through the whirlwind, and this time, go right and onto another shelf.

Follow this round until you reach a point where you can see gems on a lower

shelf. Jump down to these, and follow it along, then at the end of the short path, jump over to the second of the blue wizard shelves. Now head all the way back to the dragon again.

When super-charging, you can charge down the large blue wizards that await you, as well as those spinny things. Go down the ramps whilst super-charging and take out all the other large blue wizards as well, also charge straight through the unbreakable chest as well.

```
o-----o  -----
| 44/80 | Hexus |   | Yellow |
|-----o
| Just before a large set of   |
| platforms going up.         |
o-----o
```

Make your way right to the top of this pathway and take out the large blue wizard up there. Although, halfway up is a thief which you will need to jump over some water to catch.

```
o-----o  -----
| 45/80 | Lucas |   | Brown |
|-----o
| Right next to the Return Home |
| vortex.                       |
o-----o
```

Now come the tricky bits. Head all the way back up to the top of the super-charge ramps (next to the dragon) and charge down and follow it all the way down another (you will now be glowing orange) and up a third ramp. You will need to jump right at the point where the ramp dips down in order to get the right sort of height for reaching the platform. Walk round the back of it to find a thief. He doesn't move at all though, so just flame him to claim the last dragon egg of the game. Glide back to the normal place and then waltz all the way back to the top of the super-charge ramps again.

This time, instead of going straight when you reach the bottom of the second ramp, head to the right and then through an opening to the right again. Again you need to press X at the right moment in order to gain enough height. Next, head over to the smaller platforms on the left. These should give you the last gems of the level, so leave the level now.

```
o-----o  /=====\  
| [030305] |----| Crystal Flight |  
o-----o  \=====/  
| 300 Gems |  
-----
```

Head just inside the building below and you should find the portal just on your right.

From the start, head right and attack the planes coming at you, flame as many as possible, and then, once you've got them all, if you're near the rings go through them all. If not, then just start on whatever is closest. Follow them along until you complete them, then go onto the next and then finally with the last set. It shouldn't be too difficult if you start with the planes. Try if possible to go through the rings after the planes as that makes the journey so much easier.

```
o-----o  /=====\  
| [030305] |----| Crystal Flight |  
o-----o  \=====/  
| 300 Gems |  
-----
```

```

| [030306] |----| Blowhard |
o-----o \=====/
| 400 Gems |
| 1 Dragon |
-----

```

The final level of the Magic Crafters. The portal is down by the balloonist.

This level is basically a walk-through as there is little to challenge you. All you need to worry about are those green lightning wizards. Right near the end of the pathway, you'll see a twister kind of thing. This is Blowhard, the boss of the Magic Crafters. Just flame him once and he'll move on.

Follow him into the room he just opened and time your jumps in here so that you don't get knocked into the water.

```

o-----o -----
| /80 | Altair | | Orange |
|-----o
| In between the two areas with |
| green druids. |
o-----o

```

Just outside here, you'll find Blowhard again. Flame him and he'll fly off for a second time. And follow him to flame him once more. He's dead, you should have all the gems, so jump into the Return Home vortex.

That's all for the Magic Crafters. Let's move on now to the Beast Makers which houses one of the hardest levels in the game. To get there, walk on over to Tuco the Balloonist. He'll take you to the Beast Makers world.

```

o-----o /-----\
| [030400] |-----| The Beast Makers |
o-----o \-----/

o-----o /=====\
| [030401] |----| Home |
o-----o \=====/
| 300 Gems |
| 2 Dragons |
-----

```

'These Dragons are responsible for bringing forth all new species of living creatures into the world. They choose to live in swamps, in tumble-down wood platforms, on stilts in the mud flats and in hollowed-out trees in the thick forests. Here they can find natural clay, roots and other materials to do their work in peace.'

