

Spyro the Dragon FAQ/Walkthrough

by SpyroCrashJak

Updated to v1.50 on Feb 5, 2009

Purple is the product of red and blue...

X-\/-X-\/-X-\/-X-\/-X

| Spyro the Dragon |

| FAQ/Walkthrough by|

| SpyroCrashJak |

X-\/-X-\/-X-\/-X-\/-X

...It is also the colour of Spyro - WOOHOO!

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for Playstation (PSX) (Compatible with PS2/3 (and occasionally PSP))

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E-mail: ross(at)anderweb(dot)com

Version: 1.50 (That's V1.5 for some of you)

Type: FAQ/Walkthrough (You should be able to guess that...)

Game: Spyro the Dragon (Playstation - UK (Europe) Version) (Shouldn't be too different from other versions)

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Here's the deal with the codes on this: first decide on the section you wish to view. Next, hold 'Ctrl' and press 'F' to bring up the "Find" pop-up. Type in either code (letter of number) for that section, hit enter twice and... Viola! You're there!

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[GUIN]-----Guide Info-----[0000]

Welcome to my first proper guide! Hopefully this one should be better than my previous ones. This fresh start will show new things like fewer sections, and also the walkthrough's sub-sections will have sub-sub-sections marking each level change.

It will also be much less detailed - I'll try to keep sections as short as possible instead of as long as possible. I decided not to add speech in this walkthrough since GameFAQs already have plenty of script guides for this game.

If you don't like it, tough. Find another guide, or make some suggestions. If you hate it and wish to do neither, just don't send me hate mail and stuff like that.

And if you're going to mail nicely, please use correct grammar and spelling as much as possible. wot i meen iz id h8 2 c stuf liek tis

[VEHI]-----Version History-----[0001]

All dates are in the format dd/mm/yy.

0.00 (V0) - 20/07/08 - Started the Guide.

1.00 (V1) - 23/09/08 - Finished the Guide.

1.01 (V1.01) - 11/10/08 - Updated the Closing section about Crash Bash - that game's guide won't be made for a while.

1.02 (V1.02) - 13/10/08 - Added in alert-type things for when you get all gems, dragons and dragon eggs in each level, world, and the whole game.

1.10 (V1.1) - 19/10/08 - Edited contents format so that the walkthrough section has its own sub-contents accordingly. Also changed the 'Bosses' section to give extra information about each battle. Neoseeker are also now allowed to host my guides.

1.30 (V1.3) - 01/12/08 - Updated a few parts of the guide with ASCII Text, altered the alerts, and changed the section going over all alerts again at the end of the Walkthrough to a checklist.

1.50 (V1.5) - 03/01/09 - Turned the 'Controls' section into an entire 'Basics' section, with the Controls becoming just one of the sub-sections on it.

[COPY]-----Copyright-----[0002]

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Here are some sub-sections explaining the basics of the game.

- [BASA] Setting up [1001]
- [BASB] Story [1002]
- [BASC] Controls [1003]
- [BASD] Collectables [1004]
- [BASE] Chests [1005]
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- [BASG] Health & Lives [1007]
- [BASH] Moves [1008]
- [BASJ] Saving & Loading [1009]
- [BASK] START Menu [1010]
- [BASL] The Six Worlds [1011]

[BASA] SETTING UP [1001]

A section on how to prepare your console and start playing the game.

OK, here's a guide to setting up your console:

There are four videogame consoles out there which support Spyro the Dragon. Two of them are generally simple to play the game with. The other two aren't.

Sony PlayStation (PS/PS1/PSX)

You'll need:

- A TV which can support the console.
- A working PSX
- A unique PSX power cable to plug into any three-holed socket
- A cable that will fit into the PSX which will allow it to release sound and a picture (the three coloured wires is an example)
- One PSX controller (I'm not sure if PS2 and PS3 controllers work)
- One PSX Memory Card with sufficient space (Optional but Highly Recommended)

Ensure that the TV is turned off and unplugged for safety reasons. Insert the small end of the PSX power cable into the round hole at the back of the console. Insert the other end into any three-holed socket it fits into. Insert the sound/picture cable's rectangular end into the rectangular socket at the back of the console. Plug the other end into the TV where it fits. Plug the controller into the bottom-left slot at the front of the console. If you wish to save your game, insert the Memory Card into the slot above.

Sony PlayStation 2 (PS2)

You'll need:

- A TV which can support the console.
- A working PS2
- A unique PS2 power cable to plug into any three-holed socket
- A cable that will fit into the PS2 which will allow it to release sound and a picture (the three coloured wires is an example)

- One PS2 controller (I'm not sure if PSX and PS3 controllers work)
- One PS2 Memory Card with sufficient space (Optional but Highly Recommended)

Ensure that the TV is turned off and unplugged for safety reasons. Insert the small end of the PS2 power cable into the round hole at the back of the console. Insert the other end into any three-holed socket it fits into. Insert the sound/picture cable's rectangular end into the rectangular socket at the back of the console. Plug the other end into the TV where it fits. Plug the controller into the bottom-left slot at the front of the console. If you wish to save your game, insert the Memory Card into the slot above.

Sony PlayStation 3 (PS3)

I'm not sure how this works and if it's possible. The PS3 wasn't made to have backwards compatibility, so good luck getting this game to work on one.

Sony PlayStation Portable (PSP)

This one's probably the hardest but is definitely possible and is pretty great as if you get this game onto it, you've got a whole load of handheld fun at your fingertips. You'll need some sort of hacking software. I think you need to be able to copy the data from the PSX disc onto a PSP one, and several other stuff.

Now, here's a guide to setting up the game:

With your console set up, there's just one more thing to add in - the game itself. Note that this only explains for playing the game on a PSX or PS2.

You'll need:

- A console and TV set up as instructed above.
- A copy of Spyro the Dragon.

Sony Playstation (PS/PS1/PSX)

Press the 'Open' button on the console. The disc tray should open. Securely place the Spyro the Dragon disc in the tray so that it clicks in. Now close the tray by pressing it down until it clicks (you may have to hold the 'Open' button while you do this). Now turn on your TV and set it to the appropriate channel for the game. Now plug in your console and press the 'Power' button on it. A green LED should light up above the button, and you'll see the console starting up. If you put your game in, it should load up immediately. If not, then you should be able to load it up from the menu. If it doesn't seem to work, clean your disk or do whatever needed to make it do so.

Once the game has loaded and you're at the title screen, choose your preferred language. From there, you can create a new game on any save file. If the file is already being used, ensure permission to overwrite it from whoever plays that file. You can also load previously saved data. See 'Saving & Loading' for more info.

Sony Playstation 2 Original (PS2/PS2 Original)

Turn on your TV and set it to the appropriate channel for the game. Now plug in your console and press the red-lit button on it. It should turn green, and

a blue LED will also light not far from it. You should see the console starting up. Press the blue button now. The disc tray should open. Securely place the Spyro the Dragon disc in the tray. Now close the tray by pressing the button again (make sure the disc goes in safely with the tray). You may have to load the game from the menu. If it doesn't seem to work, clean your disk or do whatever needed to make it do so.

Once the game has loaded and you're at the title screen, choose your preferred language. From there, you can create a new game on any save file. If the file is already being used, ensure permission to overwrite it from whoever plays that file. You can also load previously saved data. See 'Saving & Loading' for more info.

Sony Playstation 2 Slimline (PS2/PS2 SL)

Press the button near the middle of the front of the console. The disc tray should open. Securely place the Spyro the Dragon disc in the tray. Now close the tray by pressing it down until it clicks. Now turn on your TV and set it to the appropriate channel for the game. Now plug in your console and press the red-lit button on it. It should turn green and you'll see the console starting up. If you put your game in, it should load up immediately. If not, then you should be able to load it up from the menu. If it doesn't seem to work, clean your disk or do whatever needed to make it do so.

Once the game has loaded and you're at the title screen, choose your preferred language. From there, you can create a new game on any save file. If the file is already being used, ensure permission to overwrite it from whoever plays that file. You can also load previously saved data. See 'Saving & Loading' for more info.

That about covers that.

[BASB] STORY [1002]
There's a minor but pleasurable plot
in Spyro the Dragon.

Here's the story according to the official game manual:

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 reflections of his own ugly face every 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 to fool around with magic spells. After a while, he hit on the two he wanted: a giant spell to trap all 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 the 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 truly be fulfilled!

GO GET 'EM, SPYRO!

[BASC] CONTROLS [1003]
Here are the controls for the
game. For moving and... stuff.

Spyro moves in many ways. You'll need to know how to use all these ways.

Here is where to find every button on the PS controller:

Button	Location
Left Analog Stick	At the bottom just left of the gap. It's a joystick.
Right Analog Stick	At the bottom just right of the gap. It's a joystick.
L3	Push down the Left Analog Stick.
R3	Push down the Right Analog Stick.
L1	Top of the controller, left at the front.
R1	Top of the controller, right at the front.
L2	Top of the controller, left at the back.
R2	Top of the controller, right at the back.
Up d-button	The top button on the pad to the left.
Down d-button	The bottom button on the pad to the left.
Left d-button	The leftern button on the pad to the left.
Right d-button	The rightmost button the pad to the left.
Triangle (T)	The top button on the pad to the right.
Square ([])	The leftern button on the pad to the right.
Circle (O)	The rightmost button on the pad to the right.
X	The bottom button on the pad to the right.
SELECT	The leftern button in the middle.
START	The rightmost button in the middle.

Here is a table showing what every button on the PS controller will do (when only pressed once, with no other buttons to follow):

```
X-----X
|      Button      |      Action      |
X-----X
|Left Analog Stick| Moves Spyro in direction you push it |
|Right Analog Stick|           -           |
|      L3      |   Recentres camera behind Spyro   |
|      R3      |           -           |
|      L1      |   Makes Spyro roll to the left   |
|      R1      |   Makes Spyro roll to the right   |
|      L2      |   Rotates camera to the left   |
|      R2      |   Rotates camera to the right   |
|  Up d-button  | Moves Spyro away from the camera |
|  Down d-button| Moves Spyro towards the camera |
|  Left d-button| Moves Spyro to the left of the screen |
|  Right d-button| Moves Spyro to the right of the screen|
|  Triangle (T)| Hold to get a still first-person view|
|  Square ([)]| Hold to charge in the given direction|
|  Circle (O)  | Makes Spyro release a burst of flame |
|      X      | Makes Spyro jump (hold to get higher)|
|  SELECT      |   Brings up the 'Inventory' Screen   |
|  START       |   Brings up the Pause Menu           |
X-----X
```

And here are the results of button combos:

```
X-----X
|      Buttons      |      Action      |
X-----X
| L1/R1 + LAS/D-pad| Rolling with an extra dimension |
|  T + LAS/D-pad   | Rotates view from first-person |
|  [] + X          | Jump charge (faster, worse handling) |
|  X + O           | Flame in mid-air (helps hit higher) |
|  X + X           | Jump, then glide in given direction |
|  X + X + T       | Jump, glide and then drop in mid-air |
X-----X
```

[BASD] COLLECTABLES [1004]

This runs over the three main collectables in the game: gems, dragons and dragon eggs.

There are three main collectable groups in the game: gems, dragons and eggs.

Gems

Gems are by far the most common collectable in the game, being scattered around all over the levels. In an uncompleted levels, chances are that gems will always usually be in sight. That's how common they are.

Each level houses several hundred gems (or worth of gems, anyway). Some levels house 500 gems, whilst over house just 100. And then any hundred inbetween those two. The later levels tend to have more gems.

Gems are split into different values. Some gems are worth more than others. Here are the values of each colour:

Red = 1 Gem
Green = 2 Gems
Purple/Blue = 5 Gems
Yellow/Gold = 10 Gems
Pink = 25 Gems

The more value of a gem, the less common it is.

Gems stand out quite a bit in the darker-set levels, so you'll likely spot them easier in those. Also, a good way to look for distant gems is to go to the first-person look around (by pressing Triangle) and looking around for sparkles. Chances are it's a gem. Either that or a key (which leads to more gems). Some gems are well-hidden, some are off side paths, and some are dead ahead in the main path. Tends to the rarer ones are more hidden.

Gems can be found just lying around, dropped by enemies, or in any type of chest.

There are 14000 gems in total in the game to collect. You only need 6000 to beat Gnasty, though.

Dragons

Dragons are obviously the game's main priority. They've all got themselves trapped in crystal, so you must rescue them. They're found in most levels, in crystal cases all alike one another. To free them, simply step onto their platforms and they'll stand to break out.

Once free, they'll talk to you for a bit, usually giving advice, then will vanish and be added to your counter of freed dragons. After this, you can step over their platforms to make a checkpoint (platform lights up), or you can step on them longer to save (see "Saving & Loading") or replay their speeches.

In flight levels, you'll find no dragons. In boss levels, you'll usually find one (but once two and another time nonce). In other levels, you'll find between two and five.

There are 80 dragons in total in the game to release. You only need 50 to beat Gnasty, though.

Dragon Eggs

The most minor of the collectables - dragon eggs. There are very few of them in the game, and they're mostly just added extras. Weird, blue thieves have stolen the dragon eggs, and are standing around in random places waiting for them to hatch. You can easily tell when a thief is around - they'll be taunting you.

When you approach one, it'll start to run from you. The only way to keep up with it is to charge after it. They go a tiny bit slower than you, so you can soon catch up, and they always take the same route, also barely ever cutting corners. Use these facts against them. If you try to get to the other side of them, they'll smartly turn around. You don't need to charge them, though - quickly release a burst of flame when near and they're toast.

You'll only find these in a few levels (Infact, in none of the last three worlds, either!), and even so there'll only be one or two. Still, they're often well hidden and require some skillful chasing, so it's aplenty.

There are 12 dragon eggs in total in the game to rescue. You only need 5 to beat Gnasty, though.

[BASE] CHESTS [1005]

There are many types of chests scattered around the game, all holding gems.

Gems don't just come lying around, y'know. Some are dropped by defeated enemies, whilst others are sealed up in chests. There are a variety of these, which I'll list here:

Wooden Chests

The most common chest. These are red and baige and a bit bigger than Spyro. Any attack on these will break them, revealing a random gem colour inside.

Metal Chests

The second most common chest. These are fully shiny metal and about as big as Wooden Chests. Any attack but the standard flame will break them, revealing a random gem colour inside.

Colour-topped Chests

These appear randomly but never usually commonly. Fairly common. These are slightly bigger than Wooden Chests and have a wooden bottom and a randomly coloured top. Whichever colour the top is determines what colour gem is inside. To break them, simply flame or charge them to make the gem jump out, then jump onto it to catch the gem. If you get it, the chest will break. You can also destroy these instantly with any advanced attack.

Strong Chests

These are very rare indeed. They are roughly cuboid-shaped and are all metal with chains wrapped around them. You can only open these with advanced attacks (supercharge, powerflame, etc.). They release a multitude of gems when destroyed.

Locked Chests

Pretty much the rarest chest of them all, maybe about as rare as Strong Chests. They look like them too, just with a lock on them too. You can destroy them like Strong Chests, but you'll probably never get hold of an advanced attack around them. So you'll need a key to open them. Keys are found in the level the chest is in.

Life Chests

Fairly common - these are the only chests which contain lives (see 'Health & Lives' for more info). You'll find a single extra life inside each single chest. They are purple and have eyes peeking out of them. You can destroy them with any attack (NOTE: charging them results in a rebound).

I think that's all of them. Don't hesitate to e-mail me if I've missed out any!

[BASF] LEVELS [1006]
This game is seperated into
levels. Here you can find out how
they're seperated and what types
of level you can find.

Spyro the Dragon is one of many games seperated into levels. Most of the time, the link between different levels are portals, which are scattered across the home levels. They are arch-shaped and have the level's name printed across them. Simply walk into one and you'll auto-fly over there, with a checkpoint being made simultaneously.

In non-home levels, you'll find a 'Return Home' vortex near the end. Jump into these when you wish to return to the home world and travel to others levels. Alternatively, press START and select 'Exit Level' when in them (NOTE: Your data from that level may not be counted until you jump into the vortex).

To travel between home worlds, you'll need to find the balloonist in a home level and, if you meet his requirements, he'll let you travel to another world.

There are 35 levels in the game.

Here are the level types:

Home

You'll start off the game and every other world in a home level. The first five will simply be named "Home" on the "Inventory" screen. The home level links to all other levels in the world and all home worlds in other worlds. Ofcourse, you'll need to do some exploring and collecting to develop where you can travel. They're pretty similar to Regular levels. They have basic enemies, sometimes even harmless. You could essentially call them the safe places of the game.

There are 6 home levels in the game.

Regular

The main levels. You can access these via the home worlds. All but one of them are already open upon reaching the world it's in. They are the main places to find collectables, as well as many challenges and tough enemies. Once you reach the end of a Regular level, you'll find its 'Return Home' vortex, which you can safely travel back to the Home level in. There are three in each world but the last. Their landscapes tend to be more vast than any other level type.

There are 17 regular levels in the game.

Flight

These part-hidden levels are half-bonus levels. You'll find one in each world but the last, and they all have "Flight" in their name. They are timed challenges in which you can freely fly around in (compared to gliding in other levels). Your aim is to destroy all 32 obstacles in the time limit. You'll start off with around 30 seconds, but for each obstacle you destroy you'll gain a little extra time. The only collectables here are 300 gems in each, as rewards - 60 gems for each set of eight you destroy in one round, and an extra 60 if you destroy all 32 in one go. Essentially, a gamer not necessarily after every single gem could skip these often-tricky challenges.

There are 5 flight levels in the game.

Boss

Near the end of the home levels you'll find the portal to its boss level. 66% of the time, it's ready-open for you. For the most part of these, they'll be about the same as any Regular level. The gist is though that after what is usually the level's only dragon to free, you'll face a boss. They're not that challenging - half of them could just be called enemies with more hitpoints - but they're still bosses alright. I guess it's better than no bosses at all.

There are 6 boss levels in the game.

Bonus

Super secret! No info here!

There is only one bonus level in the game.

[BASG] HEALTH & LIVES [1007]

This game is prepared to deal damage to you and also has a limited-life system.

As soon as you leave the Artisans Home level, you'll find that you can easily take damage from falling, drowning and getting hit by enemies. There is a health system in this game - it may take a while to realise it, but it's there. Y'know that dragonfly following you around - Sparx? Yeah, you should be grateful, as he's saving you from being killed. He'll start off his normal yellow colour, but if an enemy hits you or you jump into liquid, he'll turn blue. Hit again, green. Hit again, he'll disappear completely. From then, not only will he not help you pick up gems, but if you take on more hit, you'll collapse dead and lose a life.

Fortunately, you can prevent getting to that point. Not only can you improve your dodging skills, but if you happen to come across a helpless animal (sheep, chickens, rabbits, etc.), you can kill it to release a butterfly, which Sparx then eats to heal up a notch.

If you fall off an edge, drown, or get hit without Sparx, you'll lose a life. You start off with 5 lives, and if that number decreases from 0, you'll get a game over. This basically means that you'll lose all the data of the level

you're in which isn't saved and return to the home level of that world. It's not too much of a biggie (as you can just re-enter the level when on low lives), but you can prevent it by collecting silver statues of a dragon, found in unique chests around the place. Alternatively, revisit levels to find that enemies you've already defeated now drop silver orbs instead of gems. Gather 20 silver orbs for an extra life.

That just about covers that.

[BASH] MOVES [1008]
You've read them in the 'Controls'
section, but what exactly are
they?

Here are what all the moves you'll come across are:

Moving

It's the main move altogether in any platforming: moving. You're gonna need to move from place to place all the time, so smooth moving controls are necessary. You can move using the Directional Buttons, or the Left Analog Stick. The Left Analog Stick seems to be preferable, but some controllers don't have one. With the D-pad, Spyro will always run when he moves and you can only move in eight directions. With the Analog Stick, Spyro will walk if pushed slightly, and run if pushed all the way. He will also be able to run in infinite directions. It's pretty simple to grasp movement, so I needn't go any further.

Camera Control

Spyro is a third-person platformer, so a non-existent camera follows him around as you play. It mostly moves by itself, following you around corners and trying to keep behind you as much as possible, but you can also control it. By simply holding the L2 button, the camera will rotate left around Spyro. Hold R2, it goes right. You may expect the Right Analog Stick to control camera movement, but it doesn't. The Right Analog Stick does nothing. From the 'Options' menu (see 'START Menu'), you can toggle the camera from Passive to Active mode. Passive mode moves the camera more slowly and precisely, though sometimes gets stuck around corners. Active mode moves the camera faster, and will keep up with you most of the time.

Jumping, Gliding and Dropping

Another necessary move in any platformer is jumping. With a simple tap of the X button, Spyro will jump a short height upwards. If you hold down X, you'll jump much higher. From the jump, you can break into a glide. To do this, simply tap X again in mid-air. If you glide from the peak of the jump, you get more distance. If you happen to have glided further than intended, simply tap Triangle mid-glide and you'll drop straight down to whatever is below you. You can control your jump, glide and drop. If you move whilst jumping, you'll jump in that direction. You can go from side to side whilst gliding, and can also push backwards to slow your glide. You can control dropping, but you'll never likely drop far so you won't notice it.

Powerup: The glide becomes flight in six of the game's levels. You control it

like gliding, only you go straight ahead instead of gradually downwards, and you can fly downwards by pushing up and upwards by pushing down. You can also do flips: hold L1 to do a 180-flip, and R1 to do a 360-flip.

Flame Breath

Any magical dragon's main attack force: breathing fire right out of its mouth. God knows how it works without the dragon catching fire. Maybe their ignition torch is wettend, then covered in alcohol. Then ago, they'd get drunk. What was I talking about? Oh, yeah. By simply tapping O, Spyro will release a jet of fire from his throat. That's all that's to it. The flame lasts about a couple of seconds, and goes about three times Spyro's length. Even if the tip of it reaches a fire-vulnerable enemy, it'll defeat them. You can also spin around whilst flaming if surrounded, or jump and flame if the enemy is above you. You can also flame mid-glide. It's speciality is to defeat big enemies. It will not damage anything metal, including armour.

Powerup: If kissed by a purple fairy, your flame will temporarily turn into a powerflame. This makes it that your flame can now destroy metal and armour. (Also, there's a orange fairy hidden in one of the levels which grants you permanent powerflame in that level from then on!)

Charge Attack

Spyro's secondary attack is the charge. If you don't know how to use it, you are going to get stuck. Simply hold down the [] button at any time and Spyro will charge forward very fast. Whilst charging, you can turn and jump. Since it's fast, it's used to catch thieves, and can also penetrate metal and armour. However, it will not damage big enemies. Control this well and you're sure to get around easily.

Powerup: When you find a slope with arrows on it, simply go to the top and charge down it. As you do, steam will start to come out of Spyro and he'll go really, really fast. Supercharging. This lasts until you stop charging, and you'll defeat any enemy you charge through. You can also jump off edges to do a superjump, which goes amazingly far. You can also break into a glide mid-superjump. If the steam is normal, you won't supercharge for long. If the steam is yellow, you'll go normal supercharging speed. If the steam is red (charge off a second ramp), you'll go immensely fast.

Rolling

Gotta be the most minor move (some may not ever use it) - rolling. It's a little extra added to the game, though doesn't work well at all. By holding R1, you'll roll to the right. Hold L1, you'll roll left. Basically, it does what it says on the tin - Spyro will roll to your desired side. This helps for dodging, but not much. You can turn whilst rolling, but why would you ever need that? Pointless, possibly detrimental.

[BASJ] SAVING & LOADING [1009]

This game isn't short, y'know.
You'll need to save often.

This game uses a Saving & Loading feature.

When you start the game, you simply choose any file and overwrite it. Remember which file's your's - you'll need to know later.

In-game, there are 80 dragons to free in total. After freeing one of these, you can run over their platform to mark a checkpoint at it. So, if you die in the same visit to that level, you'll respawn at the dragon platform. However, if you step onto a dragon platform and stay on it, a red fairy floating above it will talk to you. A menu will appear. From there you can 'Save', 'Replay Dragon' or 'Continue'. Saving will save your current overall progress on the file you started the game on. So, if you then quit the game, the next time you reload, your saved progress will be there. Replay Dragon will replay the dragon's speech, and Continue will resume the game without doing anything.

So, when you reboot your game, your saved data should be there. Simply select the file, choose 'Load', and you can continue the game from where you left off. Simple.

```
-----  
[BASK]      START MENU      [1010]  
When your pause the game, several  
options greet you...  
-----
```

You see that button to the right of the middle of the controller? That arrow button? That's the START button, and it pauses the game. You are greeted with four options on the menu that then appears:

Continue

Resumes the game where you paused.

Options

Choose this, and a sub-menu will appear:

- Sound Effects - Toggle this to change the volume of the sound effects in the game (e.g. enemies, chests, moving, etc.).
- Music Volume - Toggle this to change the volume of the background music in the game.
- Speaker Setup - Toggle this to change the game's sound setup between Stereo and Mono.
- Vibration - If your controller vibrates, and you're getting annoyed with it, you can toggle it on and off.
- Camera - Toggle the camera mode between Active and Passive (see 'Moves' for more info).
- Screen Adjust - Choose this to bring up a sub-sub-menu:
 - Horizontal - Press Left/Right to move the picture horizontal.
 - Vertical - Press Up/Down to move the picture vertical.
 - Done - Return to the Options menu.
- Done - Return to the START menu.

Inventory

This will bring up a screen where you can review all that you've collected thus far.

At the top there is a HUD, showing your total gems (/14000), dragons (/80) and

percentage (/120). Just below that is a checklist of your current dragon eggs, with spaces filled in where you have got dragon eggs and crosses where you've yet to get (e.g. if you have five eggs, five spaces will be filled and the other seven will be crossed).

At the bottom, there is a list of levels. At the top of the list is the name of the world you're in. Below that is every level you've been to in that world, with the dragon eggs, gems and dragons you've collected beside. Press left/right to scroll through the different worlds you've been to.

You can access this screen straight from the game by pressing SELECT.

Exit Level/Quit Game

The fourth option varies depending on the level you're in. If you're in a Regular, Flight, Boss or Bonus world, it'll be Exit Level. Select this to go directly from the level you're in back to the homeworld. If you're in a homeworld, it'll be Quit Game. Select this, then select 'Yes' at 'Are you sure?' to go back to the Title Screen.

[BASL] THE SIX WORLDS [1011]
There are six different worlds
throughout the game.

There are five Dragon Worlds and one Gnorc World in the game. Each Dragon World contains six levels, whereas the other contains five. You can travel between worlds by finding the balloonist in its home level, who will let you travel between them, if you meet their requirements. Here are the worlds, with their descriptions according to the manual:

Artisans World

"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."

Home: Artisans Home
Regular: Stone Hill
 Dark Hollow
 Town Square
Flight: Sunny Flight
Boss: Toasty

1000 Gems, 16 Dragons, 2 Dragon Eggs

Peace Keepers World

"These large, powerful Dragons enforce order throughout the world. They are the strongest of all the Dragon families, and know the 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."

Home: Peace Keepers Home

Regular: Dry Canyon
Cliff Town
Ice Cavern
Flight: Night Flight
Boss: Doctor Shemp

2000 Gems, 16 Dragons, 3 Dragon Eggs

Magic Crafters World

"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."

Home: Magic Crafters Home
Regular: Alpine Ridge
High Caves
Wizard Peak
Flight: Crystal Flight
Boss: Blowhard

2500 Gems, 14 Dragons, 7 Dragon Eggs

Beast Makers World

"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."

Home: Beast Makers Home
Regular: Terrace Village
Misty Bog
Tree Tops
Flight: Wild Flight
Boss: Metalhead

2500 Gems, 12 Dragons

Dream Weavers World

"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."

Home: Dream Weavers Home
Regular: Dark Passage
Lofty Castle
Haunted Towers
Flight: Icy Flight
Boss: Jacques

2500 Gems, 16 Dragons

Gnasty's World

"This place is dark and haunting. Be careful!"

Home: Gnorc Gnexus

Regular: Gnorc Cove

Twilight Harbour

Boss: Gnasty Gnorc

Bonus: Gnasty's Loot

3500 Gems, 6 Dragons

So, that should cover all that you need to know. Good luck on your adventure!

[GULA]-----Guide Layout-----[1001]

This is the layout for each sub-sub section of each sub-section (try saying that three times fast).

[CODE] X. LEVEL NAME [#CODE]
Type: Homeworld/Regular/Flight/Boss/Bonus
Requirements: How to gain access to the level
Gems: XXX Dragons: X
Dragon Eggs: X Keys: X
Enemies: Enemy #1 name x[how many of enemy in level] (Class A-E*)
Enemy #2 name x[how many of enemy in level] (Class A-E*)
And so on...
Fodder: The little animals that release butterflies (health) there
Extra Notes: Blah blah blah

Then there will be the guide to that level. There may be different alerts (thanks go to A Darkstar Ripclaw for the idea):

[XX(number)]DRAGON ALERT[XX(no. to get before next unlocked)]
Paragraph including where the dragon is, what advice it gives, and any extra notes. This will appear 80 times throughout the guide.
[XX(number)]----NAME----[XX(no. left in game)]

[XX(number)]DRAGON EGG ALERT[XX(no. to get before next unlocked)]
Paragraph including where the egg thief is, strategies of catching it, and any extra notes. This will appear 12 times throughout the guide.
[XX(number)]----LOCATION----[XX(no. left in game)]

[XX(number)]KEY ALERT[XX(number)]
Paragraph including how to find the key for the chest.
This will appear 19 times throughout the guide.
[XX(number)]-LOCATION[XX(no. left in game)]

[XX(number)]KEY ALERT[XX(number)]
Paragraph including how to find the key for the chest.
This will appear 12 times throughout the guide.
[XX(number)]-LOCATION[XX(no. left in game)]

[X(number)]BOSS ALERT[X(number)]
Paragraph including where to find the boss and strategies to beating it. This will appear 7 times throughout the guide.

[X(number)]---NAME---[X(no. left in game)]

After all gems are collected...

[XX(number)]XXXX/XXXX GEMS COLLECTED[XX(no. left in game)]

Dragons...

[XX(number)]XX/XX DRAGONS RELEASED[XX(no. left in game)]

Dragon Eggs...

[XX(number)]X/X DRAGON EGGS RESCUED[XX(no. left in game)]

And, ofcourse...

[XX(number)]LEVEL COMPLETE[XX(no. left in game)]

Progress: XXXXX Gems (XXX.X%)
 XX Dragons (XXX.X%)
 XX Dragon Eggs (XXX.X)
 XXX.X% Complete

All this also applies for each of the six worlds.

And after each non-home level...

!!!MOVING ON!!!

A paragraph that explains passing to the next level via the homeworld.

!!!NO GNIVOM!!!

*The classes for each enemy are:

- A - Harmless
- B - Defenseless
- C - Immunity to charge or flame (easy)
- D - Immunity to charge or flame (hard)
- E - Immunity to charge AND flame

[WALK]-----Walkthrough----- [2000]

Ahhh. The meat and bones of the guide. This is definitely the biggest section and is, for most people, the only section read. Here I will show you how to complete Spyro the Dragon to the maximum 120%.

I have decided not to add seperate sections with info on the game this time around. Instead, I'll explain things when you come across them. This section also has checklists below running through the enemies, bosses, dragons and dragon eggs for anyone in a hurry.

Anyway, starting off, wait for the title to pop up (or press X to skip to it), ensure you have a PS Memory Card with enough free space inserted, and then press X when over 'New Game'. Choose any empty (or used if there are none) slot and then start!

[AAAA] Artisans [2100]

[BBBB] Peace Keepers [2200]

[CCCC] Magic Crafters [2300]
[DDDD] Beast Makers [2400]
[EEEE] Dream Weavers [2500]
[FFFF] Gnasty's World [2600]
[GGGG] Enemies [2700]
[HHHH] Checklist [2800]

[AAAA]-----Artisans-----[2100]

This first sub-section of the biggest section explains how to collect all 1000 gems, 16 dragons and 2 dragon eggs within the first six levels. Chances are that this sub-section will probably be the least viewed since the Artisans world is very easy.

[AAAB] Home [2101]
[AAAC] Stone Hill [2102]
[AAAD] Dark Hollow [2103]
[AAAE] Town Square [2104]
[AAAF] Sunny Flight [2105]
[AAAG] Toasty [2106]

[AAAB] 1. ARTISANS HOME [2101]

Type: Homeworld (1/6)

Requirements: Start game

Gems: 100 Dragons: 4

Dragon Eggs: 0 Key: No

Enemies: Scardey Gnorc x4 (A)

 Gem Thief Gnorc x2 (A)

Fodder: Sheep

Extra Notes: First and easiest
level. Links to other levels.

Welcome to the game! After watching the opening cutscene involving a Dragon TV interview which upsets an ugly creature called Gnasty Gnorc, forcing him to freeze every dragon in the world (missing Spyro, the smallest dragon), and turning the dragon's treasure (gems) into his own gnorc soldiers, you'll begin.

Right ahead of you will be your first collectable. Push the Up D-button or push the Left Analog Stick forwards to go ahead.

[01]DRAGON ALERT[09]

Nestor is in front of you as you start. To release him, just walk onto the platform he's trapped on and he'll soon break free. He'll explain that you're not ready to fight Gnasty Gnorc yet and that your current task is to free 9 more dragons and then find the balloonist.

[01]NESTOR[79]

Turn around and head back along this path. Take the left at the turn and run down the slope. Right ahead of you will be two red gems. There are 14000 of these throughout the game. Simply walk up to them and they'll automatically fly over to you, adding to your collection.

Now turn slightly left and go towards a series of platforms. Simply tap X to jump into the air, then push forward slightly while in the air to jump onto it. Jump up another one with another gem on and then turn left, and jump up to

a third one holding two gems. Left again and jump to the highest platform. There will be two green gems. A green gem counts as 2 to your gem total. Jump off the platforms back to ground.

Once down, turn right a bit and start walking up to a green guy with a sack. This is your first enemy - a Gem Thief Gnorc. It will not harm you, but will run away as you approach. Chase it and now it's time for attack. Hit the O button to release a flame, or hold [] to charge. Hit him with either and he'll drop a red gem. Hit him twice more, dropping an extra two gems upon the final hit. He'll then fall over and explode into feathery stuff.

Get the gems just nearby, and two more near the water. Also jump onto another platform around here with four red gems.

[02]DRAGON ALERT[08]

Turn left from here and you'll see Delbin in front of the water. Step on the platform to release him. He'll explain that the yellow dragonfly following you is Sparx, your health meter.

[02]DELBIN[78]

And it's true - get hit and he'll turn blue. Once again and he'll go green. Get hit a third time and he'll disappear (and gems will stop automatically flying to you). Get hit once more and you'll lose a life and respawn at the last checkpoint (dragon or beginning of level). Lose all your lives and you'll get a Game Over, which will mean you'll lose any unsaved data and respawn at where you started the game. There is a way of healing Sparx and restoring lives.

Anyway, turn right and go towards the other green enemies on the hill. Collect the three red gems here, then flame one of them before it runs away. This Scardey Gnorc will then drop a purple gem, which counts as 5 red gems. Go into the bushy area near here. Take the left route to get some red gems, then turn into the middle of the area. There will be two chests in here - a purple one and a red-brown one.

Flame or charge them to open them. The red one will contain a green gem. The purple one will contain a life, which may come in handy for those that aren't very cautious. Also inside this area is a portal with 'Dark Hollow' written across it. Leave it for now. Collect two more gems around the other side and then exit this bushed area.

Run over the hill to find the other two Scardey Gnorcs and another portal reading 'Stone Hill'. Ignore the portal and chase down the gnorcs for their gems.

Now position yourself on the top of the hill, and turn around to face a platform with some treasure on it. Now for a glide. Start by jumping with X (holding down gains more height) and then hitting X again at the peak of your jump. You'll break into a glide going forward. Help it along the way. If you make it onto the platform so easily that you start to glide further than you wanted, simply tap Triangle to drop from the glide. There will be two red and two green gems. Inside the red chest here is another green gem. Drop down to the right and run alongside the wall. Follow it round into a 'hidden' area.

In here straight ahead are two red gems and four red chests. The chests each contain a green gem. Also here are some sheep. If Sparx isn't yellow, flame or charge these guys to release a butterfly for Sparx to eat and heal himself.

[03]DRAGON ALERT[07]

Argus will be right inside this area next to the sheep. Release him and he'll

tell you that the Artisans boss is hiding behind the stone dragon's mouth behind him. You'll need to enter and properly exit either Stone Hill, Dark Hollow or Town Square at the least to get to him.

[03]ARGUS[77]

Head back to the platform you glided to and this time run alongside the other wall there to get to a tunnel. Make your way through it collecting the flurry of gems along the way, and you'll come out to a dock. Here there will be a guy in front of a balloon. You guessed it - the balloonist. Talk to him to once again find out that he'll only think you're worthy to fly once you've freed 10 dragons (7 more). Head back out of the tunnel.

Now run ahead and pass the Stone Hill portal. Look around and you'll soon see another tunnel. Make your way through it, collecting 5 gems along the way.

[04]DRAGON ALERT[06]

Tomas will be right in front of you as you come into the area. He'll explain how to glide (as if we didn't know) and tell you not to be worried of what misfortunes the glide may bring.

[04]TOMAS[76]

[01]4/4 DRAGONS FREED[29]

That should bring you to 4/4 dragons for the level. Out in this new area, run down the ramp and you'll spot a Gem Thief Gnorc. Chase it around, getting 3 good hits on it. Check around the pillars holding up a high platform to find yourself 4 more gems. Go back up the ramp and take a left past Tomas. Follow the path around to find three red gems. Jump down from here and run towards the tower here. Go around the front to find an opening. Walk inside and you'll find a sparkly magic updraft called a whirlwind. Walk into it and it will take you up to the top.

Walk forward collecting 3 gems, but be careful not to walk into the 'Town Square' portal. Walk back and take the right turn (facing away from the portal). Glide off to the platform with 2 gems and then over to a red chest with a green gem inside. Jump down to the ground and head into the tower and up the whirlwind again. Take the other turn this time and glide over to another platform with a red chest containing a green gem.

[01]100/100 GEMS COLLECTED[35]

This should round up your gems to 100, where the collection thingy will make it rather obvious that that's all of them. That's it for the Artisans Home. One level down, thirty-four to go.

[01]LEVEL COMPLETE[35]

Now go back to near where you started, and go into the 'Stone Hill' portal. Spyro will fly through the air as your game saves and all the gems are counted up into your total. After that, Spyro will do a mid-air flip, then fly down into your first proper level.

Progress: 100 Gems (0.8%)
 4 Dragons (5%)
 0 Dragon Eggs (0%)
 1.9% Complete

[AAAC] 2. STONE HILL [2102]

Type: Regular (1/17)

Requirements: Artisans Home

Gems: 200 Dragons: 4

Dragon Eggs: 1 Key: Yes

Enemies: Ram x8 (B)

Shepard x3 (B)

Fodder: Sheep

Extra Notes: First proper level.

Still very easy.

You'll fly right in and land in a lower area surrounded my mountains. Turn around to find a red gem, a wooden (red) chest containing 5 gems, and two more containing a green each. Turn around from there and go towards a tiny little wall fountain thingy, with a green gem in a chest by it. Follow the wall to get to a Ram, your first attacking enemy. It will charge at you when you get close enough. Either flame it or charge it back - just make sure it's the one that dies. It will release a purple gem.

Don't go into the tunnel behind it yet, but get the two red gems just right of it, and turn around to face the hill in the middle. Go and defeat the Ram up there too for another 5 gems, then head straight on to the wall where there are 4 red gems. Go around the little bend here to find another Ram. This one will give you a green gem upon defeat.

Don't go into the tunnel behind it yet again, and instead carry on alongside the wall getting a purple gem each from the chests. Now go into the lefternmost tunnel in this area (at a view facing the tunnels from the middle). Go through it, getting 4 red gems along the way, into a circular "treasure" room (called as it is since there are LOTS of gems).

Start off going around anti-clockwise, getting a loose 3 gems. 5 more gems in total from three chests, a red gem near a clump of chests, and you'll also see your first metal chests here. These ones will absorb your flame so you'll have to charge them open. Out of all 5 of them you should get 13 gems (I think). Collect the clump of 4 red gems here, then get the remaing 5 gems from the remaining 3 wooden chests.

[05]DRAGON ALERT[05]

You can find Lindar inside the "treasure" room through the lefternmost tunnel (from the starting area). He'll tell you that whenever you free a dragon or step on its platform (so it lights up), that'll act as a checkpoint if you lose a life.

[05]LINDAR[75]

Now that you're done in here, head out of the tunnel and go left until you get to the middle tunnel. Get the 2 red gems just inside and then you'll be in another room (but not circular and with another exit). Go right a bit and make sure to defeat the Ram for a purple gem. Then turn around a bit to the corner with a life chest. Go to the other end of the room and break the two wooden chests for 4 more gems.

[06]DRAGON ALERT[04]

Go through the back exit of the room through the middle tunnel to find Astor right infront of a strange vortex. He'll explain that the 'Return Home' vortex will return you to the homeworld (in this case, the Artisans Home).

[06]RO TSA :TRELA NOGARD[74]

Don't go into the vortex yet. Instead, grab the purple gems from the chests

either side of it. Now for a strange bit - you have to jump off the edge of this area to what seems like certain death in the water. However, there'll be a small beach hidden just before it.

[01]KEY ALERT[01]

Go right to get into a little alcove on this beach area below the 'Return Home' vortex. Sitting there will be a golden key. Walk into it to pick it up.

[01]BEACH ALCOVE[18]

Also in this alcove are four metal chests containing 14 gems (total). Charge them open then head outta here. Run alongside the wall here on the beach to get two green gems and a red gem on your way. There'll also be another one of those whirlwinds here. Walk into it when you're ready to go back up to the vortex area.

Make your way back through the last room and to the starting area again. This time, go a little bit right and go ahead to find a well next to the hill in the middle. You'll find yourself a little hidden area if you jump into it. First in here, collect the three loose gems alongside a wall.

[01]CHEST ALERT[01]

On the opposite side of the wall to the gems in the well in the starting area of the level, ensure the key for the level is in your possession, then simply approach the chest to unlock it. I think the reward is about 10 gems in total.

[01]DOWN THE WELL[11]

[07]DRAGON ALERT[03]

Also in this well, right next to the chest infact, is Gavin. He'll remind you to feed Sparx butterflies if he's a bit off colour.

[07]GAVIN[73]

Take the whirlwind out of the well and then go straight ahead from where it drops you off towards the third and final tunnel. Follow it through, collecting 3 gems along the way, and you'll find yourself in a much larger area than the last two tunnels took you to. First of all, start going clockwise to get yourself a loose red gem by a large stump thingymajig. Also next to it is a chest containing a green gem.

Then, head towards the first Ram in this area, and take it out for 5 gems. Go and get the chest ahead with another purple gem, and then defeat another Ram for a green gem. Right next to him you'll encounter two of another new type of enemy - the Shepard. These guys will act normally until you approach, then they'll use their kungfu moves they apparently have. Be extra careful (they're very agile) and try to outsmart their moves with a charge or flame (flame works best). You'll get a green gem from each of them.

Ahead of them is another Ram. Defeat it for 2 gems, then get the 5 red gems beside it. Along the wall nearby is also another metal chest containing a purple gem. Go back to near the first Shepard, and collect any gems here. Also here is the last Ram and Shepard in the level, getting 7 more gems from them. Before you go up the whirlwind in the tower, check this area for any more gems. Get the purple and red gems up top.

[08]DRAGON ALERT[02]

Gildas is also on top of this tower in the middle of the area through the right-most tunnel (from the start). He'll tell you that if you glide at the peak of your jump, you'll get a longer glide.

[08]GILDAS[72]

[02]4/4 DRAGONS FREED[28]

Anyway, behind him you'll see two red gems on the hills in the near distance. Use his tip on gliding to glide over there, to the vast hill area of Stone Hill. From there, go left along the hill to get three more gems on the edge of the cliff. Continue ahead here until you see a blue thing in the distance.

[01]DRAGON EGG ALERT[04]

Here on the hills surrounding the biggest low area of the level is your first Egg Thief. When you approach him, he'll stop taunting you and will run away. Charge after him. You charge slightly faster than him, and you can cut corners where he doesn't. He'll circle around this area here. Keep on charging to get closer and closer to him. Jumping while charging will speed you up even more. He's smart since he'll turn around if you try to get him from the other side, but he's still pretty slow. You can try to charge him until hit, but it's easier and safer to just flame him when you get close enough. Once you do catch him, he'll drop the egg, which will fly towards you.

[01]ATOP THE HILLS[11]

[1]1/1 DRAGON EGG RESCUED[8]

Continue going around the hills until you come across a big stone thingy. You will probably spot the gems on it. Jump onto the outer wall to get a green gem, then get another 4 by charging around the inner rim of it. Exit out of the opposite side, and go into the clump of trees for a green and red gem. You may notice the huge landscape - it is unreachable, however, for an invisible barrier will stop you getting past (and I'm pretty sure that it is completely unpassable). Ignore it.

Continue going around to find a red gem behind a tree, two more inbetween another two trees, and I think another two green gems are somewhere around here, one in a wooden chest.

Anyway, keep collecting until you have all the gems, dragons and the dragon egg for this level. Once you do, exit through the 'Return Home' vortex (exiting via START menu can cause problems).

[02]200/200 GEMS COLLECTED[34]

[02]LEVEL COMPLETE[34]

```
-----  
Progress: 300 Gems (2.5%)  
          8 Dragons (10%)  
          1 Dragon Egg (8.3%)  
          6.9% Complete  
-----
```

!!!MOVING ON!!!

Once you leave Stone Hill, you'll arrive back in front of the portal to it in the Artisans Home. From here, go into the bushed area of the level and go round and into Dark Hollow.

!!!NO GNIVOM!!!

[AAAD] 3. DARK HOLLOW [2103]

Type: Regular (2/17)

Requirements: Artisans Home

Gems: 100 Dragons: 3

Dragon Eggs: 0 Key: Yes

Enemies: Gnorc Rodelero x10 (C)

Big Daddy Gnorc x4 (C)

Bouncy Fun Gnorc x2 (A)

Fodder: "Fwog Pwinces"

Extra Notes: The first enemies with some defense are here. The level is pretty short.

Swooping down into the level (like in Stone Hill), you'll area in a small alcove. Go ahead, and then go right around the platforms to find another new enemy - the Gnorc Rodelero. This guy is your first Class C enemy, for he has a shield. When he covers himself with it, he's invulnerable to your flame attack, so you'll have to charge him. However, if you catch him shieldless, quickly flame him before he stabs you with his sword. He'll release a green gem. Go ahead here to charge down another one (green gem), then back around to the start again for another (red gem).

Now jump onto the lowest platform here, then up to the next one with four red gems. The chest is on the highest and biggest one, but I won't give a chest alert yet, since you don't have the key :P. Glide over to the little area here to find another new enemy - a Big Daddy Gnorc. This guy has a wooden club to whack you with, and a huge body so that you'll just bounce off him with a charge. Flame him to make him fall back, revealing a green gem.

Jump up the step here and defeat two more Gnorc Rodeleros for a red gem each. Up this final step is a wooden chest with a green gem and two red gems beside it.

[09]DRAGON ALERT[01]

Alban is on the top step of this little side area reachable by gliding from the chest platform. He'll explain what you already know - to charge the Gnorc Rodeleros to penetrate their shield and defeat them.

[09]ALBAN[71]

Get down from here and go deeper into the level, but instead of going ahead to the group of enemies, take a right down a hidden path into a tunnel. Outside the tunnel is a wooden chest, containing a green gem. Go in to see the oh so pathetically named by me enemy, the Bouncy Fun Gnorc. As he walks towards you, you'll notice that he's big and has metal armour, and that he's blocking the tunnel - oh dear. However, you'll notice (when he turns around) that he'd forgotten to protect his back! Flame him when he's like this. Also, don't worry about getting hit - all he'll do to offend is merely belly-bounce you back, causing no damage at all. This one will drop a purple gem.

Continue onwards to a little mid-tunnel break, with 5 gems total included. The other Bouncy Fun Gnorc is down the tunnel. This one will not turn around if he notices you waiting, so stand out of sight and get him when you can for another purple gem. Head into the little area here and glide over to the highest platform. Grab the two red gems laying around.

[10]DRAGON ALERT[40]

Oswin can be found at the end of the "hidden" tunnel of the level. He'll explain that if you want to look around, you should simply hold the Triangle button and you'll be in control of Spyro's head.

[10]OSWIN[70]

'Tis true. You can look around from there with the Left Analog Stick or D-pad whilst you hold Triangle. Not particularly useful, but it may come in handy. Also here is a wooden chest with a purple gem in. Jump down to the nearby low

island in the water for two red gems and...

[02]KEY ALERT[02]

The key for the chest can also be found at the end of the "hidden" tunnel of the level, on the lower, small island in the water.

[02]HIDDEN TUNNEL[17]

Go over to the floor here to find three red gems and two more hidden between the platforms. Jump up these platforms when done in here and exit out of the tunnel. Go right from here and take out the 3 Gnorc Rodeleros for a red gem each. They may cower behind the Big Daddy Gnorc here, so flame him (also getting a purple gem from him) first if you need to. Get the red gem by the lamp here. Also there are two easter eggs here - charge the lamps to make them shake and squeak, and another to flame the piles of wood by the steps to set them alight. Both are pointless, but they're nice little add-ons.

Jump up the three steps here, getting a red gem on each, then go left. Ignore the enemies for now and face back. Glide around the wall here to get a little platform here for 6 gems and an extra life. Jump down and go up the steps again. Take the other way and turn around. Get the red gem and then glide over to a smaller platform with a green gem on it.

[02]CHEST ALERT[02]

Oh, and, before you go on, go back to the beginning of the level and jump up the platforms. On the top one, go up to the chest with the key and get yourself 10 gems total extra.