As soon as you arrive, you should notice the butterfly creatures, which here are chicken things with spots. Also, you should notice the Gnorcs nearby that have the power of electricity. The platforms they stand on will glow light blue when they are live, and will hurt you if you stand on them at this time. Charge or jump across the platforms to kill the Gnorcs charging them when they aren't.

```

o-----o -----
| 47/80 | Bruno | | Grey |
|-----o
| Right after the two electric |
| fields. |
o-----o

```

Jump over to the left and along the platforms. Flame the large boars that'll charge at you as if you charge at them, you'll be hurt.

```
o-----o  -----
| 48/80 | Cleetus | | Green |
|-----o
| Over by a well and a large |
| building. |
o-----o
```

Make sure to go down the well for some more gems. Work your way around the level until you reach a pyramid type thing with very steep steps. Go up these and to the right. Then right at the corner, glide over to the platform in the green water. Here you'll find a key for that locked chest you may have seen earlier.

Once you've collected all 300 of the Gems, it's time to start a level.

```
o-----o  /=====\  
| [030402] |----| Terrace Village |  
o-----o  \=====/  
| 400 Gems |  
| 2 Dragons |  
-----
```

The portal to here is located right near the start of the level.

Right from the off, you'll see one of the level's Gnorcs. He is a large, purple Gnorc with an electric rod in his hand. If you get too close he'll shoot at you with it. Just flame him. Oh, and be careful not to fall into the green stuff here, it'll kill you in one go. You'll also notice another small type of Gnorc. These wear a full suit of metal clobber, with two things jutting out the front. They will try to electricute you too, so charge these down before they can.

```
o-----o  -----
| 49/80 | Claude | | Blue |
|-----o
| Just through the first big |
| building. |
o-----o
```

Go right a bit from here to find a red firework, fire it and it'll smash one of the two unbreakable chests nearby. Again, just work your way through the level.

```
o-----o  -----
| 50/80 | Cyprin | | Red |
|-----o
| After a few more of the electric |
| fields. |
o-----o
```

After the next field, jump down before you go on, and collect the gems down there. Then work your way around till you get back to where you were before, then carry on.

After the whirlwind, jump over to the shelf above where you were shortly before, but not onto the electric field shelf. You can use the spinny chest thing to hit the electrician. At the top of this structure, glide to the left and round the corner to land on another platform.

A jump later and you'll find yourself in a place with a couple of rockets in. Flame them both and then go to where they each went to collect the last gems of the level.

```
o-----o /=====\  
| [030403] |----| Misty Bog |  
o-----o \=====/  
    | 500 Gems |  
    | 4 Dragons |  
    -----
```

The portal here is around half-way through the homeworld.

Go round the back of where you start to see a Gnorc catch one of the chicken things. Then, jump over the water in the normal direction. Here you should watch out for hungry trees. They have eyes in them and will suddenly rush at you with their mouths wide open. Flame 'em, charging don't work.

On the next bit are some attack frogs. These will flip their tongues out at ya. Don't hesitat to charge or flame them as they show no mercy.

```
o-----o -----  
| 51/80 | Rosco | | Dark Green |  
|-----o  
| On a platform just after those |  
| trees. |  
o-----o
```

Jump down to the right to take care of a Gnorc and boar. Then, jump back up and glide down to the pier below. In the middle of this pathway, jump over to the left and take care of another Gnorc who is trying to capture a chicken thing. Then head up the tree trunks nearby and glide down to some more attack frogs. Kill 'em. Work your way through the next room full of frogs and Gnorcs.

```
o-----o -----  
| /80 | Damon | | Dark Green |  
|-----o  
| After the frogs and Gnorcs. |  
o-----o
```

Once you've got the gems that are a little further on, head all the way back to the pier and jump down the hole by the fairies.

```
o-----o -----  
| 53/80 | Zeke | | Grey |  
|-----o  
| Just down the hole. |  
o-----o
```

A few more boars and Gnorcs around here, they tend to kill each other.

```
o-----o -----  
| 54/80 | Bubba | | Blue |  
|-----o  
| Right next to the Return Home |  
| vortex. |  
o-----o
```

Stand on the post nearest the Return Home vortex, and then jump over onto a



wall on the left. Then, jump up onto a kindastepway up to the top of a building. Next, when you've got all the gems, glide over to the left and land on a tree trunk in the water. Follow it up to another pier with another load of Gnorcs on. Charge 'em all down and grab the last of the gems.

```

o-----o   /=====\  

| [030404] |----|  Treetops  |  

o-----o   \=====/  

      | 500 Gems |  

      | 3 Dragons |  

      -----

```

What is regarded by some as the most difficult level in the game, if not the whole of the Spyro series, is here now. The entrance is by a large tree just before a bridge. If you're inexperienced at this level, bring a lot of lives.