[02]STEP CLIMBER[10]

Go back up the steps and go left again. Flame the Big Daddy Gnorc (green gem) and then the two Gnorc Rodeleros which have probably cowered behind it (red and green gem). Drop down into the pit here and flame the last Big Daddy Gnorc (and last enemy infact) of the level for a green gem. Turn around and get the green gem from the wooden chest behind you, and then another one at the other end. Jump back up the steps, getting the three red gems on your way, and circle around the pit.

[11]DRAGON ALERT[39]

Darius can be found just before the 'Return Home' vortex of the level. A little bit late, but he'll tell you that the Big Daddy Gnorcs are invulnerable to charge and must be flamed.

[11]DARIUS[69]

[03]3/3 DRAGONS FREED[27]

Circle around the vortex ahead to get the last 6 gems of the level, and thus completing it. Well, a short level indeed. Jump into the vortex that is conveniently nearby to get back to the homeworld.

[03]100/100 GEMS COLLECTED[33]

[03]LEVEL COMPLETE!!![33]

Progress: 400 Gems (3.3%)
 11 Dragons (13.8%)
 1 Dragon Egg (8.3%)
 8.5% Complete

!!!MOVING ON!!!

Back into the Artisans Home again, head out of the bushed area and through the tunnel ahead. Go up the whirlwind in the tower and go straight ahead into Town Square.

!!!NO GNIVOM!!!

[AAAAE] 4. TOWN SQUARE [2104]

Type: Regular (3/17)

Requirements: Artisans Home

Gems: 200 Dragons: 4

Dragon Eggs: 1 Key: No

Enemies: Moose x8 (B)

Gnorc Runner x2 (B)

Fodder: Chickens

Extra Notes: Final regular level
for the Artisans. The mooses can
be funny :D.

Ahh. The final regular level of the Artisans. You'll land in a little stoned area with a set of chickens (which are the fodder of the level). Go straight ahead once you gain control and get yourself 4 gems. Turn around and get 3 more from the other end. Go to the stairs on the side and jump up them, getting 4 gems on your way up. Get 7 gems by charging the metal crates on the top step.

[12]DRAGON ALERT[38]

Nils can be found at the top of the steps at the beginning of Town Square. He'll welcome you and tell you that L2 and R2 are the camera control buttons.
[12]NILS[68]

Yes indeed - the Right Analog Stick is useless in this game. Instead, use L2 to rotate it left and R2 to make it go right. The camera moves faster on active mode than passive mode. The camera mode can be changed on the 'Options' Menu from the START Menu. Anyway, glide over to the left where you'll get a green gem first off, and see two of your first enemy type of the level - mooses. These guys will run around randomly, and ram into you when you get close. You can charge or flame them, yet if you charge them, you will get their gem, yet they'll still be there stuck on their antlers. Taunt them until you get bored, then flame them to properly defeat them.

Both of them will bare a green gem each upon defeat. Get 3 gems from the wooden chests to the right. On the left are more steps to jump up. At the top step, destroy the two wooden chests for 3 gems. And also you'll see your first colour-topped chest. This one has a purple top. Flame it (you can charge it, but there's a rebound which makes thinks harder) and it will release a purple gem into the air. Quickly jump up and grab it before it falls back in. Once you've collected the gem, the chest will break. Glide over the gap to the right and grab the three red gems and life.

Glide over the patch of water (don't fall in - inevitable death if you do) and collect the 4 gems on the other side.

[13]DRAGON ALERT[37]

Devlin can be found over the pit of water you glide over shortly after the first colour-topped chest. He'll be relieved from the itch on his wing, and will remind you that if you hit X at the peak of your jump, you'll get a longer glide.

[13]DEVLIN[67]

Get the 5 gems from the wooden chest just behind him, and you'll see a Gnorc Runner running away from a Moose. These guys will run until all the Mooses are properly defeated that are chasing him, and for some reason may revive them if you only charged them, and will show the greatest "gratitude" my bearing a knife at you after you saved him. Teach him a respect lesson and charge or flame him for a green gem. Get another green gem from the Moose that was chasing him. Go to the back end of the area and get 9 gems total from the 3 metal chests. Jump up the steps at the front end and get 4 gems from the 3 wooden chests behind the chickens.

Go ahead and get three red gems lying on the floor. Get 11 gems total from the remaining Mooses here. Defeat the Gnorc Runner for a green gem, and charge the three metal chests. You'll get a green gem from two of them, and your first gold gem from the other. Each gold gem in the game are worth 10 gems each. Go around the 'Return Home' vortex for 11 gems total. Get any more remaining gems in the area.

[14]DRAGON ALERT[36]

Alvar can easily be found in the area with the 'Return Home' vortex (and a load of enemies, too. He'll explain that there's an Egg Thief somewhere in Town Square.

[14]ALVAR[66]

[02]DRAGON EGG ALERT[03]

Go back over to the last group of chickens, and jump onto the platform. Face down the stairs and glide around the wall to the right. You'll see him trying to run through the tunnel. Get him the same way as the one in Stone Hill.

[02]HIGH TUNNEL[10]

[2]1/1 DRAGON EGG RESCUED[7]

[1]2/2 DRAGON EGGS RESCUED IN WORLD[2]

Get the 7 gems near the start of this little bit and 4 more just outside the tunnel. Go up the tunnel getting four red gems and three green gems on your way. Go right at the end, and get 8 gems total from the metal and wooden chests there. Grab the two green gems up the top of this land stretch, then glide over and get 7 gems from the two wooden chests. Charge through the metal chests for 8 gems total, and another 8 hanging loose around.

Glide over the gap towards the last dragon and get the green and red gems straight off there. Destroy two wooden chests nearby for a purple and gold gem. Defeat the last Moose (and last enemy) of the level for another golden gem. The only thing remaining now (apart from the dragon) is another new type of chest - the spinner chest. When you flame it, it will spin around. Flame it again to get it faster, and a third one should send the spinner flying off and the chest breaking. You can also aim the spinner by flaming it off whilst facing the target (e.g. the Moose you just defeated). It will act as a projectile at destroy the target. That'll get you the last 10 gems remaining.

[04]200/200 GEMS COLLECTED[32]

[15]DRAGON ALERT[65]

Thor can be found on the upper area reachable from the thief area. He'll merely thank you (which I guess is nice) and go off straight away.

[15]THOR[35]

[04]4/4 DRAGONS FREED[26]

[04]LEVEL COMPLETE[32]

That should summarise the level to its maximum completion of 200 gems, 4 dragons and 1 egg. Jump down from Thor and jump into the 'Return Home' vortex up ahead.

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Progress: 600 gems (5%)  
         15 Dragons (18.8%)  
         2 Dragon Eggs (16.7%)  
         13.5% Complete  
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!!!MOVING ON!!!

Arriving back at the Artisans Home, it's time to check out a hidden bonus level. Go back to the waterfall area to where there are 5 stepping stones. Jump on them in any order you want. Once you've had success, they'll flash yellow and a piece of wall by lower to reveal Sunny Flight. Jump inside.

!!!NO GNIVOM!!!

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-----  
[AAAF]   5. SUNNY FLIGHT   [2105]  
Type: Flight (1/5)  
Requirements: Step on stepping  
stones in Artisans Home  
Gems: 300           Dragons: 0  
Dragon Eggs: 0      Key: No  
Enemies: -  
Fodder: -  
Extra Notes: First free-flight  
level in which you must destroy 32  
objects within the given time.  
-----
```

This level is alot different, being a level in which your glide is upgraded to flying throughout it. There is also a 30 second time limit to destroy 32 objects in. It may sound impossible, but you'll soon see that you can rise that 30 seconds...

Everyone will give you a different strategy to completing this, so here's mine:

You'll start off flying straight away, so head forward towards a train with two barrels on it. As you get close, flame either barrel and the entire train will explode, destroying the other one too. This'll count as 2 of the 8 barrels, which is one of the four sets of objects to destroy. Each barrel will gain you 3 seconds extra, so you'll get 6 from that. Quickly swoop right and down to go into a tunnel. As you go through, flame 3 chests, getting 3 seconds from each. Now fly around this circular area getting 4 more chests, one from each corner. Then take a hard right to the middle and get the last one there, completing the chest set. Now for a flip - standing, you'll usually roll from side to side when you hold L1 or R1. Here, R1 will make you do a mid-air 360 flip (helpful if you missed something you just passed) and L1 will flip you so that you go in the opposite direction. Time it right. It may take a few tries, but just try to get out of the tunnel either way. Once out, take a left around the corner to find your first arch (3 seconds) sticking out of the water. Simply fly through it and it'll explode. Continue around to the second one, then go up a bit to get to the next one. Keep on going around here, getting arches, until you get to some planes with gnorcs in them. Start off by flaming the lower ones. Try to go in the opposite direction to them (they circle around a pole) and flame them as you pass. The last two arches are also

nearby, so fly through them after getting the lower 4. Then go back to the planes and flame the remaining 4, using the same tactics. A train should be passing on the tracks nearby, so take it head on and flame it as you pass the barrels. Continue on the opposite direction above the track as the trains, and get the last two this way.

[05]300/300 GEMS COLLECTED[31]

[05]LEVEL COMPLETE[31]

Spyro will fly into the air in celebration. Once the results come back, see how you did. You'll get a time and also see your prizes. You get 60 gems for each set of targets, and an extra 60 if you get all 32 targets in one go. You can reply if you like, to try and beat your time, but if you wanna progress, ensure that you are getting the full 300 gems, then select 'No' on 'Try Again?'. You'll automatically exit out.

Progress: 900 Gems (7.5%)
 15 Dragons (18.8%)
 2 Dragon Eggs (16.7%)
 14.3% Complete

!!!MOVING ON!!!

Once you're out of the level, jump back to main land and go into the little hidden up area of the Artisans Home to where you rescued Argus. If you did pass through the exit of Stone Hill, Dark Hollow or Town Square at the least, the dragon mouth will open as you approach, revealing the portal to the boss level of the Artisans.

!!!NO GNIVOM!!!

[AAAG] 6. TOASTY [2106]
Type: Boss (1/6)
Requirements: Pass through 'Return Home' vortex of any Regular level
Gems: 100 Dragons: 1
Dragon Eggs: 0 Key: No
Enemies: Sleeping Dog x18 (D)
 Shepard x7 (B)
 Toasty - BOSS! (D)
Fodder: -
Extra Notes: First boss level. A regular level with a boss at the end (not that this one really classes as a boss).

And so your final level of the Artisans, and also the one with a boss at the end. You'll fly into this lava-surrounded level on a ledge in front of an arch. Grab the first two red gems just behind where you start. Then go through the arch to see your old friend, the Shepard. Watch out this time because a Sleeping Dog is behind him. Defeat the Shepard as you have done before and be careful of the dog. Grab the green gem from the Shepard and quickly flame the dog. He'll turn black and try to pounce onto you and squish you. My favourite way to defeat these guys is to jump as they do and quickly get into a second flame mid-air. After two flames total, he'll drop to release a red gem.

Grab the three red gems along the wall here. Jump up the step to some more

enemies (on the other end). Get the two red gems here, then defeat the two Sleeping Dogs and the Shepard for 5 gems total, then get the stray green gem. Jump down and defeat the dog in the corner here for a green gem. Defeat the enemies by the doorway - a green gem from the Shepard and a red gem from the Sleeping Dog is your reward. Before you go ahead, go to the middle of the area and jump onto the platform there. Collect the two red gems.

Now go through the doorway into the castle. Grab the three red gems in the entrance then jump up the step into the main room. Flame the Shepard right ahead by the big stump for a red gem, then get another red and a green gem from the Sleeping Dogs to either side. Go over forward-left towards a pair of wooden chests. They contain a green gem each. Defeat the Sleeping Dog nearby for another gem. Go to the right and defeat yet another dog for a red gem. Flame the Shepard and the chest by him for a green gem and a red gem, respectively.

Defeat the final Shepard up the step before the dragon for a green gem. However, before you go to the dragon, jump to the left into a little window area. Rotate the camera to find a little path alongside the wall of the castle. Get the three red gems straight away (carefully, or you may fall off and into the lava below). Continue around the corner to get a red gem from a Sleeping Dog (make sure you're careful, or he may surprise you). Flame the dog behind him to death for another green gem. Get 3 gems from the two metal chests, and get the last Shepard of the game at the edge here for a green gem (push him off the edge - it's a riot!)

Now go back out of here and to the left towards the dragon. Grab the two red gems behind it.

[16]DRAGON ALERT[34]

Nevin is found through the back exit of the castle, just before Toasty. He'll explain that Toasty has alot of tricks up his sleeve (Pffft...). He's also the last dragon of the Artisans.

[16]NEVIN[64]

[05]1/1 DRAGON FREED[25]

[1]16/16 DRAGONS FREED IN WORLD[5]

[1]BOSS ALERT[1]

Go ahead and towards Toasty, a tall, scythe-weilding witch doctor... with a pumpkin for a head. Before you go and face him, however, defeat the Sleeping Dog in the middle of the arena for a green gem. Then, go and quickly rush over to him, bearing a flame. He'll jump and drop a purple gem, and then will open up a door behind him to another arena. This time there are two dogs in the middle, but they're next to each other, so you can catch them in the same flame. They drop a green gem each. Toasty is a bit for agile this time, but a quick flame will always easily outsmart him. He'll drop another purple gem, and his disguise (as it would be) will burn up, revealing he's nothing more than a sheep on stilts (heh, having two legs on each stilt must be hard). In the final arena, there are three dogs. You can once again get the first two in the same flames, with one dropping green and the other dropping purple. Defeat the final one for a green gem. Toasty will be more agile again, yet moving in for the killing flame is still very easy. He'll explode into three purple gems.

[1]TOASTY[6]

Once he's defeated, the final wall will lower to reveal the exit. Smash the wooden chests for the last 4 gems, and ensure you have everything. Well, one world down, five more to go. Exit out.

[06]100/100 GEMS COLLECTED[30]

[06]LEVEL COMPLETE[30]

[1]1000/1000 GEMS COLLECTED IN WORLD[5]

[1]WORLD COMPLETE[5]

Progress: 1000 Gems (8.3%)
 16 Dragons (20%)
 2 Dragon Eggs (16.7%)
 15% Complete

!!!MOVING ON!!!

With the Artisans complete, head out of the area with the Toasty portal in, and round to the right, through the tunnel. Out here is the balloonist, who, if you have got atleast 10 of the possible 16 dragons so far, will give you the option to go to the Peace Keepers world. When you're ready, do so, and you'll automatically start ballooning off to your second of the six worlds of the Dragon Realms.

!!!NO GNIVOM!!!

[BBBB]-----Peace Keepers-----[2200]

This is the second sub-section of the section, in which I'll be explaining how to do each level of the Peace Keepers in sub-sub-sections, which are sub-sections of the sub-sections, so that the subway doesn't confuse the submarines in the sub-Atlantic sub-sub-sub-sub-worlds.

I'm speaking jibberish again... just read on to find out how to get all 2000 gems, 16 dragons and 3 dragon eggs within the six Peace Keepers levels.

[BBBA] Home [2201]
[BBBC] Dry Canyon [2202]
[BBBD] Cliff Town [2203]
[BBBE] Ice Cavern [2204]
[BBBF] Night Flight [2205]
[BBBG] Doctor Shemp [2206]

[BBBA]7. PEACE KEEPERS HOME [2201]
Type: Homeworld (2/6)
Requirements: Free 10 Dragons
Gems: 200 Dragons: 3
Dragon Eggs: 1 Key: Yes
Enemies: Red-hatted Speargnorc x12 (B)
 Blue-hatted Speargnorc x4 (B)
Fodder: Rabbits
Extra Notes: Second homeworld. It is very sandy this time, and goes around in a loop.

Welcome to your second world and homeworld! The Peace Keepers will mainly be like the sandy environment you see as you jump off the balloon onto the dock.

Don't get a bad start by falling straight off and into the water, but do go ahead. Jump up the step and into the building.

[17]DRAGON ALERT[33]

Right ahead of you as you start off, Titan will welcome you and tell you that there's even more stolen treasure here.

[17]TITAN[63]

Go to the right to where there is your first Red-hatted Speargnorc. He will pathetically try to attack you with his spear, but he is very slow and will soon be saying his regrets with a simple charge or flame. He'll drop a purple gem. Head through the door to the left and outside to the main part of the level. Right out here you'll see another Red-hatted Speargnorc and a Blue-hatted Speargnorc. This one will head for the cannon nearby, then try to shoot you with hard-to-dodge cannonballs. You'd best catch him before he gets to it. He'll drop a purple gem, and the red one will drop a green gem.

In the distance you may see two BHSs (short for the blue guys) firing into each other's cannons. Instead of risking tackling both of them, go up to the cannon you just freed and go to the back end of it to either side, so that the camera views from the cannon. Push it from the left to go right and vice versa. Once you've lined it up with either one of the two, flame to fire a cannonball. It should head directly at the target in line. Once they're both hit, grab the three red gems nearby, and then go and get the purple gems that the BHSs will have dropped.

Collect the red gems to the left and then go down the side path, getting 9 gems total from the three wooden chests there. Also here is the 'Dry Canyon' portal. Ignore it for now and go towards a group of four RHSs by some tents. Also collect 4 gems here (by the 'Cliff Town' portal) and then tackle them. As soon as you pose any threat to these guys, they'll stop attacking and will run to cower in the tents. Here's a funny thing - flame the tents to burn them, to find the RHS inside, shaking. If you stand back a bit, he'll literally moon you! Anyway, once you've had fun watching them, defeat them all for a total of 11 gems.

Right ahead from there are another three cowardly RHSs. Take them out (with the tents if you need to) for a total of 9 gems. By the balloonist here is also a purple coloured-topped chest, beside a green one. Flame and jump them open, and go around the back of the water here to get an extra life.

[18]DRAGON ALERT[32]

Magnus can be found just by the balloonist of this world, before the tunnel that leads down to Ice Cavern. He'll remind you to top-up on butterflies for Sparx if he's looking a bit injured.

[18]MAGNUS[62]

Run down the tunnel behind him to collect seven red gems, with the 'Ice Cavern' portal at the end of it. Run back up it and straight ahead towards two RHSs and a BHS (Don't be angry on my choice of initials, British Home Stores). Defeat them all for another 9 gems total. NOTE: If you were wondering about the balloonist, he'll let you go back to the Artisans if you want, and will also let you go to the Magic Crafters world if you have 1200 gems (which you should have by the end of the level).

Anyway, take control of the cannon here, and turn it to face either of the metal chests ahead. These are Strong Chests, which can only be opened by something powerful. In other words, blast them both to pieces with the cannon. The nearest one on the little island will give you 5 gems total, as will the distant one. Also collect the three red gems across the stream behind the

distant Strong Chest. Quite a way behind the nearer Strong Chest will also be two green coloured-topped chests to break open. And, on the middle island is the 'Doctor Shemp' portal, with three wooden chests (each containing a purple gem) hidden behind it.

Go back to the cannon and push it to face the tall rock on the right. You'll clearly see a target carved into it, meaning that it's weak. Fire at it with the cannon to break it into a platform. Jump onto it, then right onto a higher one, then glide over to an island with the last RHS, standing in front of 'Night Flight'. He'll drop a purple gem, and there are 9 loose gems to the right of him. Also break the purple colour-topped chests on either side of the portal. Glide down and to the right of this island, to a cliff top. Run across it to the other side with a little alcove there. Collect the two red gems straight off there.

[19]DRAGON ALERT[31]

Gunnar is found in front of some water near the end of the level, in an alcove reachable by blasting a rock with a cannon. He'll congratulate you on your progress, then tell you to get on with it.

[19]GUNNAR[61]

[06]3/3 DRAGONS FREED[24]

[03]DRAGON EGG ALERT[02]

In the same area as Gunnar (dragon just mentioned). He'll circle the pool of water.

[03]POOL RUNNER[09]

[3]1/1 DRAGON EGG RESCUED[6]

[03]KEY ALERT[03]

Also in the same alcove as Gunnar and the previous egg - it's at the back.

[03]BACK OF THE POOL[16]

Also charge through the four metal chests here for a purple gem from each. Go back out of the area and ahead, then left once you see the platform there with three green gems on it. Jump onto it to collect them, then jump back. Trace back a couple of steps, and jump onto the big rock thingy sticking out of the liquid. Go up to the edge of it, and you'll see a hidden tunnel towards the left. Glide over to it. In here are four purple colour-topped chests just waiting to be opened.

[03]CHEST ALERT[03]

Inside this little area through a tunnel, hidden up at the end of the level. You have to glide off the edge of a weird rock to get to it. It'll release about 10 - 15 gems total.

[03]SANDY TUNNEL[09]

If you have two more gems left to get, then blame me for not telling you about them earlier. Run out of the tunnel. and glide to the left. You'll find yourself back at the beginning of the level. Just to the right will be a little chunk of land, with the last two red gems in the level there. So you should now have everything in the level. If so, head forward and down the little side alley that you'll so come across.

[07]200/200 GEMS COLLECTED[29]

[07]LEVEL COMPLETE[29]

Time to let the game's difficulty to start shining - to Dry Canyon!

Progress: 1200 Gems (10%)
 19 Dragons (23.8%)
 3 Dragon Eggs (25%)
 19.6% Complete

[BBBC] 8. DRY CANYON [2202]
Type: Regular (4/17)
Requirements: Peace Keepers Home
Gems: 400 Dragons: 4
Dragon Eggs: 1 Key: Yes
Enemies: Blaster Gnorc x17 (C)
 Bird x10 (B)
 Bird Bully x6 (C)
Fodder: Rabbits
Extra Notes: First level with a
shade of difficulty. It is also
probably my least favourite level
in the game.

As you land in you'll yet again be in a sandy landscape. Right ahead of you you'll see three wooden chests. Break them open for 20 gems. Also destroy the golden colour-topped chest just behind them. To the left of you will be a Blaster Gnorc. These guys will protect themselves with shields, and occsionally expose themselves to fire a big, steel ball. Charge them or flame when they're unshielded to defeat them. You can also charge their shots and take no harm, yet there is a rebound. This first one will drop a green gem.

Go back to near where you started to find a spinner chest on the left. Flame it thrice for a golden gem. Now turn around and go forward, round the other side of the cliff. Get 9 gems from the three metal chests there. Defeat the Blaster Gnorcs ahead for 7 gems. Go back around the other way and keep circling the cliff until you find 7 loose gems. Also behind the cliff are another three wooden chests for 6 gems. Defeat the two Blaster Gnorcs behind you for 4 more gems.

[04]DRAGON EGG ALERT[01]

Circling the cliff to the left of you as you start off, this one's very tricky to catch. Try to cut corners by jumping over the bits of liquid, and the jump-charge technique may be helpful, too.

[04]STARTING MOUNTAIN[08]

[4]1/1 DRAGON EGG RESCUED[5]

Go ahead and further on into the level where there are three green colour-topped chests to destroy. Also, behind them are some cacti, as there is alot in the level. It's not needed, but Insomniac added a nice little effect here, in which you can flame them, they'll go black, then they'll shake themselves clean again. Anyway, continue onwards to get a green gem from a Blaster Gnorc.

[20]DRAGON ALERT[30]

Follow the right hand wall from where you start, until you bump into a platform. Jump onto it to free Conan, who will thank you for releasing him.

[20]CONAN[60]

Go forward and off the platform, and go ahead to get a golden gem from another Blaster Gnorc over a purple river. Also, in the middle-left of the river is the start to a set of stairs. Glide over to it and jump up them. Get a green gem from the BG at the end and 4 more gems behind it. Glide over to the left here to get atop a cliff. Run down the stairs and through the corridor. Flame the colour-topped chests until you get 9 gems from them. Continue onwards to find a Bird Bully.

These guys will threaten to whack you with a bird it trapped. They're quickly beat with a flame, which you must do since they're too big to charge. Defeat this one for a green gem. Grab the three green gems behind him, then defeat the trio of BGs ahead for 6 gems. Go ahead and get the four red gems on your way out of the tunnel. There is a Bird Bully ahead, but stay back since he's guarded by two Birds on posts. One of them will fly towards you. Quickly flame it for a green gem before it pecks you. The other one will set off, so flame him too for another green gem. Then flame the Bird Bully behind for a purple gem. Go straight ahead into the building in the middle. Grab the five red gems around the dragon.

[21]DRAGON ALERT[29]

Ivor is found in a building in the middle of an area accessible by a tunnel, which is accessible by gliding off a high platform. He'll say this since Spyro first existed, he'd known something, but then he forgets it.

[21]IVOR[59]

Head out of the room and go right. Two more green gem bearing Birds will fly towards you. Flame them both, and the Bird Bully also there (whom drops a purple gem). Behind three loose green gems, just at the cliff edge, is another BG. I'd suggest flaming this one when he's shield is down, so as to minimize the chances of you following him off the edge. He'll drop a purple gem. Go around the building in the middle to the other side of it to another two Birds and a Bird Bully. Same thing, only one of the Birds will drop a purple gem for a change. Jump down onto the ledge ahead for 4 loose gems.

Turn around and jump up the steps, getting the 6 gems up to the top of the building. Get the loose red gem in the middle, and 4 gems from the pair of wooden chests beside it. Look out towards the tunnel that you entered in, and just left of it you'll see a platform. Glide over to it for 3 gems and an extra life. Jump down and go back up the steps to the top. Go to the far edge of the building top, and glide over to your first explosive chest.

To get the gems from these guys, flame them until you hear a hissing sound, then back away a few paces to let it explode (the blast will hurt you if you're too close). Grab the 5 gems that this one drops, and the purple gem that falls shortly after. Jump up to the top ledge here to blast open another of these, for 5 gems total. Go down to the middle, and charge towards the edge, through three metal chests for 6 gems. Jump down and go left, to where a Bird will try to get you. Flame it for a purple gem, then flame the Bird Bully nearby for your first pink gem. These ones are very rare, and count as a huge 25 gems to your counter. Also grab the extra life in the corner here.

Now go right across the bridge to bag yourself 8 gems. Charge through the BG here by the 'Return Home' vortex for a purple gem, then charge through the four metal chests straight ahead for 14 gems. Also defeat the other BG here for a golden gem. Now run back across the bridge and go left again. You'll see a Bird here, facing the wrong way. This makes it an easy target to just flame off the post, and to get a purple gem. Just behind it are 4 gems loose, and then a BG a little further forward for a golden gem.

[22]DRAGON ALERT[28]

From where you come from the 'Return Home' vortex, go left and then up the steps to your right when you get there to free Boris. He'll say that Dry Canyon rewards good gliders (*hint hint*).

[22]BORIS[58]

Jump off here and go down the steps to get to a few enemies. You may have noticed by now that you're actually going backwards through the level. Never mind, it happens. Flame the BB here for a golden gem, and get another one from the Bird beside. Also get the 4 gems to the right, and 5 to the left. Carry on backwards through the level and pin off another unknowing Bird for a purple gem. Now go back up the steps again, and atop the platform where Boris was. Look over to your left to see an opening. Get a good glide over to it.

Run up the tunnel with a loose gem, and get the BG in the room here for a purple gem, then get another one from the colour-topped chest blocking the doorway ahead. Get the three red gems clumped together on the left. Now, it's time to use Boris' advice. As you may've seen from the building top with the vortex on, there is one more dragon way up high that just seems impossible to reach. Well, it isn't - go to the leftmost part of this ledge here, and get a nice glide around the wall, hugging it until you get to that "unreachable" platform. Run up the bridge for 4 gems.

[23]DRAGON ALERT[27]

Maximos is rather difficultly reached from a ledge found soon after Boris. You have to do a hard glide to the left to get to the hidden platform with him on. He'll praise you for being such a good glider, and will give you a now useless hint on the Birds.

[23]MAXIMOS[57]

[07]4/4 DRAGONS FREED[28]

[04]KEY ALERT[04]

Right next to Maximos (explained above).

[04]GOOD GLIDER[15]

Glide back to the building top with the vortex on, and go to the other side. You'll see a platform ahead. Glide over to it and destroy the spinner chest for a purple gem. Jump down here to get back to the beginning of the level, then run ahead, back up the first set of steps, and glide over, through the tunnel, up to the building top, over to the platforms, up to the top, and finally look out ahead to see a distant platform, which you can glide to.

Flame the pair of wooden chests on the right for 4 gems, and get the spinner chest for a green gem. Also get 10 total more gems from the ones on the right.

[04]CHEST ALERT[04]

On a platform reachable from a set of platforms, reachable from a building top is the chest. Approach it with the key for 20 gems.

[04]DISTANT PLATFORM[08]

[08]400/400 GEMS COLLECTED[27]

[08]LEVEL COMPLETE[27]

And that should bring you to all 400 gems, 4 dragons and the egg within this level. Also, you're now at about the quarter-way mark. Exit out of the vortex.

Progress: 1600 Gems (13.3%)
 23 Dragons (28.8%)

4 Dragon Eggs (33.3%)
25.1% Complete

!!!MOVING ON!!!

Back in Peace Keepers Home, run forward then left, avoiding any cannonfire or whatever, and so make a fast run to Cliff Town in the middle of the level.

!!!NO GNIVOM!!!

[BBBD] 9. CLIFF TOWN [2203]
Type: Regular (5/17)
Requirements: Peace Keepers Home
Gems: 400 Dragons: 3
Dragon Eggs: 1 Key: No
Enemies: Wavy-shield Gnorc x10 (C)
Cook x7 (A)
Agile Bird x7 (D)
Fodder: Baby Cheetahs
Extra Notes: A level which looks pretty simple, but requires alot of high gliding and exploring.

You'll arrive into this mountainous level in through the top of a building. Right ahead of you is a Wavy-shield Gnorc. These guys are always shielded, so they must be charged. This one will drop a green gem. Go back and to the back-left corner of the room to get a green gem from a wooden chest. Head outside and over the bridge to encounter a Wavy-shield Gnorc sleeping next to a Cook. The Cook will whack him awake, and he'll run over to you. Charge him back for a green gem. The Cook bears a big spoon to whack you with, but it's completely harmless and will only bounce you back. Flame it for a purple gem, and also flame the cauldron beside it to get an extra one from it.

Go around the side of this building bit for three red gems. Turn around and hug the wall around to the right. On the other end is a Cook and some baby cheetahs (which are fodder). Flame the Cook for a green gem and the cauldron for a red gem. Also by a cactus in the corner is a wooden chest with a purple gem inside. Turn around to face the building, and you'll see a step. Jump onto it for a purple gem, then jump onto the roof for three red gems and a purple one from the chest. Turn right and jump down, going towards the next bridge.

Charge through the two WSGs on it and look at the side of the nearest building. There are three red gems there.

[05]DRAGON EGG ALERT[07]

Charging around the second building you come across (excluding the start one) is the thief. Chase him round, being careful not to bump into the many walls, until you get your fifth egg.

[05]BUILDING #2[07]

[5]1/1 DRAGON EGG RESCUED[4]

[2]3/3 DRAGON EGGS RESCUED IN WORLD[1]

Also as you're chasing him, you'll get a purple gem from the chest on the other side of the building. Go to the intersection between three buildings to see another pair of WSGs waiting. Get 7 gems from them.

[24]DRAGON ALERT[26]

Over the second bridge in the level, just ahead (slightly left) is Halvor. He'll remind you that enemies defended by metal must be charged.

[24]HALVOR[56]

Go back across the bridge behind you and go right. Inbetween the edge and the building there are a couple of gems. Go over the bridge again, and follow the edge to the left. At the end of it are three green gems. Hug the wall here around into a little corner with two chests for 10 gems total. Continue hugging the wall to get around to another corner with an extra life. Keep on going until the wall ends where there are two WSGs. Charge them both for 7 gems. Behind the lowest step here are two more purple gems.

Jump onto the step and up to the next big one. Jump up the little ridge here and go over the wooden bridge. There is a Cook and cauldron there to flame for a purple gem each. Jump up another little ridge and glide over the gap to another Cook. It'll drop a golden gem, whereas the cauldron next to it drops a green gem. There is also a wooden chest by the cauldron with a purple gem in. Run up the stone bridge and round to the top, picking up 4 gems on the way, to reach a WSG. Charge it for a green gem, and destroy the chest beside it for yet another purple gem.

As you go over the wooden bridge, a WSG will greet you. Charge it for a purple gem, and get another one from the Cook behind, and a red gem from the cauldron. Jump onto the platform behind it and destroy the four chests, which release, you guessed it, a purple gem each. Run over the bridge ahead past a Strong Chest and get three red gems. Jump up the steps and around to finally get to the top of this huge building you've been climbing up for the last two paragraphs. There are two Cooks and cauldrons ahead. One pair will release purple gems, and the other release green gems.

[25]DRAGON ALERT[25]

He is found up at the very top of the biggest building in the level. Go up bridges and stuff until you reach it. Spyro will ask what's on the cliffs in the distance, and Enzo says that you can glide over there to find out.

[25]ENZO[55]

So, do so. Glide over to the cliffs in the distance over the river. You should just be able to reach it. To the left here is a cactus beside 15 gems. Hug the cliff here to find your first Agile Bird. These guys are just like the Birds in Dry Canyon, but they'll try and attack you from the side instead. Try to use the trick where you sneak up behind them, but if that doesn't work then just make sure you're always facing it, and flame it when it's close. This one will drop, as it always seems to be in this level, a purple gem. You should see a green gem in the distance, so grab that. You'll notice if you go forward that, like Stone Hill, there are invisible barriers to stop you going out into the wilderness.

Go left from there to another green gem. An AB will start flying, so watch it and flame it. It'll drop a green gem. Go left to find another one, which will drop a purple gem. Go slightly left towards another loose green gem. Turn about 130 degrees to the right to face another green gem. Run up to it, being careful not to disturb the ABs, and then go left towards one and flame it for another green gem. Continue forwards to sneak up on another one for a purple gem. Also grab the two green gems next to it.

Turn around and run to get two green gems on the way to where two ABs will attack you (not at the same time). One will drop green and the other purple.

[26]DRAGON ALERT[24]

From where you glide to the cliffs, follow the wall on the left around, then

go straight ahead and up the slope to Marco. He'll say that you're now at the highest point in Cliff Town, so you can glide anywhere.

[26]MARCO[54]

[08]3/3 DRAGONS FREED[20]

Don't worry about trekking back up every time, since below him, between two buildings, is now a whirlwind to use when you want to get back up. Start by gliding to the building shaped as two squares which is the closest one to the left. Destroy the two chests for a golden gem each. Turn left 90 degrees to face a lower buildings. Glide to it for a wooden chest with another golden gem. There is also a firecracker here. You can flame these and they'll shoot at something. This may seem unreachable from where you're standing, but if you jump high enough with a good flame, you should be able to trigger it. If not, head up the whirlwind in the area below where Marco was, and glide over to it from there.

It will soar off and smash the strong chest that you saw earlier. Head into the area where you found an extra life, and you'll find a new whirlwind. It'll take you back to the top of the big building. Go right a bit, then jump down to find the strong chest replaced by 25 gems total. Go back to the whirlwind (the one that leads you back to Marco) but go just left of it. Hidden behind the building is a wooden chest with a green gem inside.

Head back up the whirlwind, and from the highest point of Cliff Town, turn right this time. You'll see a tall building nearby. Glide over to it (the lower bit, or you might not make it) and get the two chests on the very top for 20 gems. Turn around and you'll see 7 gems on top of the building that had a chest hidden behind it. Glide over there, collect them, then go back up the whirlwind again. This time, go left towards the building you started in, just before you bump into the barrier. You'll see two red gems by the side of the building.

Ignore those for now, but instead glide over to the platform just behind them. Drop down to find yourself behind the building. There are about 7 red gems around here, and also a metal chest with a pink gem inside. Jump up off the other side, and down to get two red gems. Run around the other side of the building to get the two you saw earlier.