A random green thief will suddenly take off as soon as you begin the level, if you're quick enough you might be able to catch it. You'll also see two of the Gnorcs for this level straight away as well. There is a large Gnorc which stands on it's hands and will kick you if you get too close, and a smaller Gnorc who will throw a yellow thing at you. Work your way through here until you get to a window. Head out of the one on the right and follow it through until you grab a key. Then carry on through here and explore the circular area above. Then, glide to the left and free a dragon from its' crystal prison.

```

o-----o   -----  

| 55/80 | Lyle | | Green |  

|-----o  

| Over there.          |  

o-----o

```

Charge down the ramp and land on a platform not far away. Then, glide over to another super-charge and follow it down until you smash into an unbreakable chest, thereby breaking it. Then glide on down to an area below which is right next to the Return Home vortex.

Jump into the whirlwind and walk up the super-charge. After cleaning out the inside, head back out to the top of the super-charge ramp and jump off to the right and down onto a spiralling ramp. Jump into the whirlwind here to get all the way back to the start of the level. This time go past the window and out onto the ledge just right of it. Glide down to where you can see a deep red thief. You probably won't catch it, but open the locked chest and move along up to the dragon.

```

o-----o   -----  

| 56/80 | Isaak | | Green |  

|-----o  

| The top of a super-charge ramp. |  

o-----o

```

Are you? Well charge down the nearby ramp and jump at the end in order to smash into an unbreakable chest you saw earlier on. Jump back to the spiral walkway and back up in the whirlwind. Head all the way back to where you last found a dragon, and charge down the super-charge. Head off to the right at the end of it (remember to jump right at the end of the ramp, still hold charge though) and along the spiral path you've used before. Charge along here and out the other side to land on another super-charge ramp, carry on super-charging and fly off the end to land on the bit above where the Return Home vortex is. Flame the red thief here to get a gem.

Now, once again head all the way back to the start and head out of the window again. Go on until you reach the dragon spot out here. This is the difficult part now. Charge down the ramp and head to the right and carry on charging down here. Then as you reach the end, head right again and charge backwards up the ramp and then jump off to the right again and head up another ramp, then right at the end of this one you will need to be going fast and to jump perfectly in order to land on the platform in front of you.

The green thief from the start is here, so flame him for a nice pink gem. And of course, free the dragon.

```

o-----o  -----
| 57/80 | Jed |   | Red |
|-----o
| After a series of difficult jumps |
o-----o

```

Now head home.

```

o-----o  /=====\  

| [030405] |----|   Wild Flight   |  

o-----o  \=====/  

| 300 Gems |  

-----

```

Yep, another flight level. This one's located right at the bottom of the well.

First go after the boats. While you're chasing them, also go through any archways you can. When you've got both sets, then go after the chests. Once you've got them all, fly in the opposite direction to the planes and flame them. Four planes go around with each other in two sets of four, if you know what I mean.

```

o-----o  /=====\  

| [030406] |----|   Metalhead   |  

o-----o  \=====/  

| 500 Gems |  

| 1 Dragon |  

-----

```

And the boss level? So soon? Yep. Right near to the balloonist.

As soon as you get up the stairs, one of the big feet kicking things will fire a metal version of the small things from Treetops at you. Charge it to kill it. Work your way throught to the dragon.

```

o-----o  -----
| 58/80 | Sadiki |   | Purple |
|-----o
| Right before Metalhead.      |
o-----o

```

However, before fighting big ol' Metalhead, you should probably finish up outside. Jump down into the moat at the far side (well, the side nearest you) and land on a small platform just before a broken grate. Walk around in here and grab the key. Then go into the whirlwind. After landing, glide over to another highup place to get some more gems. That should be all the ones out here, so go back to the dragon and into the realms of Metalhead.