Finally, to get the last gems within the level, go back to the top of the big building at the other end, and go straight ahead this time to find the 'Return Home' vortex by a load of gems. Charge open the metal chests on the right for 20 gems, then get the two loose green gems beside. Now get the wooden chests on either side of the vortex for 15 gems.

[09]400/400 GEMS COLLECTED!!![26]

[09]LEVEL COMPLETE[26]

And thus, another level complete. If you still haven't go everything, try gliding from the cliffs, exploring the cliffs, or flaming all the cauldrons. Either way, head out via the vortex when done.

Progress: 2000 Gems (16.7%)
 26 Dragons (32.5%)
 5 Dragon Eggs (41.7%)
 30.3% Complete

!!!MOVING ON!!!

Upon reaching the homeworld again, go towards the balloonist of the world and where a dragon was nearby. Behind the dragon platform should be a tunnel going down. Go through it to find Ice Cavern. Enter.

!!!NO GNIVOM!!!

[BBBE] 10. ICE CAVERN [2204]

Type: Regular (6/17)

Requirements: Peace Keepers Home

Gems: 400 Dragons: 5

Dragon Eggs: 0 Key: Yes

Enemies: Muscly Gnorc x10 (C)

 Snowballer x6 (B)

 Slippery Gnorc x4 (D)

 Agile Snowballer x3 (B)

Fodder: Bats

Extra Notes: The opposite of the last three levels - this is very icy, and much more fun.

Flying in, you'll notice something very odd - after all, it's very rare that you find snow and ice in the middle of the desert, but oh well. You'll fly into a random circular room thingy. Walk forward and out, then circle around the back for 6 gems. Follow the edge here to find a bridge, and walk across it for 3 red gems, and a purple-topped chest on a platform at the end. Run back across the bridge and continue ahead, down the step, and to encounter a Muscly Gnorc. These guys will show off their strength, then when they spot you, they will threaten you by bearing a punch. Show him that size doesn't matter by giving him a little heat, thus giving you a purple gem.

Get the pair of red gems on the edge, and then you'll see a Snowballer sneak around the arch ahead. It'll throw a snowball at you. These, like the shots from the Blaster Gnorcs, can be charged through with no harm taken (these also have no rebound!). Just flame or charge the guy for a green gem, and also get the two red gems in the arch. Pass through it and get a green gem on the left, then flame the MG ahead for another. There's an alcove ahead with some bats. These are the fodder of the level, but they're harder to get since they can fly. There are also three red gems there surrounding...

[27]DRAGON ALERT[23]

Ulric is found in a little alcove by the first group of bats in the level, just after the second Muscly Gnorc. He'll remind you that large enemies can't be charged.

[27]ULRIC[53]

Go to the right a little bit for a green gem, and carry on through the tunnel for three red gems. There is also a golden gem on the windowsill there. Out the other side, grab the 4 loose gems, and get a green gem from the Snowballer that's attacking you. Destroy the wooden chests on the edge for 4 gems, and pin off the MG in the alcove to the left for a purple gem. Grab the three red gems behind him, too. Hug the wall backwards to get another 4 gems from a couple of metal chests. Carry on through the door into the building ahead, grabbing the two red gems straight off.

Ahead of you once inside the building is a green gem, then an MG behind it which releases a purple one. Carry on onwards to get four red gems dotted randomly around the dragon, and also head to the edge which leans outside behind it. Right at the edge are two street lamps with a red gem each on top

of them. Be very careful, aiming yourself straight at them, and charge them to shake the gems down.

[28]DRAGON ALERT[22]

Inside the first big building, just after the fourth MG and in front of the first two gem lamps, you'll find Todor. He'll tell you about the Slippery Gnorcs that are up ahead.

[28]TODOR[52]

Go left of there for a red gem, and jump up the step into the icy cave. Run along the side here for two red gems and a purple one from the chest. Jump down and grab the two red gems at the bottom of the steps. Go ahead to find a Slippery Gnorc. These guys are just like MGs, but they have armour on. They may seem invincible because of this, but they will slide backwards when you charge them. Charge this one once to get him over the edge, giving you a gold gem. Also get a green gem from the metal chest beside him.

Run up to the edge ahead to get a purple gem from the wooden chest. Turn right to find an MG on a bridge. Flame him for a green gem, and cross to the middle. A Snowballer will march up to you, so get him before he can do anything to get a red gem. Grab the three red gems on the left edge, and get the two green gems around the hole in the middle. Continue onwards on the other side of this ledge into another room. Jump off the steps to find an MG at the bottom for a purple gem. Scour this whole room of chests and gems to get a total of 15 gems from it.

[29]DRAGON ALERT[21]

Andor can be found in the last room of the first big building, right at the end. He'll thank you for releasing him.

[29]ANDOR[51]

Go through the tunnel behind him to get two red gems, and continue onwards outside. Flame the MG that greets you straight off for a green gem. Go just left of him to get two red gems. A Snowballer will start attacking you, so defeat him for a green gem. Run around the pillar he was by and follow the edge back around for 4 gems. Also get four red gems on a bit hidden alongside the building, and destroy the chests for 12 gems. Turn around and hug the wall to the left until you get 4 gems from the pair of chests at the end.

Go right a bit until you find a bridge. Run up it, getting 8 gems along the way, and you'll encounter a Snowballer at the top. Hit it to get its red gem, and then carry on ahead to get 4 gems from the two wooden chests in front of the dragon. Speaking of which...

[30]DRAGON ALERT[20]

Asher is found at the end of the level, in front of the 'Return Home' vortex. He'll merely thank you.

[30]ASHER[50]

Get 3 gems from behind the vortex, then go through the tunnel there. Flame the MG there for a purple gem, and get the red gem just left of it. Turn around and go further into this room. Another MG is right there (purple gem), and a total of 12 gems and a life can be found from the many chests behind him. Also go to the bit outside for a couple of red gems. You may also notice three life chests on a high up platform there, but I'll explain how to get those later.

Head back to where Asher was, and go back to notice some gems atop the platforms along the edge. Carefully jump across each of them, trying to stop yourself from meeting a doom over the edge, and you'll have 16 gems by the end. Up on the biggest platform at the top is a chest with a purple gem, and

then another cavern behind it. Charge into the SG ahead, and knock him off the edge for a purple gem, and also get 6 gems to either side of him. Continue onwards where you'll see two red gems on the side, and then go left to get a green gem by the pillar.

Also there is an Agile Snowballer. These guys are just like ordinary Snowballers, but they're much faster and manueverable, since they're on skates. Pin this one off for a green gem. Continue ahead to find an SP. Charge it twice to get it over the edge, thus getting a golden gem. Also grab 9 gems lying around or in chests beside it. Continue along the obvious path where an AS will skate over to you. Charge him while he does for a green gem.

Go towards the gem lamps on the right, where infront of them you can find 7 gems. Watch out here - a Snowballer above will be trying to hit you, and you can't get him yet. Charge the gem lamps here for 3 gems, and then get 3 more from the ones on the other side. Go ahead and catch the AS for a purple gem, and an MG for a green gem. Grab 7 gems on the side where you'll probably end up, and get 4 more by tracing back a bit. Continue up the steps and charge the SG off the edge for a purple gem.

Also grab the green gem beside him, and then continue towards the Snowballer you couldn't reach earlier, getting three red gems, and then defeating him for a green gem. Destroy a chest behind him for another. Scour the rest of the room for 9 gems.

[31]DRAGON ALERT[19]

Ragnar is found at the end of the hidden-up cavern at the end of the level. He's quite hard to reach indeed. He'll congratulate you on something that nobody knows.

[31]RAGNAR[49]

[09]5/5 DRAGONS FREED[19]

Now trace your way back all the way to where you rescued Todor. Go to the other side of the room, and jump up the steps. Get 10 gems total from the two chests up here, and turn around and glide over to get 12 gems from the three metal chests on the other platform. Turn right 90 degrees and glide over to find the chest. Around it you'll find 8 gems. Jump onto the edge where the chest is facing, and look around for a platform. Glide over there for two red gems and...

[05]KEY ALERT[05]

Reachable from where the chest is, where you have to glide over to a platform below it.

[05]TINY PLATFORM[14]

Now make your way back to the chest...

[05]CHEST ALERT[05]

It's found before the key, after gliding across the platforms in the room where you freed Todor. Approach it with the key to get 30 gems.

[05]LEDGE BEFORE KEY[07]

I think I missed out a golden gem somewhere, but oh well. Explore the level thoroughly until you find it. That should complete it for you. Now, if you wanted those three lives I mentioned earlier, go back to the beginning of the level. Go out onto the little bridge and onto the platform. Now glide off it and hug the wall to the right. If you did it right, you should end up on the platform, where you can get the lives. Best be a good glider before attempting this - you don't want to use three lives to get three lives.

[10]400/400 GEMS COLLECTED[25]

[10]LEVEL COMPLETE[25]

Anyway, go back to the 'Return Home' vortex, and exit out.

Progress: 2400 Gems (20%)
 31 Dragons (38.8%)
 5 Dragon Eggs (41.7%)
 33.5% Complete

!!!MOVING ON!!!

Back home again, go up the tunnel and left. Jump across the platforms and up the ones over the edge. Jump up them, defeat the Red-hatted Spargnorc that you encounter, and head into Night Flight behind it.

!!!NO GNIVOM!!!

[BBBF] 11. NIGHT FLIGHT [2205]

Type: Flight (2/5)

Requirements: Peace Keepers Home

Gems: 300 Dragons: 0

Dragon Eggs: 0 Key: No

Enemies: -

Fodder: -

Extra Notes: This flight level is probably the easiest in the game, since you don't have to make too many sudden turns, and you just need to follow the path.

You'll fly into this level the same way as Sunny Flight, but with 25 seconds instead of 30. This is much simpler, since the strategy is very easy.

Starting off, go straight ahead but down a little towards the rings. Fly through them, and through the cave, turning when needed. They each give you an extra second. After those, fly down a little and towards the first chest on a rock. Flame it, then head down towards the next one, high up to the left for #3, and then follow the arrow that the fairy is holding. Go up a little to another chest, swoop down and right to the fifth one, up and left, down, and then up and left once again to the final one. They will have given you 2 seconds each. Go left a bit and swoop down towards the first arch, which gives you 2 seconds. Carry on through the clear gap to another, then up a bit to a third. Go straight on for one, then left a bit for another. Swoop down and right to #6, up a tiny bit to #7, and then up alot and left to #8. Continue hugging the wall here and go down to flame your first lighthouse. Go around then left of it to another, take a hard left up to a third, and follow the wall to the right for #4. Carry on straight over to another, and then carry on to a sixth. Go up and left over a wall to one more, and finally follow the arrow slightly to the left to finish.

[11]300/300 GEMS COLLECTED[24]

[11]LEVEL COMPLETE[24]

You'll once again get 60 gems for each set, and a bonus 60 if you get all four

sets in one go. Once you have the full 300, it's time to leave.

Progress: 2700 Gems (22.5%)
 31 Dragons (38.8%)
 5 Dragon Eggs (41.7%)
 34.3% Complete

!!!MOVING ON!!!

Back out after exiting Night Flight, jump down the platforms and then over the river to your right where you'll find Doctor Shemp.

!!!NO GNIVOM!!!

[BBBG] 12. DOCTOR SHEMP [2206]

Type: Boss (2/6)

Requirements: Peace Keepers Home

Gems: 300 Dragons: 1

Dragon Eggs: 0 Key: Yes

Enemies: Blind Runner x8 (C)

 Cook x7 (A)

 Doctor Shemp - BOSS! (D)

Fodder: -

Extra Notes: You gotta love the music to this level! And you gotta laugh at Doctor Shemp...!

Flying in once again to another level, now your second boss level. It sees the desert landscape once again, but not as much as before. Start off by charging open the pair of metal chests on the left for 10 gems total. Go ahead to see a taster of the two types of enemy - our good friend, the Cook (minus cauldron), and a Blind Runner. The Cook will hit the BR, which will then run at you. Either charge it back, or, more hilariously, jump over it and let it run off the edge. Grab the green gem it drops (or shoots up, if it runs over) and then flame the Cook for a purple gem. Jump up the platform to the left for 7 gems, then up again and destroy the chest for a golden gem.

Continue onwards and flame a Cook on the left for a green gem. Simultaneously, a Blind Runner will start running at you. Defeat it for a green gem, then get the one that follows it for purple. Go flame the Cook responsible for another purple gem. Go back along the edge a bit for two green gems beside a chest containing a golden gem. Turn around and jump up the two steps to find two purple-topped chests.

Get back on path, and go between the two unreachable platforms to get 15 gems. Be cautious, though - I recommend charging since some Blind Runners will ambush you there. Both release purple gems, as does the Cook after it. Then, behind it, a Cook will set off three Blind Runners. The first two drop green, whereas the third drops purple. The Cook responsible will drop green. Go ahead towards the whirlwind, but go past it towards the building. Go around the right-hand side of it and flame the Cook hiding there for a golden gem.

A little secret now - go around the back of the building. Among 12 gems is a hidden whirlwind, which will take you to the top of the building. You'll find 17 gems there. However, there is still an even more secret secret. face away from the rest of the level up here, and the closest thing in the distance is a platform. It looks pretty reachable, and has a little twinkle on it. Get a running jump straight at it, and glide with all your skill over there. The

twinkle will, infact, be a pink gem. Glide back to the tower.

From where you land back there, turn left and glide over to a platform on mainland. There you will find two green gems and...

[06]KEY ALERT[06]

Reachable from the top of the little building (reachable by a hidden whirlwind behind it) straight out from where you get up there is the platform with this on it. Glide over there, dropping with Triangle if needed.

[06]PLATFORM BEFORE BUILDING[13]

Now jump back down to the lower ground, and go up the whirlwind you passed earlier. Jump down the steps in this arch to get three red gems. Destroy the wooden chest by the leftern edge for a golden gem.

[32]DRAGON ALERT[18]

Found before the battle with Doctor Shemp, atop the first whirlwind you come across, Trondo will say that Dr Shemp is pretty clumsy, and that he'd ought to watch his back *hint hint*.

[32]TRONDO[48]

[10]1/1 DRAGON FREED[18]

[2]16/16 DRAGONS FREED IN WORLD[4]

[2]BOSS ALERT[2]

So, jump up the step, and then to the platform with Doctor Shemp on. He'll run to the other end, where you'll notice that he's back is not armoured, whereas the rest of him is. He'll then run at you, and smack his sceptre thingy at you. Keep moving and he'll miss. He'll then run back, revealing his back again. Flame it, and he'll drop a purple gem, open up a bridge then run over to another platform. Follow him over, and once you're there, he'll spin around then smash at you. As he's spinning around, try to flame his back. He'll drop a golden gem and run over to another platform. Once again, follow him over. This time he'll do the same spin move, but he'll drive his sceptre along the ground as he does. Jump over it as it passes, then flame his back to properly defeat him and thus get 25 gems total.

[2]DOCTOR SHEMP[5]

Now run over another bridge that just unrolled, and charge through the metal chests for 15 gems. Carry on left past the 'Return Home' vortex and get two loose green gems. Then destroy the chest in the corner of the platform.

[06]CHEST ALERT[06]

After beating Doctor Shemp, go past the 'Return Home' vortex and jump down to a lower platform. If you have the key, the chest is waiting for you there. It shall release a pink gem.

[06]BELOW EXIT[06]

Glide down to the lower platform than that (lowest in the area) to find two metal chests giving you 7 gems. Carry on through the tunnel/arch behind them to find yourself on the platforms that were earlier unreachable. Glide over the gap to the Cook, who you can flame for a purple gem.

[12]300/300 GEMS COLLECTED[23]

[12]LEVEL COMPLETE[23]

[2]2000/2000 GEMS COLLECTED IN WORLD!!![4]

[2]WORLD COMPLETE[4]

12/35 levels complete. Head back to Trondo, jump across the platforms where you fought Doctor Shemp, and leave out of the vortex.

Progress: 3000 Gems (25%)
 32 Dragons (40%)
 5 Dragon Eggs (41.7%)
 35.6% Complete

!!!MOVING ON!!!

And thus, two of six worlds complete. Give yourself a pat on the back, then trace back through Peace Keepers Home, and to the balloonist. If you've followed the guide so far, you should easily be able to go to the Magic Crafters. So, go on, then!

!!!NO GNIVOM!!!

[CCCC]-----Magic Crafters-----[2300]

The third world of the game sees you in a grassy, sort of mild landscape where the main magic of the Dragon Realms is stored. [CCCA] to [CCCG] will cover all 2500 gems, 14 dragons and 7 dragon eggs scattered around here.

[CCCA] Home [2301]
[CCCB] Alpine Ridge [2302]
[CCCD] High Caves [2303]
[CCCE] Wizard Peak [2304]
[CCCF] Crystal Flight [2305]
[CCCG] Blowhard [2306]

[CCCA]13. MAGIC CRAFTERS HOME[2301]
Type: Homeworld (3/6)
Requirements: Collect 1200 Gems
Gems: 300 Dragons: 3
Dragon Eggs: 2 Key: Yes
Enemies: Fast Sceptre Guy x13 (C)
 Druid x6 (B)
 Lightning Wizard x4 (B)
Fodder: Li'l Lambs
Extra Notes: Third homeworld. Yeah.
Interesting.

Flying in from the balloon, Spyro will jump off on a platform sticking out over a large chasm. Now, before you try, the area to the right is currently unreachable by glide or whatever, so don't end up with a 'GAME OVER' trying to reach it. Go ahead into the tunnel and jump over the pool ahead. Turn left and jump over another, and go ahead for your first red gem of the level.

[06]DRAGON EGG ALERT[06]

Through the tunnel as you enter, turn left through the corridor at the fork. The thief will run around and try to jump up to the unreachable platform at the end. If he does, just trace back to the beginning of the level, and he'll be back down.

[06]STARTING CORRIDOR[06]

Head back to the fork and take the other way. Collect the two red gems there, and you'll then come across a Fast Sceptre Guy. He has a magic sceptre in his hand... which he attacks very fast with. He's armoured, so you have to charge him (his attack shouldn't be fast enough to beat you to it). He'll drop a green gem. Go ahead into the room where you'll find a green gem in a chest along the wall just ahead.

[33]DRAGON ALERT[17]

Cosmos is found in the most lit up room of the level, just after the first enemy. Stuttering among his words, he'll welcome you and tell you the obvious task - collect gems, free dragons and rescue eggs.

[33]COSMOS[47]

Ahead of him you'll see four FSGs lined up. Start from the closest one, and charge down the line to catch all four for 10 gems total. Get a green gem from the chest in the alcove to the right, and head to the opposite end for 7 gems. Head outside to find your first Druid ahead of you. He'll raise a platform where he is when you get near, so stand away, then charge into him before he can notice. He'll drop a purple gem, and there are also two red gems next to him.

Turn around and go ahead to see a Druid clear in the path. Approach, however, and he'll raise a wall, blocking the path. You can't beat him to it this time, so just get the stuff near him (a purple gem from a spinner crate, two red gems beside it, and two colour-topped chests (purple and gold)). Head back the other way to see an FSG and a Druid ahead. You can get them otherwise, but you'd might as well flame the spinner chest (golden gem) at them by lining it up. They'll drop 7 gems.

Take the branch off to the left where you'll get three red gems and a chest with a purple gem surrounding the portal to 'Alpine Ridge'. Go back to mainland and continue up the hill, taking out a couple of FSGs on the way for 7 gems.

[07]DRAGON EGG ALERT[05]

At the top of the first hill in the first big, outside area of the level, you will find a thief. He'll run in a figure-8 around this little patch. Catch him out in the middle for an easy egg.

[07]BELOW SUPERCHARGE[05]

[6]2/2 DRAGON EGGS RESCUED[3]

Grab yourself 5 gems total along the wall here, and then head towards the pool in the corner. Jump onto the platform in the middle to get 10 gems total from the chest and FSG there (be careful not to follow the FSG into the water). Down here over the edge is the Druid you couldn't reach earlier. You could jump down and get him, but there's actually a nice way to really test Spyro's flame here. Instead of jumping down, jump on top the wall he makes. Hold triangle and aim down at him. It may look too far, but you can actually just manage to hit him with your flame here. He'll drop a green gem.

Collect the two stray red gems beside, and the green gem from the chest. Head up the hill here and continue onwards (the gap between the walls) to where you'll find 10 gems total in a pair of metal chests beside an odd hill. Why is it odd? Well, last time I checked, not many hills you come across have flashing arrows built into them. Just to the left up here are two green gems. Infront of the 'High Caves' portal, you'll find...

[34]DRAGON ALERT[16]

Atop the highest point reachable of the first big, outside area of the level, you'll find Zantor. He'll explain that when you charge down these arrowed hills, you'll start to Supercharge - the first uber-power of the game!

[34]ZANTOR[46]

So, let's get right to it! Charge back down the hill, and Spyro will start to go very fast and will steam. The steam will soon turn yellow, meaning that you won't stop supercharging until you let go of [] or crash. Charge straight through the two FSGs at the bottom of the hill for 3 gems, then through the Druid ahead which usually would've blocked the cave entrance, for a pink gem. Stop charging and take the left at the fork, where you should charge an FSG for a purple gem.

Go to the leftern wall, and break open the two green-topped chests, grabbing their rewards. Charge around the back of the 'Crystal Flight' portal for three red gems.

[35]DRAGON ALERT[15]

Boldar is found in front of Crystal Flight, in the cave between the two big, outside areas of the level. He'll explain that Crystal Flight is a place where you can fly and stuff... like any other flight level.

[35]BOLDAR[45]

[11]3/3 DRAGONS FREED[17]

Now take the right-hand way of the fork, and charge through the FSG outside. To the left, you'll notice a strong chest. To break it open, trace back to Zantor, atop the supercharge hill. Charge back down it so that you supercharge, and steer your way into the cave, round the corner, and into the chest. It may take a while, and you'll need some good practise with the supercharge, but in the end you'll get the pink gem you deserve.

Along the wall with the chest, a Druid will be standing, doing some magic with a platform in the water. Run up and flame him (or charge, whatever) for a gold gem. Turn around 135 degrees to the right to encounter a Lightning Wizard. As you approach, it will fire a bolt of lightning at you. Side-step/roll from it (outrunning doesn't work) and flame/charge the wizard for a purple gem. Turn around and run up the slope to the top where the 'Wizard Peak' portal is.

Defeat the LW next to it for a purple gem, and then turn around and get the loose green gem and pink-topped chest. You'll see an edge where the LW was. Carefully step along it, being sure not to fall to either side (right (into the water) especially). Destroy the wooden chest on the ledge at the end for a purple gem. Turn nearly 90 degrees to face a small building in the water. From back here, you should clearly see the entrance. Glide to it.

[07]KEY ALERT[07]

Behind the Wizard Peak portal, in the building, access it by running around the edge to a platform, then gliding over to the clear entryway.

[07]WATER BUILDING[12]

Jump back down to lower ground, and go further into the level to another Druid raising and lowering a platform. Jump onto it when you can (as it's lowering) to get 7 gems. Then jump down the other side and teach the Druid a lesson. He'll drop a purple gem for you. Run around the back of the 'Blowhard' portal here, and defeat both LWs for a golden gem each. Be careful - they'll attack simultaneously, so do a good dodge this time. Grab the two green gem at the back of the Blowhard portal, and pick up the loose gem nearby.

Trace back over the platform to find the last FSG of the level hidden up. Get

the purple gem from charging him, and 7 more gems from the pair of metal chests beside him. Trace back to Zantor and the supercharge hill, but this time go to the edge on the right. Go to the very corner and take a blind glide around the side of the wall, hugging it and eventually ending up at a hidden alcove.

[07]CHEST ALERT[07]

Inside a hidden alcove accessible by taking a glide around the wall from the top of the supercharge hill, you'll find this. You don't actually need a key if you're a VERY good supercharger. You could just charge down and then up the supercharge hill, and then do a superjump (jump with supercharge) around, hitting the chest. Either way, you'll get 10 gems total from it.

[07]IN THE MOUNTAIN[05]

[13]300/300 GEMS COLLECTED[22]

[13]LEVEL COMPLETE[22]

And that should bring you to completion of this level. Grab the extra life next to the chest, and then glide down to mainland. You want to go to Alpine Ridge, which is conveniently nearby to where you land at. Head inside.

Progress: 3300 Gems (27.5%)
 35 Dragons (43.8%)
 7 Dragon Eggs (58.3%)
 43.2% Complete

[CCCB] 14. ALPINE RIDGE [2302]

Type: Regular (7/17)

Requirements: Magic Crafters Home

Gems: 500 Dragons: 4

Dragon Eggs: 1 Key: No

Enemies: Fast Sceptre Guy x10 (C)

 Druid x9 (B)

 Orange Monster x10 (C)

 Energy Wizard x4 (D)

Fodder: Li'l Lambs

Extra Notes: This sees you in a similar landscape to the homeworld, but much higher, and with a few more puzzles/stuff.

Flying in onto a round platform in the sky, you'll automatically get two green gems straight off, and you can grab another manually to the left of them. Run across this island to find an Orange Monster. These are very big enemies on all fours, which will taunt and scare you as you approach, and finally stomp you. However, a little flame sends it a-flyin', spittin' out ye olde purple gem as it does so. Enough of the country talk. Next to it on the platform to the left is an FSG.

Watch out - it's right next to the edge, approach it a little (not too close - it may attack) and do the slightest tap of [] - enough to defeat the FSG without dying yourself. It'll drop a well deserved golden gem. Jump down and continue onwards to get a green gem loose, and a purple gem from an OM. Ahead is a Druid moving a block from side to side over the path. Wait until it's just passed, and run over and get a green gem from the Druid. Flame the

approaching OM for a purple gem.

As soon as it vanishes, an FSG will be uncovered behind it. Charge it quick for a green gem, then go to the side of this ledge for 4 gems along the edge. Go to the far side where some steps are folding and unfolding, and hidden to the side of them will be a purple and a gold-topped chest. Break them open, then approach the steps. The camera will reveal that a Druid at the top is to blame. The way to get up is to jump onto it just after the stairs have folded, and you'll hopefully be a couple of steps up when they unfold. Quickly jump up when they do, and flame the Druid for a gem.

Two FSGs will be patrolling side to side here. Wait for them both to pass each other, and as they do, charge through both of them for 4 gems. Go to the far end of the platform to find a spinner chest. Flame it until it gives you a golden gem. Charge through the three metal chests nearby for 20 gems. Continue ahead through the archway.

[36]DRAGON ALERT[14]

Zane is found at the end of the first island of the level, just after where you've defeated two FSGs patrolling from side to side. He'll ask you if you're afraid of the OMs, in which Spyro is obviously not.

[36]ZANE[44]

Turn left from here, and to the side of the stone wall you'll see a little path. Grab the two red gems straight ahead, and jump up to the left for a purple one. Now face out over the chasm to the island in the distance. Stand as close to it here as possible, and get the best glide you can over there. Eventually you'll end up where a Druid and an Energy Wizard are fighting. Get the Druid first for a red gem, then get ready to defeat the EW.

EWs are very good at attack, so let this one fire an energy bolt at you, dodge it, then quickly before it can fire another, flame it for a gem. Grab the three red gems behind it, and another two over by a Li'l lamb. Continue through the gap to the right and grab two red gems straight off, another three by the wall to the left, and then get ready for a big EW tussle. Flame the one nearby quickly for a purple gem, then take on the other two at different times for another two purple gems. Beside each of them should've been a green gem in a wooden chest, so break them open too.

To the left you'll see three Druids controlling a step each on the wall. They will quickly move them in and out, so be quick and wait until the closest one has just come out before you jump on it. The others should follow shortly after, so hastily jump up all three. Once up, the Druids will run around panicing. Hit them for a gem each. Flame the spinner chest nearby until you have a golden gem from it.

Turn to look back over the chasm where you'll see an island in the distance with an OM on that looks like you can land on it. So, glide over there. Collect 12 gems from the three wooden chests, then get another 6 lying around. Go and take on the OM for a golden gem. Look to the left towards a tunnel opening with a Druid inside it. It will raise and lower a wall to block you from landing in there (personally, I think if he just kept it raised, he'd be safe all the time). Wait until it's about to lower, then glide over (you should start gliding a second before it lowers). Once you finally make it (many lives may be lost), give that Druid some pain... all for a purple gem.

Grab the 5 gems total just behind you, then go to the other end for a loose gem and 17 gems inside three wooden chests. Look out over the opening, down to the lowest island where an FSG is patrolling. Glide down there and charge into it for a golden gem. Destroy the chests to the left for 15 gems, then collect

4 loose gems to the right. Over on the next island, a Druid is raising and lowering the platform he's on.

Wait until he's just lowered it, and immediately glide over. Try to flame him as you're landing, and you'll get a purple gem. Destroy the two wooden chests to the left for 10 gems total. To the right are 7 loose gems (noticing a slight pattern?).

[37]DRAGON ALERT[13]

You can find Eldrid on the second island within the closed in mountain area of the level. Catch out the Druid to get there, and he'll be waiting straight ahead. He'll thank you for releasing him.

[37]ELDRID[43]

Jump up the step behind him to find an FSG walking towards you. Charge him for a green gem. Charge the four metal chests behind him for 30 gems. Run up either slope to the side to find another FSG, who'll drop another green gem. Run up the hill ahead to the right for 6 gems. Jump down to the left and down again into the OM pit, where two OMs haunt. Don't stop moving, and try to flame them both before they even notice you, for 15 gems. Grab the two green gems at the bottom of the steps to the side.

Head back up the steps, and go left to find an FSG. Charge him for a gem. Behind him are two loose red gems and a purple-topped chest. Get them all, and also two more green gems nearby. Head up the slope where you found 6 gems a minute ago, and continue ahead to where a Druid will make an OM ambush you from underground. Flame him for a purple gem, and then the Druid for a red one. Inbetween them, turn to face away from the edge. Go into the underground tunnel ahead.

Grab the two green gems at the bottom of the steps, and then take the left at the fork. Flame the OM there for a purple gem, then flame the explosive chest behind it for 35 gems. Turn around and take the other side of the fork, and flame another OM for a golden gem. Get the purple gem and life behind it. Jump back up the stairs and out of the tunnel, collecting a couple of red gems on the way.

Go left to continue onwards, and jump up the step to two red gems. An FSG will jump onto an OM ahead, and will ride it towards you. Flame the OM for a golden gem, then charge the FSG for a green gem. Jump up the steps behind them, grabbing three green gems on the way. To the left through a little arch is a trio of wooden chests, each containing a purple gem.

[38]DRAGON ALERT[12]

Right next to the 'Return Home' vortex, after jumping up the steps after the last two enemies of the level, Zander will applaud you on your work, and give a sign that there are more tricks to the Magic Crafters to come *sigh*.

[38]ZANDER[42]

Get 20 gems from the two wooden chests behind him, and look ahead of you into the mountains in the distance. By three small platforms, you'll see a clear opening over there. Take a nice, long glide from here, to the cave. Once you get there, destroy the two chests for 4 gems.

[39]DRAGON ALERT[11]

The 39th dragon, Kelvin, is found just inside a cave reachable by gliding roughly straight off the little ledge by the level exit. He'll tell you that the Magic Crafters world isn't the only world where those egg thieves are.

[39]KELVIN[41]

[12]4/4 DRAGONS FREED[16]

Go ahead through the tunnel to where you'll find a thief. Ignore it for now, and concentrate on getting all 32 gems on each side of the path it takes. Some are in chest, some are loose.

[08]DRAGON EGG ALERT[04]

Just after Kelvin, deeper into the cave, you'll find it. Run after the thief around the obvious path it takes, and flame it when you get near.

[08]KELVIN'S TUNNEL[04]

[7]1/1 DRAGON EGG RESCUED[2]

Go back to where Kelvin was, and face right to find the three small platforms you saw earlier. Glide over to the nearest one, and flame the explosive chest there. Quickly glide over to the second one, so as to be safe for when it explodes. When it does, flame the one on the second platform, then glide back to the first one for a purple gem from the chest. Once the second explodes, glide back over for another purple gem. Now glide over to the third one, flame the chest, glide to the second, wait for explosion, glide back, collect golden gem.

[14]500/500 GEMS COLLECTED[21]

[14]LEVEL COMPLETE[21]

And that should complete the level for you. Glide back down to mainland, glide over to Eldrid again, then make your way across this big island back up to the exit, which you should jump into if you've completed the level.

Progress: 3800 Gems (31.7%)
 39 Dragons (48.8%)
 8 Dragon Eggs (66.7%)
 49.1% Complete

!!!MOVING ON!!!

Back in the Magic Crafters Home, walk back to mainland, go left up the slope (charging the FSGs if you need to), then go around the wall to the left, up the supercharge hill, and into High Caves.

!!!NO GNIVOM!!!

[CCCD] 15. HIGH CAVES [2303]
Type: Regular (8/17)
Requirements: Magic Crafters Home
Gems: 500 Dragons: 3
Dragon Eggs: 2 Key: No
Enemies: Energy Wizard x4 (D)
 Tornado Wizard x3 (D)
 Druid x4 (B)
 Metallic Spider x5 (E)
Fodder: Li'l Lambs
Extra Notes: The other uber-power
makes an appearance here: the
Powerflame! There are also scary,
indestructible spiders about...

You'll land on sideways to the level, on a cold-ish turf (like all of the Magic Crafters), with a spider-infested cave to your right, and a winding slope to the left. Start by going into the entrance of the caves for 4 gems, but don't jump up the step to where the Metallic Spider is. These guys are very dangerous, since they can catch you and eat you, defeating you in one hit. Also, they are immune to all your current attacks, so don't bother approaching them.

Go left to find a pair of Energy Wizards fighting with a Tornado Wizard. Flame both of the wizards before they notice you and attack. They each drop a purple gem. The TW will continue firing tornados down the slope, so stay to the right to avoid them. Approach it cautiously, and then flame when close for a golden gem. Continue onwards and flame an EW for another golden gem. Be careful with the next TW - his shots will block the path as they pass, so time it right by going once it's passed. Flame the wizard for a purple gem.

Get a purple gem from the next EW, and now you've got alot of tornado dodging to do. Keep to the right and stay in the little ledges when they pass. Do this until you reach the wizard, where you should quickly flame him for a golden gem. Get the Li'l Lambs if you need to.

[40]DRAGON ALERT[10]

Once you've made your way up the slope to the left of where you start the level, Cyrus will be waiting. He asks you to sort out those menacing Druids... discovering their schemes and ruining them.

[40]CYRUS[40]

Now, instead of gliding over to tackle the Druids, first look to your right. You should see a little building down on lower ground, and some treasure atop it. Glide over there, and go right around the top to a spinner chest. Flame it three times so that you get a purple gem. Run around the back of the building for 3 loose gems, and then two green-topped chests. Get the single gem behind them, too.

Now go back up the slope, and look ahead to the Druids. They're moving the platforms they're on. Wait until the closest one's platform has just passed through the middle of its course, and glide over (so that you land when the platform is at its lowest). Flame the Druid as you land for a purple gem, and wait until the platform resets itself. Now wait until the other platform comes to the right, then glide over (this should be slightly easier). Defeat that Druid for another purple gem. Wait until the platform resets, then glide over to the ledge ahead.

Grab the 5 gems total from down there, then jump down into the room, and get 11 gems from the chests there. Jump down to the balcony thingy outside, and go just left to see a couple of gems tucked away. Go along the edge here for 6 loose gems and 4 more from a pair of metal chests. Glide over onto mainland.

[41]DRAGON ALERT[09]

Ajax is found on the main land bit of the main area of the level (where the fairies protect you if you fall). After Spyro remarks that he hates those spiders, Ajax hints him that supercharging makes you invincible.

[41]AJAX[39]

Go straight ahead past the supercharge slope, which you'll see to the right, where you'll find a couple of gold-topped chests in the snow. Run over the long bridge to your left to find a room in which you'll find three explosive chests. After all three are open, you can pick up the great total of 49 gems. Run back onto the bridge, but then jump onto the edge of it and face the two areas to within the walls of the mountain.

Don't be afraid of falling off here - there are three kind fairies down there that will, 100% of the time, rescue you and bring you up to the top of the supercharge slope. Anyway, glide over to the left-hand area of the two you're facing. Pick up 4 loose gems on the floor, and then charge the five metal chests for 30 gems. Now look out to the other opening in the wall, and glide over there (you should be able to reach it from where you are).

Run through the cave ahead, ignoring the thief, getting all 11 throughout the first bit, 23 in the middle room, and 2 through the last bit, gems.

[09]DRAGON EGG ALERT[03]

Running around a mountain cave/tunnel, this annoyance is found in the right-hand opening reachable by gliding from the side of the long bridge in the middle of the main area of the level. Man, that was a mouthful, even though I typed it.

[09]MOUNTAIN TUNNEL[03]

Exit out of the tunnel and out into the main area again. Jump off the edge so that the fairies bring you back up to the supercharge hill. Charge down it so that you start supercharging, and launch off the ramp ahead. Get a nice, long superjump over to the right-hand cave visible in the wall ahead. Stop supercharging once you land, and go into the cave. Pick up the 8 loose gems as you wind around the path at the back of the cave. End it all off by charging through the metal chest for a golden gem at the top. Go back outside, and once out, drop the edge again to get taken atop the supercharge slope... again.

Supercharge down once again, jump off the ramp again, but this time direct yourself at the leftern cave. Smash the four wooden chests to get a surprising total from them - 55 gems. Charge open the metal chest by the 'Return Home' vortex for a pink gem, and pick up the golden gem nearby.

[42]DRAGON ALERT[08]

Cedric is found beside the exit vortex, reachable by supercharging down the slope, off the ramp straight ahead, and then using the superjump to reach the cave on the left - which he's in. He tells you about jumps and glides after supercharging.

[42]CEDRIC[38]

[13]3/3 DRAGONS FREED[15]

Now for some real difficulty - taking on the spiders. Jump off the edge again to get atop the supercharge slope again. Supercharge down it, but this time take a hard turn immediately once you get down. Turn around a whole 180 degrees into the caves... still supercharging. A spider will be down here. Be extra careful, and try to hit it while supercharging to defeat it for a golden gem. If you can, continue charging down deeper into the caves. The second one in the biggest room drops a purple gem (it's easy to catch him in the large area), however the third is quite tricky, since it's in a tiny room. It'll drop a golden gem. Remember: if you lose your supercharge in the same room as where a spider is, get right outta there - IMMEDIATELY!

Go back to the first room of the caves you were in, where you can now safely pick up the six red gems lined up there. Continue down to the next lowest platform, with two loose green gems, and a metal-chested red gem. Continuing into the biggest room of the cave, grab 7 gems along the platform to the right, and jump onto the platform for two red gems and a purple gem from the metal chest. Continue onto the platform to the left for two more red gems, and a green one in a wooden chest.

Continue onwards down onto another step for two wooden gems - green and purple filled. Go back to the first bit of the cave, and jump up the steps to the side. A spider is here approaching you, so quickly run to the right and jump onto the platform with a Druid who is stopping you from going onwards. So, flame him for a green gem, and pick up the two golden gems to either side of him. Now go where he was blocking to find a purple fairy.

Flame the two chests beside it first for 15 gems, and then it will fly down and... KISS SPYRO ON THE LIPS!!! All for a good cause, ofcourse - you'll now have the Powerflame powerup... temporarily, ofcourse. Go back down to the spider and use your new flame on him to defeat him. This is more powerful than you may think - like the supercharge, it can destroy anything. The spider will drop a golden gem. While you still have the Powerflame, quickly run down the step ahead to find another spider, dropping a purple gem.

Head back out of the caves and up the supercharge slope. Supercharge down it and off the ramp ahead, but now superjump right of the right-hand cave to get to the last area of the level. As you glide down there, pick up the three red gems straight off. Jump over the little pool to the right and go up the hill, grabbing the 4 gems there. Flame the three spinner chests open at the top for 25 gems total, and so the last gems in the level.

[15]500/500 GEMS COLLECTED[20]

[10]DRAGON EGG ALERT[02]

In the little area right of the right-hand cave you have to supercharge to, run up the hill to find this running around the edge of a circular pool. Glide over it bearing a flame, trying not to fall in too much (there are some Li'l Lambs in the area if you need them).

[10]INBETWEEN THE CAVES[02]

[8]2/2 DRAGON EGGS RESCUED[1]

[15]LEVEL COMPLETE[20]

Jump off the edge here to get back up to the supercharge slope. Charge down it and superjump to the left-hand cave again. Hug the wall to the right to get to the cove with the exit in. If you have everything, jump in.

Also, within the level you will have passed the 50% mark for dragons AND overall. Well done - half complete already. The other half is only a whole lot harder.

Progress: 4300 Gems (35.8%)
 42 Dragons (52.5%)
 10 Dragon Eggs (83.3%)
 57.2% Complete

!!!MOVING ON!!!

Out once again in the homeworld, supercharge down the slope and forward to get past the Druid. Continue out the other end of the cave and wind around the wall to the left, up the slope and into Wizard Peak.

!!!NO GNIVOM!!!

[CCCE] 16. WIZARD PEAK [2304]
Type: Regular (9/17)
Requirements: Magic Crafters Home

Gems: 500 Dragons: 3
Dragon Eggs: 2 Key: No
Enemies: Energy Wizard x11 (D)
 Big Yeti Monster x10 (C)
 Lightning Wizard x6 (B)
 Fast Sceptre Guy x5 (C)

Fodder: Li'l Lambs

Extra Notes: Finally! An escape from the Druids! Anyway, alot of supercharging here, and quite a few wizards (duh).

You'll come flying into this level on a little ledge sticking out of a big mountain. As you land, you'll see that the mountain is filled with decorated rooms and stuff. Go forward to see an Energy Wizard firing magic near you, which will form a Big Yeti Monster. He has a wooden club which he'll smack you with, so flame him before he can for a purple gem. Also, glide over the pool to the right to find another one. Go ahead to encounter a Lightning Wizard. Avoid its lightning bolt, then defeat it for a golden gem.

While you were doing that, a BYM will've spawned, so flame him for another purple gem. Jump up to another one on the platform behind for another gold one. Jump down to the left for 3 gems from a couple of chests, Tackle the BYM and two LWs here for 20 gems. Go to the left, and charge over the bridge, getting two loose gems and a purple gem from an LW. Jump down to the right and charge through the chests for about 23 gems. Defeat the LW that attacks you for a purple gem, then go and flame the BYI there for a golden one. Defeat the LW ahead for another purple gem.

[43]DRAGON ALERT[07]

Jarvis is found atop the first supercharge slope, at the end of the building within the first mountain. He gives you a late welcome, then says that he loves supercharging through those wizards.

[43]JARVIS[37]

What wizards? Charge down the slope to find out. As you reach the bottom, you'll see three EWs standing around. You could stop to flame them, but that's dangerous, so you'd might as well pin them off by supercharging. Get 20 gems from them. Also, atop the opposite slope, you'll find yourself confronted by three red gems and an extra life. Get them all. Run down the slope normally to find a couple of spinner chest to the side, each containing a golden gem. Opposite them is another supercharge slope, with four EWs at the bottom. Supercharge through them for 25 gems total. Get atop the opposite hill, and then supercharge down. Take a hard turn to the left just before reaching the other side to pin off 3 gems, and a strong chest containing a pink gem.

Take the little tunnel to the right, and scour it for a total of 10 gems. Walk out again and continue to your right, along the wall to get 4 gems. A rather evil EW here will spawn a couple of BYMs. Get them and the LW nearby for a green gem each.

[44]DRAGON ALERT[06]

Down in the bottom area from all the supercharge slopes, Hexus'll be somewhere around here before a bunch of enemies, near the edge. He'll thank you for releasing him.

[44]HEXUS[36]

Continue up the step ahead and flame the BYM for a purple gem, and get the green gem next to it. Carry on up the next two steps to get a purple gem each

from the two wooden chests to the left. Charge through the two FSGs here for a red gem from each, and then get the 4 gems to the right.

[11]DRAGON EGG ALERT[01]

Mid-way up the flight of steps to the exit of the level, you'll find this guy running around a pool. Tackle him in the same way as the one in Alpine Ridge for the penultimate dragon egg.

[11]CIRCULAR POOL[01]

Continue going up the steps, where you'll soon encounter another BYM. Flame it for a purple gem. Jump up the step behind it, and break open the two purple and the green-topped chests there. Jump up the last two steps to see a BYM fighting an FSG. Charge the FSG for a green gem, then quickly flame the BYM before he can squash you for a purple gem. Follow the edge to the left, grab the two purple gems there, and go get that evil EW who caused you so much trouble, who is now cowering behind a crystal dragon. Flame it for a well-earned pink gem.

[45]DRAGON ALERT[05]

Lucas is found atop the big flight of steps after Hexus. Free him to let him explain to you how to get to Sunny Flight in the Artisans, as if we didn't already know.

[45]LUCAS[35]

[14]3/3 DRAGONS FREED[14]

Now for some crazy supercharging! Jump back down to ground level, and head right back up to Jarvis atop the first supercharge slope. Charge down the slope, ensuring you get yellow steam coming out, then, once you do, take a hard left down another supercharge slope. This'll turn the steam red, and you'll go really fast and be extremely powerful. At the bottom of this slope, take a hard turn to the right, jump over the pool, continue right through the tunnel, and finally finish your crazy move by launching into the air straight for the distant platform. If you had red steam when you did, you'll do an insane superjump, getting you high enough to land on the platform.

Destroy the chest around here for 19 gems. Now go to the gems on the left, and follow the trail of them around the back. Be very careful, since it's a narrow path behind that wall. Carefully collect all 18 gems back there. Go back to the front, and look around to the right to see some smaller platforms. Glide over to the closest one. Grab three red gems and a purple (metal chest) one there. Glide over to the other platform, and break open the chests there for 14 gems.

Glide back down to mainland, and once again run up to where Jarvis was, but go to the opposite slope. Supercharge down it for yellow steam, turn right and down the next slope again for red steam, and charge up the opposite one from there, which will slow you back down to yellow. Still, that's enough for you to superjump over the wall there, where Sparx will pick off a couple of green gems there (if not, collect them later). Hopefully you should end up on a distant-ish platform.

Destroy the two gold-topped and the one purple-topped chests there, and charge open the two metal chests for 15 gems. Also grab the 4 loose gems nearby. Now this platform has a wall at the back, similar to the other one alike. You can also get behind this one, where you'll find three purple gems and...

[12]DRAGON EGG ALERT[:)]

Hooray! The last egg! You can get this by supercharging so that you get red steam, and from there supercharging up the fourth slope you come across in the

level. You then have to time a superjump just right to land on a platform ahead, where the thief is found hiding behind the wall there. Thankfully, this one is stationary, so you don't need to chase it. This is also the only thief in the Spyro series that you can easily study, so enjoy watching it before you pwn it.

[12]BEHIND THE WALL[:)]

[9]2/2 DRAGON EGGS RESCUED[!]

[3]7/7 DRAGON EGGS RESCUED IN WORLD[1]

[!]12/12 DRAGON EGGS RESCUED IN GAME[!]

Heh. You're missing some treasure, yet have explored the entire level, right? Right? Wrong. Head all the way back to the beginning of the level, and look to the side. If you look enough, you'll see a hidden path around the side of the mountains. Glide over to it, and get the 5 loose gems total straight ahead. Grab the golden gem as you reach a green end to the path, of which you should glide from to the other green bit of the next path. Smash the wooden chests for 4 gems, and then get another 4 loose ahead. Another green bit there has a whirlwind on it, which will take you up to a higher path.

Get the two red gems straight on, and charge through the chest ahead for a purple gem, and go get two red gems at the end of the path. Now take a blind glide around the wall to the left to end up on a previously unreachable platform, where a golden-gem-releasing EW awaits to be flamed, and two wooden chests beside him housing 4 gems. Now head back to the beginning of the level again, and up the path again to where you were. In the middle of the third path will be a green point, marking that you should glide to the opposite side from there, atop a doorway.

Grab six red gems along there, and wind around the path through two wooden chests for 3 gems. Get the two red gems on the green bit at the end of the path there. Now glide hugging the wall again, only this one's easier. You'll land on another platform with a gold-gem-releasing EW, also with a side of 7 loose gems.

[16]500/500 GEMS COLLECTED[19]

[16]LEVEL COMPLETE[19]

That's all for Wizard Peak. Make your way back down the supercharge slopes, up the load o' steps, and out through the 'Return Home' vortex.

Progress: 4800 Gems (40%)
 45 Dragons (56.3%)
 12 Dragon Eggs (100%)
 65.4% Complete

!!!MOVING ON!!!

Back once again in the homeworld, jump off to lower ground to the right, and then trace back a bit into the cave between the two main areas of the level. To the right is the portal we need - get ready for Crystal Flight.

!!!NO GNIVOM!!!

[CCCF] 17. CRYSTAL FLIGHT [2305]
Type: Flight (3/5)

Requirements: Magic Crafters Home
Gems: 300 Dragons: 0
Dragon Eggs: 0 Key: No
Enemies: -
Fodder: -

Extra Notes: Definitely the
hardest of the flight levels. Alot
of tight turns and hidden objects.

A hard flight level indeed. Once again, there is no one way to completing
this, but here's my strategy:

Start off with a tight turn since a gnorc in a plane is about to pass you, so
give it a quick flame and then turn straight back and head for the rings.
Follow all eight of them inbetween the mountains, getting +1 second from each.
Continue towards the arch in view, and fly through it for +2 seconds. Take the
fairies instructions and turn right towards another arch. Take a sudden swoop
down to the level of the next one, being extra careful not to touch the water.
Continue hugging the wall to the right to get the next two, and then continue
straight ahead to #6, and then #7. Follow the fairy here and take a tight turn
to the left and then to the first chest to flame. Immediately after that, take
an enourmously tight turn down and left to the last arch. Now go up and ahead
to find the planes going around the mountain. They give you +3 seconds, which
should be helpful since your timer is probably down to about 5 seconds by now.
Get the first three here, and then go up quickly to another one, then down,
then up again, down and tight left, and finally a nice big up to the last one.
Go ahead towards where the first chest was, and go right from there to the
second, then left to the fourth, down to the fifth, up and left to the sixth,
slightly down and right to the seventh, then finally go up and left to the
last one.

[17]300/300 GEMS COLLECTED[18]

[17]LEVEL COMPLETE[18]

And so, you'll get the usual 300 gems and your final time, which is probably
about 1:15 or so. At the 'Try Again' selection, choose 'No' to exit.

Progress: 5100 Gems (42.5%)
 45 Dragons (56.3%)
 12 Dragon Eggs (100%)
 66.3% Complete

!!!MOVING ON!!!

Out again, take the left turn ahead outside, then follow the path downwards
and ahead, over the platform that the Druid is raising and lowering, then
enter Blowhard straight ahead.

!!!NO GNIVOM!!!

[CCCG] 18. BLOWHARD [2306]
Type: Boss (3/6)
Requirements: Magic Crafters Home
Gems: 400 Dragons: 1
Dragon Eggs: 0 Key: No
Enemies: Lightning Wizard x7 (B)
 Druid x4 (B)

Blowhard - BOSS! (D)

Fodder: -

Extra Notes: The boss here is the final one that is easy. Also, it's a pretty straight forward level with no secrets or hidden areas.

Flying into this level on a circular ledge, start off by straight away getting the 15 gems from the wooden chest trio to your right. Now go ahead through the grassy landscape to a Lightning Wizard. Dodge his lightning attacks, and hit him after he does. Then get the purple and gold-topped chests to the side. Jump up the platform and flame the explosive chest to set it off, then go back after the bang to find that 11 gems have replaced it.

Jump up the next step to two more LWs. Be careful since they'll work together to attack you, and try to charge through both of them, for 15 gems. Charge through the metal chests ahead for another 15 gems, and then jump down bearing a flame, so as to hit atleast one of the pair of LWs down there. They'll get you 10 gems total. Break open the two gold-topped chests here on each side. Jump up to another step, defeat another pair of LWs for another 10 gems total, then go up to the top platform here for something you weren't expecting yet.

[3]BOSS ALERT[3]

Strange. You've bumped into Blowhard already, yet you've probably only been here for about a minute. He's a weird-looking tornado wizard, more like a bird, or maybe a flattened one with long arms. Whatever he's supposed to be, he's up in the air and out of reach at the moment. He'll fire a storm cloud at you which will strike lightning. Just move well out of its way and you'll dodge it easily. He'll then go lower down and try to make another one. Quickly head over to him while he's low, and fire a quick flame. He'll drop a golden gem, then open a wooden door, revealing more of the level.

[3]BLOWHARD I[4]

Follow him through to an area where some Druids are moving platforms. Jump down to the right to find 4 loose gems, then jump up again. Glide over to the platform that the closest Druid is raising and lowering. Timing a drop as you pass over will guarantee that you land on it. Grab two purple gems there, and flame the Druid when you can for a golden one. From his platform, look over to another Druid doing the same thing. Glide over, grab the two purple gems, then flame it for a golden gem. Jump to the safe platform for a purple gem, and head into the little alcove on the side for 20 gems from the chests.

[46]DRAGON ALERT[04]

Altair is found in an alcove room you see about mid-way through the level, just after the first two Druids. He's about to tell you something about when Spyro was young, but to Spyro's relief, forgets.

[46]ALTAIR[34]

[15]1/1 DRAGON FREED[13]

[3]14/14 DRAGONS FREED IN WORLD[3]

Head back on the main path to find a Druid moving a platform towards and away from him. Jump on it when near, or glide to it when afar, for a purple gem. Then wait until the opportunity to flame the Druid for a golden gem. Continue from where it was to another platform alike, and go over to the other Druid for a golden gem. Behind him outside are 11 loose gems in view, and also if you go right you'll find a wooden chest and four metal chests, each containing a golden gem.

Turn around and back along this wooden path to the other side. Break the wooden chest open for a golden gem, then jump to your right for your final encounter with Blowhard.

[4]BOSS ALERT[4]

He'll be the same as before, but will now be on the ground already. Still, as you approach, he'll quickly attack and then hide up high. Run to the other side and wait for another attack, then quickly charge over and flame him for another golden gem. Glide over to where he's run off to, and stop at the explosive chest you see. Flame it, smash open the two nearby purple-topped chests while you wait, and grab the resulting golden gem. Run up the path ahead for three green gems, and jump up the step to find Blowhard again. Avoid his low attack again (faster than before), and he'll go high again. You'll have to be good and careful here. Try waiting beside him just after he attacks, then flame him when low for a well earned 55 gems.

[4]BLOWHARD II[3]

Continue up the steps ahead to find the last two gems in a chest to the side of the 'Return Home' vortex. Finish up and head out. Well, I think I'll try to keep future level guides about as long as this. It's pretty small yet still gets everything through (yeah, you'll probably disagree that it's small, but oh well).

[18]400/400 GEMS COLLECTED[17]

[18]LEVEL COMPLETE[17]

[3]2500/2500 GEMS COLLECTED IN WORLD[3]

[3]WORLD COMPLETE[3]

Progress: 5500 Gems (45.8%)
 46 Dragons (57.5%)
 12 Dragon Eggs (100%)
 67.8% Complete

!!!MOVING ON!!!

Out in the Magic Crafters Home for the last time, congratulate yourself on completing half of the levels in the game, then head over to the balloonist who is nearby, next to the LWs outside Blowhard. If you have gotten atleast 5 of the dragon eggs (if following this, you should have all of them), the balloonist will let you travel to the Beast Makers world, which houses what is officially the hardest level in the game, if not within the entire Insomniac Spyro trilogy. Well, just head onwards anyway.

!!!NO GNIVOM!!!

[DDDD]-----Beast Makers-----[2400]

So, the hardest, most dark-setting world of swamp awaits us. This will probably be the MOST viewed sub-section of the guide, so get ready for it! The next few sub-sub-sections will explain how to get all 2500 gems and 12 dragons within it.

[DDDA] Home [2401]

[DDDB] Terrace Village [2402]

[DDDC] Misty Bog [2403]
[DDDE] Tree Tops [2404]
[DDDF] Wild Flight [2405]
[DDDG] Metalhead [2406]

[DDDA]19. BEAST MAKERS HOME [2401]

Type: Homeworld (4/6)

Requirements: Rescue 5 Dragon Eggs

Gems: 300 Dragons: 2

Dragon Eggs: 0 Key: Yes

Enemies: Floor Shocker x5 (B/D)

 Wild Boar x4 (C)

Fodder: Chickens

Extra Notes: This first world of the eery swamp tells you that the gnorcs are getting smarter, as they've now discovered electricity. Look out - they'll use it wisely.

Coming into this gloomy swamp of a fourth homeworld, you'll hear the clucking of the pink chickens nearby. Start off by going towards the gems on the right. You'll find 3 loose and 7 in chests. Run along the next wall here to three metal chests with 9 gems. Go over to the edge of the land on the other side and grab 3 more loose gems. On the platform to the side, you'll see a Floor Shocker. It will use a shockstick thing to electrify the floor occasionally. This is shown when the floor goes blue. Don't step on it then. Wait until it goes grey again, and then defeat the FS with any attack for a purple gem.

Another one will be ahead, but this one is way on the other side of the floor. So, wait until the floor goes grey, then immediately charge for the FS, and take it out for a green gem. Since you may have lost a bit of health from that, kill some chickens around the place to heal.

[47]DRAGON ALERT[03]

Bruno is found near the beginning of the level, just after the first two Floor Shockers. He explains that before Gnasty Gnorc wrecked it, the swamp looked so beautiful (you wish...).

[47]BRUNO[33]

Behind Bruno you'll see the portal to 'Terrace Village', a rather annoying level. Go behind it to find a chested green gem and two purple-topped chests. Continue forwards and jump over the gap to a floating half of a log with three explosive chests on. Flame the closest one and jump back to mainland for safety. Jump back and flame the other two open. They each drop a purple gem. Jump over to the next island where you'll find a Wild Boar. These guys run around, and once you get near them they run full speed at you. They're pretty skilled and fast so be catious asnd try to make them run into a flame. This first one drops a purple gem. Grab the 3 loose gems that are also here.