To take out Metalhead, charge into the poles that are sitting around him. Only

do so when they are green though as otherwise it'll hurt. Once you've got rid of them all he'll run off to another room.

Repeat here and it's the end for the head of metal. Now head back to the steps where you came into this room and jump onto the platform on the left. Work your way around until you get under the waterfall and open the locked chest. This should complete your gem collection for this level. So leave.

Once out of the level, walk along to Cray the Balloonist and go off to the Dream Weavers world.

```
o-----o          /-----\
| [030500] |-----|          The Dream Weavers          |
o-----o          \-----/
```

```
o-----o          /=====\  
| [030501] |----|   Home   |  
o-----o          \=====/  
    | 300 Gems |  
    | 3 Dragons |  
    -----
```

Welcome to the world of the Dream Weavers.

'These Dragons are peacekeepers of the night. From their island in the clouds, they flit through the dreams of other creatures of the world, making sure that no nightmares bother dragons while they're sleeping. Anyone who has bad dreams at night can call on these Dragons for help.'

Right in front of you are two different kinds of creatures. One is very tall and has red hair and is therefore unchargeable, but flammable. The other is large and covered in metal, therefore unchargeable and unflammable. However, a cannon in the middle of the area can change them into a smaller version of each of them, which are more vulnerable to defeat. For some reason they are randomly changed every now and then.

A bit further into the level you'll spot the butterfly creatures, this time they are small mushrooms that hop around a lot.

```
o-----o          -----  
| 59/80 | Lateef | | Blue |  
|-----o  
| Near the portal to Lofty Castle. |  
o-----o
```

Work your way around the level until you get to the cannon in the centre. Use it to shoot the two big metal creatures that are blocking a doorway.

```
o-----o          -----  
| 60/80 | Zikomo | | Turquoise |  
|-----o  
| On a platform near the cannon. |  
o-----o
```

Just through the nearby corridor, you'll find an open area with a dragon and a fool in. Flame the fool and it'll lower a nearby platform for a short period of time.

```
o-----o          -----  
| 61/80 | Mazi | | Blue |
```

```
|-----o
| Near the portal to Haunted Towers |
o-----o
```

Head off to where the two large metal creatures were and charge them now. Go up the steps and continue along here until you reach a couple of fools. Flame them both and use the platforms to get further along in the level. Once you've got all the gems, that's the level done.

```
o-----o /=====\  
| [030502] |----| Dark Passage |  
o-----o \=====/  
| 500 Gems |  
| 5 Dragons |  
-----
```

Much like the creatures in the homeworld, there are a couple of new creatures here that have two forms. One large and almost invincible, the other small and weak. The way to alter their state is by flaming the fool with a lamp, when it is bright they are small, when it is dark they are big. Simple.

```
o-----o -----  
| 62/80 | Kasiya | | Green |  
|-----o  
| At the top of a whirlwind. |  
o-----o
```

And a little further on you'll meet a red devil-like creature who fires arrows. Again, these cannot be charged but can be flamed. Avoid the arrows as they hurt.

```
o-----o -----  
| 63/80 | Azizi | | Purple |  
|-----o  
| A bit further on. |  
o-----o
```

Make your way along, flaming the fools and killing the creatures.

```
o-----o -----  
| 64/80 | Bakari | | Green |  
|-----o  
| Next to the Return Home vortex. |  
o-----o
```

Just below the platform with the unbreakable chest on, you can see a passageway with gems in. Glide down to here. Go past the whirlwind and collect all the gems. Then, glide down further to a level with several of the dogs on. Then go inside, flame the fool, then charge the little creatures, then use the whirlwind to get up higher.

```
o-----o -----  
| 65/80 | Apari | | Green |  
|-----o  
| Near where you come out of the |  
| whirlwind. |  
o-----o
```

Carry on through here and over some gaps.

```

o-----o  -----
| 66/80 | Obasi | | Blue |
|-----o
| At the end of the path. |
o-----o

```

Next, glide down to the right onto another platform. Go through and kill all the devils, dogs and turtle things in here, then use the whirlwind to get up higher again. Flame the firework at the end of the path and go collect the gems from the now exploded chest. These should be the last ones, so head on home.

```

o-----o  /=====\  

| [030503] |----|  Lofty Castle  |  

o-----o  \=====/  

| 400 Gems |  

| 3 Dragons |  

-----

```

The entrance to here is located near to where the two Gnorcs block a passageway, but to the right and round the corner.