Look around to find that there is an island on either side of you. Glide to the right-hand one and flame the WB there for another purple gem. Grab the 5 loose gems total on here, where there is also the portal to 'Misty Bog', probably the easiest level in the Beast Makers. Glide over to the island in view to find a pair of spinner crates. Flame them open for a purple gem each.

[48]DRAGON ALERT[02]

You can find Cleetus on the biggest island you can glide to from the one with

Misty Bog on it. He'll greet you then say that he's gotta go... weird.

[48]CLEETUS[32]

[16]2/2 DRAGONS FREED[12]

Run over into the small building on this island to find eight chests each containing a green gem. Now run out and towards the well here. The rest may have confronted you with dirty water when you jumped in, but this one drops down into a secret room. You'll land at 11 gems. Break open the chests to the right of the 'Wild Flight' portal to find a purple gem in each. A whirlwind will have appeared where you dropped in from, only it doesn't touch the floor. So, don't think your game is glitched - just jump to reach it and get out. Once out, be extra cautious as we go around the back of the building. Have your camera rotated to view around it, and be ready to flame the WB that appears before you. A golden gem is your reward. Continue around the side to bag yourself another 9 loose gems.

Now glide back over to "Misty Bog Island" and then to the other one adjacent to it, and finally over to the other big one with a WB on. Flame it quick for a green gem, then collect the 6 gems nearby here. Run over to the big tree in the distance and get the three red gems from near the tiny tree here in the first gap between the log thingys here. Go over two gaps to the right to find a hidden golden gem, and then over the next log to find the portal to 'Tree Tops', officially the hardest level in the game. Carry on behind it and grab 4 loose red gems.

Run over the bridge ahead and into the next area. Grab the extra life on the left, and then run around the well to the right until you see five metal chests inbetween the walls, each containing a green gem. Run around the wall to a step, which you should jump up to see an FS playing with the floor. Wait until it's not electrified, then jump up and quickly charge him off for a purple gem. Look to the left and glide over to the next platform, ensuring it's safe when you do. Defeat another FS for another purple gem. To the left is a really long floor between you and the FS. Wait until it's just gone grey, and immediately charge over and into the FS for a golden gem, and thus that's the last enemy of the level. In this last area, grab 5 loose red gems between the two spinner chests to the left, and then break them open for 7 gems.

Scour the rest of this bit for 8 more gems, nearby the 'Metalhead' portal, with my favourite boss battle in. Also check the bridge with the balloonist on for a spare gem. On the tall pyramid-ish building to the right, you'll see some narrow steps. Jump up onto the ledge half-way up to the top, and go to the right to find 8 loose gems. Now go to the corner where the last gem is, and look out into the distance over the swamp muck. You should see some sparkling, and a faint log. Glide over to the log to find 7 gems and...

[08]KEY ALERT[08]

On a log well out from the rest of the level, you have to go to the end to the bit with the Metalhead portal on (and the ballonist), then you have to jump up the steps on the building to the right. Then, go right along the wall and look out from the corner to see a long. Glide to it for this.

[08]DISTANT LOG[11]

Look around to find some lower logs. Glide to the nearest one with 9 gems on, then over to the next one, and finally up to mainland again. Run back to where the balloonist was, and jump down. In the corner to the left...

[08]CHEST ALERT[08]

Next to a whirlwind which takes you back up to where the ballonist is, this is near the corner between some building wall things. It contains 45 gems.

[08]NEXT TO THE WHIRLWIND[04]

[19]300/300 GEMS COLLECTED[16]

[19]LEVEL COMPLETE[16]

And so, that's the end of the level. If things are still missing, I recommend exploring the outer edge, going down the well on Cleetus' island, or just generally looking around. Now head back to the island you started on, on the bit near Bruno. Head into Terrace Village.

Progress: 5800 Gems (48.3%)
 48 Dragons (60%)
 12 Dragon Eggs (100%)
 69.4% Complete

[DDDB] 20. TERRACE VILLAGE [2402]

Type: Regular (10/17)

Requirements: Beast Makers Home

Gems: 400 Dragons: 2

Dragon Eggs: 0 Key: No

Enemies: Floor Shocker x9 (B)

 Laser Gnorc x13 (C)

 Volt Shooter x16 (C)

Fodder: Chickens

Extra Notes: Definitely one of my least favourite levels. Annoying enemies, annoying traps, that sorta thing. It's boring too.

Flying into this level, you'll land on a round ledge surrounded by logs. As you walk ahead, you'll see your first Laser Gnorc. When you approach, it'll charge its gun up and then fire a laser at you from it. It's pretty hard to avoid, so flame quick. That'll get you a purple gem. Jump up the steps and into the main level, where another LG will ambush you. Flame it for a green gem. Continue running to the right of this area, where you'll encounter an LG and a Volt Shooter. The VSSs will fire lightning bolts at you rapidly when you approach, so be cautious and don't stop moving, but not in a straight line. When they're not firing at you, turn around and charge them. The first VS will drop a purple gem, and the LG and other VS nearby will drop green gems.

Behind the trio of enemies is a platform with a green and a purple-topped chest. Clear it and head over to the more western side and flame the LG for a purple gem. To the side of it will be a wall which you can easily go behind. Go backwards along it and charge the VS there for a purple gem. Flame open the spinner chests by the wall for a purple gem from each. Run around the wall and straight over to the sparkles you see, which are 5 gems total. Go onwards towards the building ahead, but go into the hidden cove on the right for 11 gems. Head to the other side of the building and around the narrow edge to the side of it to charge through three metal chests for 15 gems.

Flame the LG and charge the VS that you encounter, then around around the corner to another pair of them. You'll get 17 gems. Run ahead from the second pair to the bit on the right with two wooden chests containing 7 gems. Collect the extra life hidden somewhere near here, and also grab four red gems opposite. Head up the bridge to the side and into the building. I know it's

weird that you're going through it backwards, but it works. Charge the pair of VSs quickly (without slipping on the step - it happens alot) for 7 gems, then pick up 4 gems from the wooden chests nearby. Turn around and charge ahead through the VS at the other end for a green gem, and grab three red gems nearby.

[49]DRAGON ALERT[01]

Going straight ahead through the level, you'll find Claude in the big-looking yet small second building - more of a cove. He'll explain about the gnorcs' electricity discovery.

[49]CLAUDE[31]

Ahead you'll see a series of Floor Shocker as usual on their electric floors. Charge through the first one just after he stops shocking, being careful not to run onto the next floor (marked separate by a clear line), for a green gem. Turn to the right and flame the firecracker you see, which will hit a chest somewhere in the level. Charge into the VS there too for a purple gem, then collect the 11 gems you see in the hidden bit there. Don't glide over the acid pool. Run to the left of the now dormant floor to find three red gems and another VS + LG pair. Defeat them for a purple gem each, and go behind them to find a pair of strong chests, of which one should now be replaced with 10 gems total if you flamed the firecracker earlier.

Over onwards is an FS guarded by an LG. Flame the LG for a purple gem when the floor is safe, run back to soil ground, wait, then charge the FS for a green gem when you can. Charge through the other FS ahead when you can for a green gem, taking cover on the soil to the left if you think he's about to strike, or is. Forwards you'll find a VS guarding another FS. This one should be easier than before, since you can easily charge through them. Also flame the LG to the side. These three overall give you 12 gems. An LG guards the final FS of this bit. Flame it for a purple gem, run back, wait, charge the FS for another purple gem. On the safe ground ahead, you'll likely be refuelling on the chickens.

[50]DRAGON ALERT[30]

Cyprin is found at the end of the track of electric floors ahead of Claude. He'll congratulate you, in which Spyro ends up saying that he can't wait to leave this swamp. 50 dragons! Hooray!

[50]CYPRIN[30]

[17]2/2 DRAGONS FREED[11]

Grab the stray gem at the bottom of the steps ahead, then get the life you can see around the side of them, and then follow the wall around to the right to another hidden-ish area. Three VSs will encounter you. Charge them for 12 gems. If you're on one hitpoint, I'd suggest not tackling them until you find some health. By the lamp to the right, pick up a couple of gems. Continue along to three red gems with a side order of a green gem inside an LG. Go along the edge to the left for 8 loose gems and 12 contained gems. Run back to Cyprin and up the steps this time, getting 6 gems on them. Watch and wait for the FS, then jump up onto the electric floor when safe and charge through it for a purple gem. Collect another one from the LG aside.

You'll see some enemies on another electric floor ahead. Instead of gliding there, first drop down to a secret bit with two purple-topped chests, then make your way around the corner and back up to where you were. Have a split-second reaction for when the floor is safe, then glide over there and charge through the VSs and FS for 9 gems. If quick enough, you should just make it without being shocked. Look ahead and over to the next floor (easily seen when luminous blue) and do another quick reaction timed glide right over

there, trying to land bearing a flame at the FS, and then carrying it over to the LG, for a green gem each.

Let the whirlwind take you up to a high building top, and glide over to the green gem ahead. Walk around the corner to a spinner chest containing a golden gem, then look at the red wall here. You'll notice that some steps are slightly camouflaged in. Jump up them and collect the loose green gem and two purple gems from the chests at the top. Look out over to the big building ahead. Instead of gliding to the FS you may see, take a blind glide around the side of the building, hugging the wall to find yourself atop a smaller building. Collect five red gems that you land by, then walk over and glide to the building with metal chests on ahead.

Collect 2 loose gems and 12 chested gems atop it, then jump up the steps on to the high red bit of the building. Flame the firecracker there. Turn around and jump over to the other top bit of the top of this building, and get two purple gems from wooden chests, and destroy the golden-topped chest there also. Flame that firecracker too. Jump over back to the other red top, and watch the firecracker on its course. Glide over to the strong chest it breaks for 14 gems, then go over to the where the first strong chest you destroyed in the level was. The other one that was next to it will now be 17 gems.

Now make your way back to Cyprin, over the building tops, up the whirlwind, and then glide over to the last FS and last enemy of the level. Flame it as you land for a green gem. Head through the alcove behind it with the 'Return Home' vortex in, and scour the room for 33 gems, which should be the last in the level. Phew. Glad that's over. Jump into the vortex.

[20]400/400 GEMS COLLECTED[15]

[20]LEVEL COMPLETE[15]

Progress: 6200 Gems (51.7%)
 50 Dragons (62.5%)
 12 Dragon Eggs (100%)
 71.4% Complete

!!!MOVING ON!!!

Once you get out into the Beast Makers Home again, jump onto the log on the right, and go over to the island ahead. Flame the Wild Boar, glide over to the next island, take out another one, and head into Misty Bog.

!!!NO GNIVOM!!!

[DDDC] 21. MISTY BOG [2403]
Type: Regular (11/17)
Requirements: Beast Makers Home
Gems: 500 Dragons: 4
Dragon Eggs: 0 Key: No
Enemies: Smart-ish Rodelero x30 (C)
 Hungry Tree x10 (C)
 Attack Frog x14 (B)
 Wild Boar x5 (C)
Fodder: Chickens
Extra Notes: Well, certainly a very
fun level. The brightest-set level
in the Beast Makers. Lots of
enemies here, especially at the

end - watch out for Attack Frogs.

You'll swoop down to this brighter-set level on a platform. As you fly in, you'll probably notice that there are some things behind the wall behind you, so walk around there to find a Smart-ish Rodelero guarding an empty crate (...). It'll wake up and bear its sword, so quickly charge it for a purple gem. Another two purple gems are also found next to it. Go back around the wall and glide over to the next island. Jump up the steps to encounter some trees. As you approach, you'll notice that they're Hungry Trees. Run up to the first one and flame it when it pounces before it chews you, for a purple gem. Flame the other three for 12 gems. Scour the right-hand edge of the platform for 8 more gems.

Glide over to the third island and up the steps to find an extra life. Get it and the 12 chested gems next to it. Ahead, you'll see four Attack Frogs bouncing around. Approach them with caution, since the moment they see you, they'll immediately hit you with their long tongues. Be fast and try to hit them before they see you. They each drop a purple gem. To the left along a wall are 9 chested gems. Follow the edge around to find 7 loose gems by two spinner chests, containing a purple gem each. Go back to the wall you just passed and break the chests for another life and purple gem.

Get back from behind the wall and run onwards to approach three HTs, dropping 12 gems. In a little alcove sorta thing to the right of them are three green gems.

[51]DRAGON ALERT[29]

You can find Rosco up a log step at the end of the third island (a medium sized one) of the level. He'll warn you about the Attack Frogs and their evil tricks.

[51]ROSCO[29]

Look out into the swampy water, and down to see a long bridge with some SRs on. Glide over there, then once you can land safely, start charging at them. There are five of them in a line, so try to hit them all in one charge, for a rather hilarious pwnage. They drop 13 gems. At the end of the bridge, collect 9 loose gems lined up nicely, and charge through the SR at the very end for a purple gem. Smash the chests to the left open for 9 gems. Turn around and look out diagonally over the water to the side, so that you see another small island. Glide over there and charge the sleeping/empty-crate-guarding SR for a green gem. Glide over to the logs ahead, getting three loose gems each from the last two.

Over ahead, you'll see an island with three AFs guarding some steps, just waiting to defeat you. I suggest gliding to either side of them, lining yourself up (not too close), and then charging through them. You'll get 12 gems. Jump up the steps and smash the chests for 15 gems. Wind around the corner to find every enemy-hater's worst nightmare - 6 AFs and 3 SRs. I almost always die here, so I suggest charging through the battlefield and quickly jumping up the stairs, getting the dragon first.

[52]DRAGON ALERT[28]

Damon is found after a room filled with enemies - I call it the "Room of Inevitable Death", reachable from gliding from some islands that are a little off course of the main level path. He'll be relieved that he's escaped after all that time, and try to tell Spyro a story - Spyro saves himself from it.

[52]DAMON[28]

The reason why I suggested freeing him first is because that makes a

checkpoint, so if you die in the previous room, you'll just respawn there. Speaking of the previous room - go back in there and stand back a bit to let the enemies align themselves, then plan your move. Try to get a good charge that won't miss at them - slimly missing an AF will mean them hitting you. When you can, run back to the dragon platform and save that you've defeated the enemies. Anyway, that flurry of misfortune will reward you with 38 gems. Jump up the steps behind Damon for 19 gems along the edge. Glide from there back to the nearest land.

Make your way back to where you were before you took a detour from the main path, and jump onto the logs ahead, getting three loose gems from each log. At the top, ignore the fairy's instructions and look out over to the right. You should just see an island. Get the best glide you can over there - if you just miss and fall into the water, quickly jump up to safe land. Flame the Wild Boar you encounter for a golden gem, and pick up 15 gems by him. Look for the RS on the island, and charge it for a green gem. Glide back to the nearest reachable island, and get back atop the logs. This time, jump down the hole.

Once you're down there, you'll see two SRs and two HTs. Start by charging the SR to the right, then take on the HTs one at a time, and finally charge the remaining SR. All for 11 gems. Smash open the wooden chests along the wall for 7 gems, and also break open the two golden-topped chests beside them.

[53]DRAGON ALERT[27]

Zeke is found just after a group of enemies in a room at the bottom of a hole, which a fairy points you down. He'll thank you for releasing him.

[53]ZEKE[27]

Get ready for the area behind him... this area has quite a few enemies in it. As you go in through the arch, get ready for a WB that runs towards you. It's hidden a little bit behind an SR, so be careful and try to use this as an advantage - try to let the WB charge through other enemies, defeating them. When it's close enough, flame it for a green gem. If the enemies are still there, flame the AF on the left first for another green gem, then charge the SR for yet another one, and then tackle the remaining one for a purple gem. Go onwards to where a WB fastly runs towards you. Flame it quick for another purple gem, then go to the edge on the left with four red gems lining it.

An AF while have moved towards you. Flame it as you turn around for a red gem, then charge ahead up the slope and into a green gem-dropping SR. A WB behind the next one will start running, ramming through it as it gets to you. Once it's hit it, let loose with a flame walking forward. It drops a purple gem, and the SR drops a green one. Go to the left to find two chests on the edge, containing a green gem each. Now run over to the right again and line yourself up with the WB, with the two SRs inbetween. Let it run through both of them, and flame it once it has for a purple gem. Check out the drops from the SRs - a green and purple gem. Scour this purple floor for seven red gems.

Look over opposite of where you are to see an alcove that you might see the sparkles of gems in. Run over there and empty it of 7 gems. Now follow the edge to the left, follow the wall around, and you'll come to a golden-topped chest. Smash it open and then jump up the steps you just climbed. Here is the 'Return Home' vortex. To the right of it are two purple-containing metal chests. To the left...

[54]DRAGON ALERT[26]

After a mass of enemies, right beside the exit vortex, you'll find Bubba. He'll tell you what to do with the enemies - squish, squash and stamp them! Spyro comes to a conclusion - charge and flame them. It works better for dragons.

[54]BUBBA[26]

[18]4/4 DRAGONS FREED[10]

Now for a secret-ish glide to explore the remainder of the level. To the right of the vortex, in the corner, is a platform. Jump onto it, then glide ahead on top of the reachable wall. Slow-step on it to the edge, then take a glide to the ruined wall ahead which is conveniently shaped to have steps. Jump up them, being careful as they get higher and thinner for each step. Up top, grab the two red gems straight off, turn around, smash the purple-filled metal chests on the edge, with an extra gem inbetween, and then destroy the purple and golden-topped chests on the ledge. Go to where the top step is, and look out into the water from the corner there to see some logs. Glide to the nearest one.

Jump up to the third one for four red gems, then get ready as on the bridge ahead are seven SRs all lined up. Charge through each of them. The first six drop green gems, and the last drops a purple gem. Jump up the steps and flame open the three wooden chests for 20 gems. Also here are three spinner chests. Flame them open for 25 gems total, the last 25 of the level. Face out to where you remember the exit was, and take a blind glide over there. You can easily make it there in one glide. Exit out.

[21]500/500 GEMS COLLECTED[14]

[21]LEVEL COMPLETE[14]

Progress: 6700 Gems (55.8%)
 54 Dragons (67.5%)
 12 Dragon Eggs (100%)
 74.4% Complete

!!!MOVING ON!!!

Out in Beast Makers Home for the third time, the island that you're on will thankfully have the WB that was there removed. Glide over two islands to the right to the big one with the giant tree on. Jump around the tree until you find the portal to Tree Tops. Get ready for the hardest level in the game.

!!!NO GNIVOM!!!

[DDDE] 22. TREE TOPS [2104]
Type: Regular (12/17)
Requirements: Beast Makers Home
Gems: 500 Dragons: 3
Dragon Eggs: 0 Key: Yes
Enemies: Banana Arrowhead x11 (B)
 Large Arrowhead x13 (C)
 Gem Thief x2 (A)
Fodder: Chickens
Extra Notes: If you hate
difficulty, scream and run away
now. This is the hardest level in
the game, mostly due to some
extreme supercharging with many
jumps and hard, blind turns.

You'll fly quickly into this level into a sticky out bit of a gigantic tree in

the sky. When you do land, the gameplay freezes and the camera points out a green Gem Thief running past the other enemies and away. Don't bother trying to catch it yet. Run ahead and approach the enemies - a Banana Arrowhead and a Large Arrowhead. The BA (no, not British Airways) throws bananas at you which you can dodge easily by jumping, rolling or simply side-stepping. The LA (no, not Los Angeles) will kick you with both feet (balancing on its arms - said that to stop any confusion). Any attack works on the BA will the LA must be flamed. They drop a purple gem each. Jump up the step behind and grab two red gems while flaming another LA for a green gem.

Jump up the steps to encounter another LA, of which drops another green gem. There is another LA to the right, but the torch through the window on the left hints another route. Jump through that window onto a bridge, where a BA attacks at the other end. Defeat it for a purple gem, jump up the step and go through the tunnel, which has 9 metal chested gems inside and...

[09]KEY ALERT[09]

From up the steps from the start, take the furthest window on the left and jump through it. Follow the path to the key.

[09]OUT THE WINDOW[07]

On the platform behind are a couple of LAs right next to each other. Jump and quickly flame, aiming to hit both of them simultaneously, getting 15 gems as a reward. Jump up the steps to the right up to two BAs. Don't stand still, and simply jump over the bananas (little room to side-step) and get them, in the name of 7 gems. Up the next step you'll see a big circular ledge to the right with many pillars. Approach carefully - a couple of BAs hide behind them. Charge through them as they come out for a purple gem each. Scour the ledge for an extra life and three spinner chests, and thus 12 gems. Turn around and continue up the steps to the top where there are two green-containing metal chests to charge. Glide over to the island ahead and run over to the five chests in view to get 16 gems from them. On the opposite side of the slope to the right are 9 loose gems.

[55]DRAGON ALERT[25]

Lyle is found at the top of the series of supercharge slopes, reachable by jumping up some steps from the key and then gliding over to the island in view. He hints that to really explore Tree Tops, you're gonna need to do some serious supercharging.

[55]LYLE[25]

Yes indeed. Get ready for some insane supercharging - it's time for the hardest part of the game! There are many methods to reaching the "Impossible Island" - here's the easiest but longest route:

From Lyle, charge down the first supercharge slope and jump off the top to get to a stone pillar island thingy. Take the ledge furthest away from you and jump onto another slope, still supercharging. The other ledge works too, but is a little harder to use. The steam coming from Spyro should be red now. Jump off this slope and take a hard turn right - don't be distracted by the island straight ahead. Land on the slope backwards, charging up the slope. This will revert the steam to yellow, but you should still have alot of speed. At the top, jump off to the normal slope on the right and up it. Jump off the top and face the "Impossible Island" directly to the left. About halfway through the jump, break into a glide, then it's easy from there.

Off to the left is a little hut. Alongside it you'll find two purple gems and the green Gem Thief. Chase it down for a pink gem. Scour the right-hand side of the island for 55 gems and a well-earnt dragon.

[56]DRAGON ALERT[24]

Jed, the hardest dragon to reach in the game, is found on the "Impossible Island", reachable from Lyle after a series of insane supercharged jumps. He'll congratulate Spyro, in which Spyro complains about the position Jed "decided" to get stuck.

[56]JED[24]

Take the whirlwind from here to glide back to Lyle's island. Charge down the slope again and jump over to the stone pillar island thingy you passed by before. This time, stop at it. Defeat the two BAs and the LA for a purple gem each. Smash the two spinner chests in the corner of the island, scour it for anything else, and also pick up the extra life. On the ledge that you didn't take on the supercharging spree are three wooden chests containing 9 gems. Glide over to the supercharge slope and charge down it, jumping off and this time aiming for the closest island ahead. Try to land down on the strong chest there for a golden gem. Grab 7 loose gems in front of it, two purple-topped chests even further back, and also get another extra life from the chest. Find the ledge and flame the LA there for a purple gem.

Glide to the island on the right down to where the 'Return Home' vortex is. Ignore the bit higher up - you can't glide to it. Smash the chest for a purple gem pick up 9 more loose gems, then flame open the spinner chests for 25 gems total. Take the whirlwind on the right-hand side of the island and glide to the supercharge slope from there. Run up to the top of it, then jump down the steps to the right. Flame the BA and LA (try to flame the BA too - stops the chance of hitting the LA and thus being kicked) for a purple gem each. Grab 15 gems on the step just below, then flame the LA for another purple gem. Be sure to pick up yet another extra life to the right - I can understand why the developers decided to put so many extra lives here. Jump up the steps on the left, breaking open two purple-topped chests on the way, to find another strong chest. Obviously, you can't break it yet, so leave it for now.

Glide from the ledge over to a non-supercharge slope on the left. Run up it, stopping about halfway to go up a whirlwind. Seem familiar? It's the beginning of the level. It looks so empty now. Jump up the steps again to where you found the secret path from the window on the left. This time, carry on ahead to find an LA. Flame it for a purple gem, then flame the last two BAs on the edge of the ledge for 7 gems. Glide over to the island ahead, where the red Gem Thief will run off and an LA awakes. Flame it as you land for a purple gem. Jump down to the floor below and flame the last two LAs for 15 gems.

[09]CHEST ALERT[09]

Reachable by taking the route straight on from the beginning of the level, glide over to the island where the red Gem Thief starts. The chest will be down below. I think it contains roughly 20 gems.

[09]RED THIEF'S STARTING ISLAND[03]

Jump up the steps for three red gems, and smash open the wooden chests behind the dragon for 7 gems. Speaking of dragon...

[57]DRAGON ALERT[23]

Reachable by taking the route straight on from the beginning of the level, glide over to the island where the red Gem Thief starts. Jump up the steps on here where Isaak is straight ahead. He'll explain the superjump to you.

[57]ISAAK[23]

[19]3/3 DRAGONS FREED[09]

Now for another hard bit of supercharging - nowhere near as hard as before, but still hard enough. Charge down the supercharge slope ahead to start off.

At the top, jump off and take a hard turn right down to a normal slope. Charge all the way up it, being careful of the walls near the top, and jump over the gap and the wall to another supercharge. Charge down it, then jump off at the end to easily reach the bit of the exit island that you couldn't reach before. Run around the little hut thingy for 31 loose gems, smash open two wooden chests about halfway for 7 gems, flame open the spinner chests for 20 gems, and finally torch that no-good little red Gem Thief for a pink gem.

Just one last thing to do - smash open that strong chest you saw earlier. Jump down and into the whirlwind up to the supercharge slope, run up it, carry on through the rooms and past that chest, glide over to the left, run halfway up the slope, take the whirlwind, and head back to Isaak. Charge down the slope there and jump up and look ahead - you can see the chest. Pretty easy - land down on it for the last golden gem of the level.

[22]500/500 GEMS COLLECTED[13]

[22]LEVEL COMPLETE[13]

Well, that's quite an achievement for completing that. Go back through the rooms, charge down the supercharge slope, superjump off the top, and land down at the island. Exit.

Progress: 7200 Gems (60%)
 57 Dragons (71.3%)
 12 Dragon Eggs (100%)
 77.1% Complete

!!!MOVING ON!!!

Back out of the doom level, run back from the tree and jump across the islands, defeating any Wild Boars that get in your path, to the other side where a well is. Jump down it to find the secret room with Wild Flight in. Get ready, and go inside!

!!!NO GNIVOM!!!

[DDDF] 23. WILD FLIGHT [2405]
Type: Flight (4/5)
Requirements: Beast Makers Home
Gems: 300 Dragons: 0
Dragon Eggs: 0 Key: No
Enemies: -
Fodder: -
Extra Notes: My favourite flight
level - probably third easiest. It
involves some tight turns. Neat
music, too.

In this very fun flight level, if a bit hard, you'll start off as usual - with the challenge starting the moment you arrive. As with all flight levels, you have to destroy 32 specific objects within the given time limit. Also as usual, there are many strategeries - here's mine:

As soon as you fly in, take a quick swoop down towards the first chest (+2) to flame. Also try to catch the Gnorc in a boat (+3) in the same flame. Take a very hard turn to the left - I almost always fall in here. Try to flip around if you can alternatively, then fly through an arch (+2). Continue flying

around to the next arch in view, then head for the boat. As soon as you flame it, quickly go back up to a third arch. Continue around the corner through the next two, and dip down once again for a boat. Keep on going through the last three arches, pinning off a boat as you do. Now flip back again and go through where you just came to pin off two more boats. Back out at the beginning three boats will be lined up. This is hard, you'll likely miss a few times, so keep going for them. Once you have, continue through the tunnel to the left to flame two chests, and go up from here into the little tunnel, from which you can just follow the path from it for the last five chests (two in the tunnel, one on a high pillar and two on adjacent low pillars). Finally, turn around and go in the opposite direction of the planes (+2), flaming them as you pass. It's simple from there - just follow their path backwards, through another tunnel and so. You should have plenty of spare time left, so if you miss any, don't worry - you can soon find them again and flame them. Remember a 360 flip is R1 - also helps if you missed any.

[23]300/300 GEMS COLLECTED[12]

[23]LEVEL COMPLETE[12]

Well, 300 gems once again if you managed to succeed in getting all 32 targets in one go. Exit out by selecting 'No' when it asks 'Try again?'.