A few of the levels' creatures are seen almost straight away. First you can see a flying creature that seems to have no basis on any real life animal. You can also see a large Gnorc fitted out with full frontal body armour. He is killed by flaming the balloon he is holding onto.

Get over to the place where there are a couple of those devil cupids and free the fairy in the cage. Once you free three fairies, they will form a new whirlwind for you to use.

```

o-----o  -----
| 67/80 | Mudada | | Green |
|-----o
| Right where you land after the |
| whirlwind is formed. |
o-----o

```

Head over the pathway and jump over the gap after the devil cupids. Then glide down to the platform there and proceed to free another three fairies as well as the dragon.

```

o-----o  -----
| 68/80 | Baruti | | Purple |
|-----o
| Next to a river. |
o-----o

```

Ignore the fairy whirlwind for a while and glide down to the walkway with several of those flying pig things. Go into the building there. Go up in the whirlwind and use the height to glide down around the circular place to free the fairies here as well as killing the Gnorcs.

```

o-----o  -----
| 69/80 | Useni | | Green |
|-----o
| On top of where the fairy |
| whirlwind takes you. |
o-----o

```

Yep, welcome to Lofty Castle 2: The Second Castle. Anyway, grab the key and

jump over the whirlwind and right onto the top of a super-charge ramp. Charge down it and head to the right-hand side of the spiral bit. Go along it and then fly off towards a platform above where you have been before. Make sure to stop though. Jump down into the area below and free the fairies, flame the devils and open the locked chest.

The resulting whirlwind will take you back to where you've been before. Now head to where you made a whirlwind, but didn't use it. This time go into it. Go through here and jump off towards the place you haven't been.

Free the three faries over here to get a whirlwind to both the final fifteen gems of the level, and the Return Home vortex.

```
o-----o /=====\  
| [030504] |----| Haunted Towers |  
o-----o \=====/  
      | 500 Gems |  
      | 3 Dragons |  
      -----
```

Entrance to this level is situated to the left of the place where you first enter the world.

Right next to you is a pile of collapsed metal. This is the inanimate remains of a knight. When activated by a wizard they jump up to form the knight as you will see in a minute. In the next room (smash down the door) there is a green Gnorc who will throw grenades at you. As well as that there is a blue version of the green lightning wizard you found in Magic Crafters.

Ignore all the large knights as they are currently invincible, and charge on through to the room at the end. Kill the Gnorc in there and then let the fairy kiss you. This will give you a super charged flame breath with which you can destroy both the knights and any metal doors.

Take another blast of the super-powered flame breath and go through the whirlwind, and kill the knights over there too. Then go free the dragon.

```
o-----o -----  
| 70/80 | Kosoko | | Blue |  
|-----o  
| Near an unbreakable chest. |  
o-----o
```

Go past the rest of the knights and over a bridge to a sort of castle. In the middle is another fairy who will kiss you. Use this flame to destroy all the rest of the knights and the unbreakable chest if you haven't already.

Go up in the whirlwind and charge all the way down into a larger room full of doors. The first door has a third fairy in which will allow you to destory some more doors and knights in here.

```
o-----o -----  
| 71/80 | Lutalo | | Green |  
|-----o  
| In the third room. |  
o-----o
```

Now for something that'll make the rest of the level quite easy. Go back up to the top of the super-charge ramps and charge all the way down, go out the doorway that leads out to the left and up the ramp where you went up before.

Make sure to press X right at the last point of ground and you should get enough height to reach the platform.

```
o-----o -----
| 72/80 | Copano | | Blue |
|-----o
| Just inside a bit. |
o-----o
```

Yep, that's 90% of all the dragons done. Only 8 more to go! Woohoo! Anyway, in the big room to the right are load of the knights. You will need to race to the top before they all are activated in order to kill their wizard. If you fail, just go back to the dragon and then come back again. Go into the room at the top and let the fairy kiss you. This kiss is permanent for the rest of the level now. Take out those knights and destroy the unbreakable chest too. Then go down the hole in the middle of the room. Now just go throught the rest of the level easily.

```
o-----o /=====\  
| [030505] |----| Icy Flight |  
o-----o \=====/  
| 300 Gems |  
-----
```

The portal to Icy Flight is located on a platform reached by passing those two impassable creatures.

Straight away go for the lighthouses whilst also the chests. The get the one train and head in the direction it came from. Flame the three copters in this area and go after the train that should arrive. Then continue along the track and get the next two, then flame the remaining five copters.

```
o-----o /=====\  
| [030506] |----| Jacques |  
o-----o \=====/  
| 500 Gems |  
| 2 Dragons |  
-----
```

The portal to Jacques is located right near to the balloonist.

Anyway, a strange monkey thing with armour on is nearby as well as another really weird looking thing that looks like it's wearing a dress. Flame the fool to move on up. Go right and flame the second fool you get to to move on further. Continue along until you reach a locked chest. Go down the stairs here.

```
o-----o -----
| 73/80 | Revilo | | Blue |
|-----o
| Down the stairs, just in front of |
| Jacques. |
o-----o
```

Uh, yeah. A battle huh? Just follow it around, attempt to flame it when you get near and just wait until it dies at the end. Waste of time really. Once you've got the gems next to the Return Home vortex, glide back down to the dragon and back up the stairs.

Head down in front of you and take out those metal monkeys. Move along a bit

further and flame the two fools at the same time to raise up a platform for you to access a cave above where you'll find a key. Now glide down to the platform just to the left and then on again. Hop up onto the wall here and over. Head round to the fool you didn't flame before, then head back to the wall and flame the fool there. Use that platform to jump up onto the wall and then jump down onto the newly lowered platform below. Wait till it rises and then glide across to the dragon on the left.

```

o-----o  -----
| 74/80 | Unika | | Orange |
|-----o
| Just at the end of the glide here |
o-----o

```

Head down the path and then go off to the left. Use the whirlwind to start a swerving glide to flame the four monsters on high up platforms. Then flame the fool and head off down the right path. Jump on the platform that just moved out and then into the whirlwind. Then glide to the right to collect some more gems. Now head all the way back to the locked chest to get the last remaining gems of the world.

With that all done, it's time to move on to the final world of the game, Gnasty's World. With 90% of the game completed, the final stretch is in sight. Go and talk to Amos the Balloonist to get there.

```

o-----o  /-----\
| [030600] |-----|                               Gnasty's World |
o-----o  \-----/

```

```

o-----o  /=====\
| [030601] |----|   Gnorc Gnexus   |
o-----o  \=====/
| 200 Gems |
| 2 Dragons |
-----

```

This is the first level that is incompleteable the first time you go through it. Just so you know, there are currently 75 gems in the level.

```

o-----o  -----
| 75/80 | Delbin | | Red |
|-----o
| In the middle. |
o-----o

```

Just in case you wanted to know, he was the dragon you freed by the waterfall in the Artisans homeworld. Anyway, head on into Gnorc Cove, the only portal open currently.

```

o-----o  /=====\
| [030602] |----|   Gnorc Cove   |
o-----o  \=====/
| 400 Gems |
| 2 Dragons |
-----

```

And straight off you see a very large Gnorc rolling barrels in your direction. To take care of him simply charge into one of the barrels and knock it straight into him. A short way further into the level, flame the TNT barrel to blow open the unbreakable chest, then glide over to the right to carry on with the level.



Over here you'll see one of the large Gnorcs, this time with a TNT barrel in his hands. Knock the nearby metal barrel into him, then repeat to kill.

```
o-----o  -----
| 76/80 | Lateef | | Blue |
|-----o
| Near the bridge and up past a TNT |
| thrower.                          |
o-----o
```

And just so you know, Lateef was the dragon you freed in the Magic Crafter's homeworld near the portal to Lofty Castle. It seems that the dragons didn't trust in Spyro to save the day, and have attempted to fight Gnasty themselves. But alas, they got crystallized again.

A little further on and through the boat, when you get to a place with another unbreakable chest, don't try to break it just yet as you can't. Move along until you get to a place with a metal barrel nicely positioned so you can hit the unbreakable chest from before.

```
o-----o  -----
| 77/80 | Tomas | | Orange |
|-----o
| Right after a load of things on |
| barrels.                          |
o-----o
```

And Tomas is the same dragon as was near the entrance to Town Square in the Artisans homeworld.

Go down the middle path when you reach it. All the way down here until you get the key, then go out and go through the green tunnel. Open the locked chest at the end and then head down the last remaining tunnel. Make sure to hit the large Gnorc with the barrels before jumping over the gaps. Now exit the level whatever way you like, there is no need to actually go through the Return Home vortex here.

```
o-----o  /=====\  
| [030603] |----| Twilight Harbour |  
o-----o  \=====/  
| 400 Gems |  
| 2 Dragons |  
-----
```

This new portal should now be open in the world area. Get the gems that are just inside the mouth of the dragons and then walk off into the portal.

This level is populated by Gnorcs with guns. Their bullets will all hurt you and you need to be able to jump over them if they start firing at you. All types here can be flamed, and as usual only the small ones charged.

Very little in this level that needs any though really, just work your way through till you reach the dragon.

```
o-----o  -----
| 78/80 | Cosmos | | Green |
|-----o
| Near to an unbreakable chest.    |
o-----o
```

And this dragon was first found in the Magic Crafter's homeworld, he was the first dragon you found there.

When you reach the bridge, don't flame the handles yet.

```
o-----o  -----
| 79/80 | Cleetus | | Green |
|-----o
| At the bottom of a super-charge |
| ramp.                            |
o-----o
```

Yep, this dragon was first found near the well with the flight level 'Wild Flight' in, in the Beast Makers' homeworld.

Head up to the top of the super-charge ramp and charge down it. Follow the path along all the way to the unbreakable chest, slam into it to break it open. Then as you head back to the super-charge ramp, flame the second handle on the bridge to raise it. Charge down the super-charge again and this time take off from the bridge in order to land in the room above it. Out of the window and to the right at the other end is a life, and then glide down to the other platform with gems on nearby. Now head back to the last dragon and continue along with the level.

Grab all the gems and head out.

```
o-----o  /=====\  
| [030604] |----|   Gnasty Gnorc   |  
o-----o  \=====/  
      | 500 Gems |  
      -----
```

The final boss battle of the game is here. Grab the last few gems of the homeworld just in front of the portal and then head on in (note, you still have 1 dragon left to go)

Gnasty is directly in front of you, but you'll need to do a bit of work before you can actually reach him. While you can't get to him, he can shoot you so don't stay in one place too long. Head through the only doorway you can go through and chase down the green thief to get a key off him. Use that key on the locked doorway, then chase after the green thief in there for another key. Be careful when it goes outside though, as if you die, then you have to start all over again.

With this key, head to the lock underneath Gnasty, it will lower and he will run off. Chase him around his track as fast as you can (make sure to grab all the gems though) and then when he stops, flame him. Follow him into the building and jump over the platforms as fast as you can as they are retreating into the wall. By the time you reach him the platforms will be almost gone. When you do reach him, flame him once to kill him.

The first end of game cutscene plays and then the credits roll.

```
o-----o  /=====\  
| [030605] |----|   Gnasty's Loot   |  
o-----o  \=====/  
      | 2000 Gems |  
      -----
```

Back in Gnasty's world, free the final dragon.

```
o-----o   -----
| 80/80 | Magnus | | Grey |
|-----o
| In the middle of the world. |
o-----o
```

Yep, once again this is another previously freed dragon. This one was first found in front of the balloonist in the Peace Keepers' homeworld.

Head into the final portal now if you have reach 100% completion. If not, then go finish up what you have left to do.

You have the ability to fly around this level, just not very high yet. Jump and then press X again, as if you were going to glide, to fly. To get higher you will need to walk up some steps over to the right. Once you get to the top, you can fly slightly higher then before. To get higher again, go find the purple thief with a key, he is located over to the right of the level. Chase him down and then with the key, go to the locked door nearby.

The next thief is located on a large green patch of grass. Flame a spinny chest to get him fast. Unlock the next door and a thief in a plane will fly out. Head up the stairs inside the doorway first, then fly out after the thief. You'll need to fly anti-clockwise round where he is flying as if you go the other way he is always too high up. Once you finally get the key, head over to the next locked door, then go left and start chasing after the thief. As soon as he takes off follow him. Open the last locked door. You are now free to fly anywhere in the level.

Flame all the rockets and gather the gems. Then head into the room next to the Return Home vortex. In here you will find loads of firework boxes with the pink 25 gems in. Flame one and watch the whole room explode into pink gems. Also note the large Gnasty Gnorc picture on the wall.

Once all 2000 gems are collected, fly into the Return Home vortex and you'll be treated to a second end of game cutscene. With all 14000 gems collected, 80 Dragons freed, 12 eggs rescued, you have reached the 120% mark of the game. Congratulations on completing the first Spyro game.

```
O~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~O
| [040000]                      Cheats and Codes |
O~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~O
```

```
o-----o   /=====\  
| [040101] |----| 'Crash Bandicoot: Warped' Demo |  
o-----o   \=====/
```

Hold down L1 and Triangle on the start screen. You will need to reset the PlayStation in order to get back to Spyro.

```
o-----o   /=====\  
| [040102] |----| 99 Lives |  
o-----o   \=====/
```

Go into the Inventory screen and press the following keys:  
S, S, S, S, S, S, C, U, C, L, C, R, C, SELECT

There's no confirmation sound, but you should see your lives increasing all the way to 99.

```
o-----o   /=====\  
| [040103] |----| 99 Lives |  
o-----o   \=====/
```

```
| [040103] |----| World Select |
o-----o \=====/
```

Press the following buttons in the Inventory screen to get the balloonist to let you go to any of the homeworlds:

S, S, C, L, R, L, R, C, U, R, D

```
o-----o /=====\  
| [040104] |----| The Codes for the Codes |  
o-----o \=====/
```

X = X  
S = Square  
C = Circle  
T = Triangle  
U = Up  
D = Down  
R = Right  
L = Left  
SELECT = Select

```
O~~~~~O  
| [050000] | Version History |  
O~~~~~O
```

v1.21 - 29/12/05

More layout tinkering, mostly due to a new method of creating the guide which is currently in initial testing of this as a more universal layout for all my guides.

v1.1 - 19/05/05

Reformatted the guide to make it easier to read at a glance, corrected a few spelling mistakes and changed the art.

v1.0 - 14/7/04

Made the entire walkthrough, nothing else, apart from editing the ASCII art a little to make it more like how it was originally drawn.

```
O~~~~~O  
| [060000] | Thanks |  
O~~~~~O
```

First of all, I'd like to thank the creators of this amazing game, Insomniac Games. Without them, there wouldn't be a game to have written this about.

I'd also like to thank any site that is currently hosting this guide, the more the merrier, as this guide was written for the users, and not the websites.

Mainly though, I wish to thank GameFAQs and its many contributors for inspiring me to write any of the guides that I've written over the past three years, including this one that you're reading right now.

```
O~~~~~O  
| [070000] | Contact |  
O~~~~~O
```

If you wish to contact me for any reason, be it a question, praise, criticism, reporting an error in the guide, whatever, use the below address. Make sure to be clear in your subject line about what the email is about, and to include the exact name of the game somewhere within your email or subject so that I know what you're talking about.

```
O~~~~~O
| [080000]                Copyright                |
O~~~~~O
```

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```
O~~~~~O
```

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