Progress: 7500 Gems (62.5%)
 57 Dragons (71.3%)
 12 Dragon Eggs (100%)
 77.9% Complete

!!!MOVING ON!!!

Out for the fourth time in the homeworld, make your way back across the other side of the islands to where Tree Tops is. Take the bridge into the rest of the level from there and go up the whirlwind. Go into the Metalhead portal.

!!!NO GNIVOM!!!

[DDDG] 24. METALHEAD [2406]
Type: Boss (4/6)
Requirements: Beast Makers Home
Gems: 500 Dragons: 1
Dragon Eggs: 0 Key: Yes
Enemies: Armoured Arrowhead x10+ (C)
 Large Arrowhead x5+ (C)
 Metalhead - BOSS! (D)
Fodder: Chickens
Extra Notes: The first proper boss level - as in, this boss is much harder than the last three... but still quite easy. The arrowheads return from Tree Tops...

Landing in with the cool music, you'll arrive on a stepped dock. Jump up it and into the level. A Large Arrowhead will toss an Armoured Arrowhead at you once you arrive. Be alert and charge it back for a green gem. Get ready for another, for a purple gem. Charge a non-tossed AA in the right hand corner ahead before it throws bananas at you for a purple gem. Go to the opposite corner to find 6 gems. Jump up the steps between the corners and flame the LA before it kicks you for a purple gem. Grab two red gems by the wall to the

right, and two more on the ledge behind. Glide over to the platform from there and break open green and purple-topped chests. Glide back and continue onwards to charge two metal chests for a purple gem from each. Flame the LA, then be alert as an AA attacks behind it. LA drops green, AA drops purple. Grab three red gems on the edge, and continue onwards over the bridge behind you.

Grab four red gems off the bridge, and then charge two AAs that an LA atop the steps ahead tosses, for a purple gem each. Infact, you don't need to charge any of the rolling AAs - dodge them and they'll crash and die. The gem will automatically fly to you, too. Flame the explosive chest to the left to break it open along with three wooden chests - you'll get 25 gems in total. Jump up the step and flame the LA, then charge the AA, for a purple gem from each. Pick up two more red gems up here, then another two from the right-hand ledge from the steps. Jump down to the left and scour the corner - two golden gems from the wooden chests, two loose red gems, and then a purple-topped chest.

Jump up the steps to the right and get ready as two LAs will toss an AA each at you. The AAs drop purple gems, and the LAs drop green gems. Also get two green gems to the left along here, and three red gems to the right. Smash open three wooden chests ahead for 9 gems, then go left to find an AA to charge for a purple gem. Don't continue down yet - there's more to do here before you free the dragon.

Backtrack to the bridge about halfway back through the level, and go halfway across it. Look out to the left (whichever way has the wall most distant). You'll see a broken gate in the acid. Glide over there, and when you're near you may notice a little path to the left. Land on it. From there, glide through the hole in the gate and do a hard twist around to the left again. You're now in a "hidden" area! Grab five red gems ahead, and jump up the steps behind the last one, not before getting a life hidden in the corner behind you, though. Atop the steps you'll find four metal chests, containing 25 gems total. Charge them open, collect the gems, then head along the path in the middle here into a blocked arch.

[10]KEY ALERT[10]

From the bridge in the level, glide over to a path alongside a broken gate in the acid river. Glide around into the "hidden" area, jump up the steps, then take the middle path to it.

[10]ATOP THE HIDDEN AREA[09]

Go back along the path then jump down the steps on the other side to find three wooden chests containing purple gems. Now jump back up the steps and down the other side, and go through the arch ahead. Take the whirlwind up out of there, and then let Spyro glide to a high building top previously unreachable. Grab two loose green gems, and 9 chested gems. Look out from the left-hand corner to another building top with gems on. Glide over to it, collect the loose green gem and life, and smash open the purple-topped chest. Hopefully this whole half of the level should be complete - you should have 239 gems in the level by now. Head back along the main path to where the last enemy was, and run down the slope.

[58]DRAGON ALERT[22]

Sadiki can easily be found halfway through the level, just before Metalhead. He'll hint you that Metalhead is powered by the metal poles in the arena.

[58]SADIKI[22]

[20]1/1 DRAGON FREED[08]

[4]12/12 DRAGONS FREED IN WORLD[2]

Go through the doorway to straight off get 4 gems. Go forwards and the door will close behind you, locking you in with Metalhead.

[5]BOSS ALERT[5]

In this long room will be you, Metalhead the indestructible pole-powered funky-hairstyled robot, a few enemies in an arch up high, 22 gems, and eight power poles. These poles are the key to defeating Metalhead. Destroy all of them to shut him down. You'll notice that the poles will occasionally flash red and lasers will surround them. This is when they're powering Metalhead - don't touch them then. When the light on top is green, however, they're vulnerable. Metalhead has three attacks: he'll fire a stream of electricity in your direction - walk out of the way and stay out of its path while it's there; a set of electric rings - run into a different spot to avoid them; and tossing an enemy at you - side-step or defeat it (flame if LA, charge if AA). You can use these or your charge attack against Metalhead. You can charge the poles when they're safe, or you can stand behind the poles and let Metalhead's attacks destroy them for you. Anyway, take your time, and soon all eight poles will be destroyed. Metalhead will run away. Collect any gems that are left. Then run ahead through the tunnel for three red gems, and continue to a second arena. In this one there are ten poles - use the same strategy as before. There are acid pits to either side, but they shouldn't bother you. Once all ten are destroyed, Metalhead will keel over and drop 42 gems.

[5]METALHEAD[2]

If there were any enemies you didn't defeat there, then they should be dead now. Gems will be left up steps where they were - purple and gold they seem to be. Go back to the entrance of the second arena, and jump up the steps to the left. Up top, behind the acidfall, are 22 gems by...

[10]CHEST ALERT[10]

In the entrance of the second arena of the Metalhead battle, jump up the steps to the left to get behind the acidfall. There is the chest, hidden in an alcove.

[10]BEHIND THE ACIDFALL[02]

Glide from here back to mainland (without hitting the acid fall). Continue behind where Metalhead keeled over powerless into a building-building (since you're inside a building inside a building). Run around the corner to find a purple gem in the entrance of the room with the 'Return Home' vortex in. Go in there and collect 7 loose gems at the back. Go out of it again and take the whirlwind on the right up to the higher bit. Collect any 7 loose gems in the corner, then continue around to pick up any gems from enemies which you didn't defeat. Jump through the arch here and run around the wall to find 15 gems in wooden chests hidden at the side. Run back into the building and by the arch and look over the gap to the other side. Get a charging glide over there and grab the last 5 gems total of the level.

[24]500/500 GEMS COLLECTED[11]

[24]LEVEL COMPLETE[11]

[4]2500/2500 GEMS COLLECTED IN WORLD[2]

[4]WORLD COMPLETE[2]

Well done! That's four of six worlds in the game completed! That was a tough one, so congratulate yourself and move on. Jump down and head for the exit.

Progress: 8000 Gems (66.7%)

58 Dragons (72.5%)
12 Dragon Eggs (100%)
79.7% Complete

!!!MOVING ON!!!

Probably my favourite world now - the Dream Weavers. Out in the Beast Makers Home for the last time, the balloonist is just to the left. 50 dragons is quite a toughy for an unexperienced player, since you can only free eight more than that, but go ahead when you can. The 25th to 30th levels await!

!!!NO GNIVOM!!!

[EEEE]-----Dream Weavers-----[2500]

The fifth and best world is the most bright set, and ofcourse the most fun. I just love letting those gnorcs in Lofty Castle fall, watching size transformations in Dark Passage, and rampaging with the powerflame in Haunted Towers! Enjoy!

This section shows how to collect all 2500 gems and 16 dragons in the six Dream Weavers levels.

[EEEE] Home [2501]
[EEEE] Dark Passage [2502]
[EEEC] Lofty Castle [2503]
[EEEE] Haunted Towers [2504]
[EEEE] Icy Flight [2505]
[EEEG] Jacques [2506]

[EEEE]25. DREAM WEAVERS HOME[2501]

Type: Homeworld (5/6)

Requirements: Free 50 Dragons

Gems: 300 Dragons: 3

Dragon Eggs: 0 Key: No

Enemies: Small Winged Guy x10 (B)

 (SUB) Large Winged Guy (C)

 Small Armoured Guy x8 (C)

 (SUB) Large Armoured Guy (A/E)

 Fool x3 (A)

Fodder: Jumping Mushrooms

Extra Notes: Many high islands and thus whirlwinds, the magic homeworld of this magical world is... magical!

Jumping in, you'll land on a grassy island (like the rest of the level). Ahead of you you'll see a Large Winged Guy and a Large Armoured Guy. Approach and... a magic blast will be fired at the LWG and will shrink it, to become a Small Winged Guy! You can flame them in either form, but when they're large you'll NEED to flame them. This one will drop a purple gem. The LAG there will also soon become a SAG - you can only defeated them as a SAG, by charging. It'll also drop a purple gem, revealing two green gems behind it. On the other little bit of this island you'll find three red gems, which you can glide to the next island from (that's the one with the portal on - the one with the building is unreachable). Glide there, flaming the WG as you land for a purple gem.

Charge open two metal chests to the left for 4 gems, and jump over the stream, passing by the 'Dark Passage' portal as you do. Grab two green gems and break the wooden chest for a purple one. When the AG is in SAG form, charge it for a golden gem. Go left and grab three red gems on the edge, then go back and jump onto the whirlwind. Spyro will automatically glide to the next island, the biggest in the level. Destroy a pair of wooden chests by the wall for 4 gems, then go through the entryway of the wall and go right to find three red gems on the edge. Turn around and go to defeat the SWG for a purple coin. In the corner to the left of it is an explosive chest by two wooden ones. Flame it, stand, back, wait for them to be destroyed, revealing 12 gems. Turn around and go into the next area with the 'Lofty Castle' portal in.

Grab three red gems immediately along the pool, jump over and smash two wooden chests for 4 gems, then glide over to the last bit and charge the metal chest duo for 6 gems. Glide back to mainland.

[59]DRAGON ALERT[21]

Lateef can be found on the third island of the level (the biggest one), through the gap in the wall and around the corner, by Lofty Castle. He'll tell you that you should expect the unexpected in the Dream Weavers - look for what isn't there... huh?!

[59]LATEEF[21]

Run back out of this area and back on the main level path - basically where the next few enemies are. Flame the WG for a green gem, then grab three red gems along the stream edge. To the right you'll see two LAGs blocking some stairs - these guys won't get shrunk, so leave them for now. Jump over the stream and stop to watch the pattern of the three AGs - they're in line, and they'll get shrunk one by one, then swelled again. As soon as the first one shrinks, charge through all of them for 9 gems. Jump over the stream to the right, and right again for three red gems behind a rock, then go around the corner and smash the wooden chest for a purple gem. Go back over the stream and then glide to the island in view. Flame the three WGs there for 17 gems, then scour the island of the other 11 gems scattered around.

Take the whirlwind to get up another two, to get up high at the platform in the middle. Here you'll see the SWG behind all the shrinking and swelling - a resizing cannon. Don't worry - it won't attack you, just cower at the back of the cannon. Chase it around, getting three purple gems as you do, then flame it for a golden gem. The cannon is all yours! It's controlled much like the cannons in the Peace Keepers Home - push it from either side to aim, then flame it to fire. The shots in this will hit the enemy if they're close enough in line. Shrink the two AGs you saw blocking the stairs, and also shrink another on the island opposite (with the building). Glide over to the other island between here and there.

[60]DRAGON ALERT[20]

You can locate Zikomo alone on a small island between the centre one with the cannon and the one with the building. Glide there from the centre one. He'll congratulate you, but Spyro doesn't accept it, saying that Gnasty Gnorc is still out there.

[60]ZIKOMO[20]

Now glide over to the island with the building where you can land. Defeat the enemies which should now be shrunken for 3 gems, then break open the green and purple-topped chests inbetween two walls. Go into the building and smash the two wooden chests for 4 gems, then defeat the SWG to the left for a purple gem, following the red gem trail behind it to the 'Haunted Towers' portal. Follow the wall to the right and to find two purple gems hidden along the

edge. Glide over the stream to three red gems by a whirlwind, then consider the Fool. These guys are invincible, but if you hit them, they fall over and start a timer. Chase this one around and hit it to bring down a platform in the water for a few seconds, where you can grab yourself a purple gem and an extra life.

Jump down to the left and charge the three metal chests for 4 gems. Go to the opposite side of this area, beside the dragon, and pick up two loose red gems.

[61]DRAGON ALERT[19]

Glide to the island reachable from the one with Zikomo on. Go through the building, and you'll find Mazi by the whirlwind. He explains about the Fools.

[61]MAZI[19]

[21]3/3 DRAGONS FREED[07]

Jump onto the whirlwind to be taken up another two, which take you to the beginning of the level again. Glide to the Dark Passage island from there, then head atop the whirlwind to get to the biggest island again. Remember those LAGs that were blocking the stairs? Well, you should've turned them into SAGs earlier - thus, you can charge them for a golden gem each. Jump up the steps and glide over to the 4 gems on the rim of the building to the right a bit. Follow it around and jump onto the platform, destroying the green-topped chest. Drop down, get the extra life, then hit both of the Fools. Try to flame them, conscious that you'll hit them, and try to hit them at about the same time. This will raise the platforms long enough for you to jump across them and up above. Do so, grabbing a golden gem at the end.

Glide to the explosive chest and flame it. Stand back by waiting on the little ledge sticking out of the island, and you won't get hit, and will get 30 gems instead. Glide over to the next island and grab 4 loose gems, then charge the metal chests for 6 more. The 'Icy Flight' portal is here. Glide back down to ground level, then go through the gap in the wall. Follow the level path over the streams, but break off to the right before the next island again. Go right again from there. Jump up the red gem-topped steps to find the 'Jacques' portal, then carry on to the left to get 15 gems along the way to the balloonist.

[25]300/300 GEMS COLLECTED[10]

[25]LEVEL COMPLETE[10]

Well, that's the homeworld complete. Make your way back to the beginning of the level, then glide down to the second island. Go into Dark Passage.

Progress: 8300 Gems (69.2%)
 61 Dragons (76.3%)
 12 Dragon Eggs (100%)
 81.8% Complete

[EEEE] 26. DARK PASSAGE [2502]

Type: Regular (13/17)

Requirements: Dream Weavers Home

Gems: 500 Dragons: 5

Dragon Eggs: 0 Key: No

Enemies: Puppy x29 (B)

(SUB) Devil Dog (C)

Small Metal Thing x14 (C)
(SUB) Large Metal Thing (E)
Devil Cupid x11 (C)
Fool x9 (A)

Fodder: Jumping Mushrooms

Extra Notes: Alot of enemies here,
like in Misty Bog. More size
changing. Lots of hidden areas and
stuff - a particularly fun level.

Landing in with the good music, from a strum of an electric guitar and a piece on a modified keyboard. You'll start off with two wooden chests to the right, which you should break for a purple gem from each. In the room, ahead you'll see a Fool by some other enemies. It has a lantern. When the lantern is lit, the enemies will be normal. When it's unlit, however, the enemies will grow and turn more vicious. A Puppy will try to bite you, whereas it's alter-form, the Devil Dog, will quickly chew you. The Small Metal Thing will spit rocks at you. When it's large, the rocks will be slower, yet the enemy can't be defeated. If you hit the Fool, it will temporarily cower under the lantern, where it stays alight whilst it is. I'd suggest tackling the enemies when they're small. A green gem from the P/DD, a purple one from the SMT/LMT. In the corner behind, you'll find 4 loose gems. Carry on the right and defeat two Puppies for 4 gems.

In the next area, two purple gems are in metal chests to the left. Be careful of the SMT/LMT. Hit it in smal form as usual for a purple gem, then smash the green and purple-topped chests to the right. Jump into the whirlwind to find 4 gems beside...

[62]DRAGON ALERT[18]

Kasiya is found easily along the main level path, atop the first whirlwind. He'll help you work out how you can use the Fools to help you.

[62]KASIYA[18]

Along the path ahead you'll find your first Devil Cupid. These are gonna annoy you like hell throughout this level and the next - they fire magic arrows at you. The annoying thing is that you have to flame them - they tend to be in a position where charging tends to happen. Flame this one for a golden gem, then charge two metal chests to the right for two purple gems. Head over to the left and smash the wooden chest for a purple gem. Go through the tunnel and defeat the P/DD, hitting the Foolif needed, for a green gem. Jump up the steps and hit another Fool to easily defeat the two Puppies each holding a purple gem. Grab three red gems along the wall, then jump up the step and hit another Fool. Defeat the P/DD and charge the SMT for 7 gems, then jump up the step and out of the tunnel. Here I suggest flaming the DC (purple gem) before hitting the two Puppies (green gems), but the Puppies might bite you, so maybe you prefer tackling them first.

[63]DRAGON ALERT[17]

After a small tussle with a DC and a couple of Puppies, after the first tunnel full of Fools and changing enemies, you'll find Azizi atop two steps. He'll thank you for releasing him.

[63]AZIZI[17]

Ahead you'll see a Fool surrounded by three P/DDs. Wait until they're small, then go and hit the Fool. You'll get 9 gems after total defeat. Pick up 8 gems aside the wall, then jump up the steps with a couple more red gems to encounter two P/DDs infront of a Fool infront of an SMT/LMT. Wait until the P/DDs are Puppies, then jump up the step and charge them quick for 7 gems. Hit

the fool and charge the resulting SMT for a purple gem. Watch out for the DC ahead - it fires arrows at you from there. Glide over to it, landing with a flame on it for a golden gem. Ignore the strong chest - you won't be breaking that until the end of the level. Time your glide over to the next bit, gliding the moment it becomes an SMT. Charge it there for a green gem, hit the Fool, the charge the two metal chests and Puppy for 6 gems.

Watch out again as another two DCs await ahead, firing arrows at you. Glide over, maneuvering to the side if you must, then go in for the kill. Don't hesitate to flame both at once - they're easier than you think. You'll get 15 gems for that. Get the extra life in the corner, then run up the ramp ahead for three red gems. Pick out another 30 gems around the platform.

[64]DRAGON ALERT[16]

By the 'Return Home' vortex, which marks the end of the "simple" part of the level, you'll find Bakari. He'll encourage you that you're the one who can take down Gnasty Gnorc.

[64]BAKARI[16]

Yes, the end of the simple part indeed. For the rest of the level, it's a slightly difficult and hidden glide below. Face the strong chest you passed, and look down the gap between its bit and the one before. You should see a luminous green cave. Jump down, then when you think you're ready, break into a glide. Death is the price for missing, so don't rush or hesitate. In the cave down here, grab 6 gems straight ahead to find yourself outside. Flame the pair of Puppies for 3 gems, being careful of the DC. Infact, if you stand in the right position, you can get the DC's arrows to hit the Puppies, killing them. Anyway, flame the DC for another golden gem, then go to the corner on the left to find two more in golden-topped chests. Be careful of the two SMTs ahead - I suggest jumping to avoid their attacks, then charging down onto them. They drop a purple gem each. Grab three red gems along the wall ahead, not forgetting on your way to light the explosive chest. That'll drop a purple gem.

Look down over the edge at the dead end ahead. You'll see a chip in the mountain thingy where you can glide to. Glide to the right-hand side, landing on 6 gems, then go ahead and charge through the four Puppies in line ahead. They each drop a red gem. Continue charging to hit the two metal chest ahead, releasing a green gem from each. Ahead you'll see an LMT on either side. The Fool nearby won't ignite the lantern, so you'll need to quickly but carefully charge through the gap inbetween the two. Hit the Fool there, not forgetting about two purple gems to the right, then hit what are now SMTs for another two. Jump into the whirlwind to be taken up to a rather enemy ridden area. Take care of the left first - flame the two Puppies before the DC this time. You'll get 6 gems from that, and you'll also discover an extra life behind them. Go to the other side and do the same situation, except with SMTs, for 4 gems instead. Break the purple-topped chest to the left, then scour the rest of this bit of 11 gems and an explosive chest containing 8 gems.

Also next to the explosive chest are two Puppies blocking the way. Take them out for green gems from each.

[65]DRAGON ALERT[15]

You can find Apari as the first dragon of the half of the level reachable from gliding low to a secret area, after the exit. He's after a load of enemies. He'd love to help you defeat Gnasty Gnorc, but is a bit of a coward after being crystalised.

[65]APARI[15]

Be careful charging the SMT behind him. It's right next to the edge, but it

attack alot, so try jumping alot and hitting it from an angle. Glide over the gap and land charging so as to hit another two SMTs, bagging you 4 more gems. Any yet another 4 gems can be found in the two wooden chests here too. Jump up the steps, collecting a red gem on each, and head for the DC. Jump over any arrows and flame it for a golden gem. Jump up some more steps and grab 7 loose gems and smash the chests for 6 more. Glide over to the next island and go hitting the Puppies. Be quick but careful - there are three, making them able to work together. Defeat them for 5 gems total, then pick up another 4 here. Ignore the area below - we've just been there. Instead, glide over to the next highest bit to continue onwards. Charge two metal chests for 4 gems, and pick up three red gems loose to the left as well.

[66]DRAGON ALERT[14]

Obasi is found at the end of the area after Obasi. Do a series of jumps and glides to reach him above. He'll thank you for releasing him.

[66]OBASI[14]

[22]5/5 DRAGONS FREED[06]

Look over to the right, not the left, and glide over to the gem on the ledge you can see (gliding to the left will take you a whole lot further back). Grab two purple gems off the ledge, and go inside the enemy-infested room behind. Start by defeating the Puppy and DC to the left. I suggest using the trick where the DC hits the Puppy. You'll get 7 gems from them. Over to the right is the same situation. Pick up 6 loose gems there too, then turn around and go to flame two wooden chests for another 4. You'll see a similar situation to the last two again, but the Puppy is replaced by an SMT. Ofcourse, being metal, the DC's arrows won't defeated the SMT, so you'll have to do a sort of charge-flame after they attack. Basically, the moment you land your charge, flame. That'll get you the usual 7 gems. Smash the gold and purple-topped chests behind them, and deal with that enemy situation one last time over to the left. Finally head up the whirlwind.

Go up the steps collecting the 7 gems on the way to see the end of the level again. A firecracker is here. Flame it, then glide over to the vortex, then over to the strong chest again. When the firecracker hits, the last 35 gems of the level are yours.

[26]500/500 GEMS COLLECTED[09]

[26]LEVEL COMPLETE[09]

Nice work! Glide ahead and make your way back around to the exit again. Exit.

Progress: 8800 Gems (73.3%)
 66 Dragons (82.5%)
 12 Dragon Eggs (100%)
 85.3% Complete

!!!MOVING ON!!!

Out again, head to the whirlwind, let it take you to the biggest island again, and then go through the gap in the wall and around the corner. A fun level, Lofty Castle, awaits.

!!!NO GNIVOM!!!

[EEEC] 27. LOFTY CASTLE [2503]

Type: Regular (14/17)

Requirements: Dream Weavers Home

Gems: 400 Dragons: 3

Dragon Eggs: 0 Key: Yes

Enemies: Fat Bat x12 (B)

 Devil Cupid x12 (C)

 Balloognorc x9 (C/D)

Fodder: Jumping Mushrooms

Extra Notes: A very fun level

indeed! Sees the return of the

supercharge, but only on one bit.

The music is pretty good too.

You'll land in to the nice music on a rather large platform. Grab three red gems behind you, and then smash the pair of wooden chests there too for 4 gems. Jump onto the platform there and grab three more loose red gems, then glide over the stream to find a Fat Bat. It'll fly around, and when you get close enough, it'll head to bite you. Flame or charge it for a green gem to move on. Glide back over to the whirlwind, which takes you to a higher island. Grab 9 loose gems off it, then note the Balloognorc. These guys are what make Lofty Castle fun. They're armoured big gnorcs hanging on a balloon, rising and lowering. The idea is to flame them when they're low and their balloons are vulnerable. The balloon will pop, and obviously the gnorc's fate rests below. They do have an attack, butting you with their shields, but they only do this if you get very close. Defeat this one for a purple gem.

Turn around to face where you were. From here you can glide to the highest bit of it. Do so, and flame the pair of Fat Bats as they pass flying around there for 7 gems. Also grab an extra two red gems off the edge. Glide over to the small, round island ahead to bag yourself 7 more gems. Glide to the next bit where a fairy is trapped in a cage. Break it with any attack to free it. Grab 5 loose gems behind it, and also flame the DC there for a gooden gem. Pin off a FB to the left for a purple gem too, and then run up the slope to get another one from another DC. Jump onto the platform and flame the explosive chest. Jump down, wait, jump back up, grab 9 gems. Jump onto another higher platform and set a second fairy free. Look over to the BG (Balloognorc) ahead. Glide over to the island behind it, flaming the balloon on your way if you can. The BG drops a green gem. Free the last fairy of the set here. Glide back to where you were where a whirlwind now is, thanks to the fairies. Take it. You'll land at three red gems.

[67]DRAGON ALERT[13]

Mudada is found on the bit you reach from the first whirlwind that you have to free three fairies to make. He'll remind you that fairies are always on your side.

[67]MUDADA[13]

Run over the bridge with another three red gems on, then take on the two DCs on the other side of the pool. Remember - rolling, jumping and manuevering will let you dodge the arrows with ease. They drop 7 gems, as do two metal chests to the left. Jump down there to find the locked chest of the level, and grab the extra life beside it. Glide over the stream and free the fairy. Go through the arch and quickly flame the DC before he can attack, for a green gem. Grab yet another three red gems behind it, then use your dodging skills to take down another two DCs for 7 gems. Free the fairy behind them, then break open the red and green-topped chests here. Trace back a bit to see a couple of wooden chests hiding along the wall. Smash them for 7 more gems, and continue back on track to find a purple-dropping DC guarding a fairy in the corner at the end. Now that the fairies are free, take the whirlwind they form (by the arch in this bit) to get back up again. Over the other side, glide

over to the edge with three red gems.

Start off here by gliding towards the FBs on the left. Line yourself up and charge through all four for 9 gems. Beware of the DC at the end - it might look hidden behind the FBs, so they could sneak a hit on you. Just jump there, falling with a flame. Get its purple gem, then run back across and glide over to the island ahead. Jump up the steps, getting 13 gems off this, then glide from the other side of the platform towards another island.

[68]DRAGON ALERT[12]

From the ledge off the island with Mudada on, glide over to the right and jump up the steps. Glide over to the island in the distance, where Baruti is. He'll thank you for releasing him.

[68]BARUTI[12]

Surrounding Baruti, grab 5 loose gems total and glide over to the other side of the stream, grabbing two more red gems and freeing the fairy. There are two whirlwinds here. Jump onto the right-hand one first. Grab three red gems off the island you land at, free the fairy, and also get another purple gem from the BG (Balloognorc). Glide back to Baruti's island and take the other whirlwind. Grab 3 loose gems there, then look over 45 degrees to the left and glide to the island that a BG is by. Free the fairy, smash the two spinner chest for 4 gems, then defeat the BG for a purple gem. Glide back to the island with the long ledge that had four FBs and a DC along it, then continue onwards on it to the castle. Outside it, follow the path around to the left for 12 gems and a life, then trace back to the entrance and head into 'Lofty Castle 2'.

Behind the whirlwind in the entrance, go to the platform and jump from it with a flame. You should be able to reach the fairy with it and free it, instead of using a glide to get it. What glide? Head up the whirlwind to find out. Grab three red gems up there, then start your glide around the path. First try to free the other two fairies, then drop down and scour the bottom bit of the path for 20 gems, including a green and a purple-topped chest. Head back up the whirlwind again, and start gliding around a second time. This time, aim to flame the balloons of the BGs. If they're too low, slow down your glide by pushing backwards. They both drop a purple gem each. Now go back on your way to the whirlwind, but this time go onto the new, fairy-made one. Up top, grab two purple gems around the back.

[11]KEY ALERT[11]

In 'Lofty Castle 2', the castle bit of the level, free the trio of fairies, and take the whirlwind up to it.

[11]HIGH IN LOFTY CASTLE 2[08]

[69]DRAGON ALERT[11]

In front of the key. He explains that the supercharge over the other side will help you reach higher places of Lofty Castle.

[69]USENI[11]

[23]3/3 DRAGONS FREED[05]

So, yeah, glide over to the other side to get outside atop the supercharge slope. Charge down it, and when you jump off to face the building with a normal slope surrounding it, take the right-hand side. Continue charging around it, then jump off at the end and break into a glide, landing at the gems ahead. There are 11 gems loose here, and another 30 inside the explosive chest in the corner. Go to the other side and drop down below.

[11]CHEST ALERT[11]

In the area below Mudada, follow it around to find the chest over a stream.
It contains 25 gems total.

[11]OVER THE STREAM[01]

Jump up the whirlwind and go to the ledge on the island. Glide over to the right and get back to Baruti. To the right, if you freed the fairies earlier, should be a new whirlwind. Use it to get to another castle thingy. Go along the path, stopping beforehand to get a single gem from the spinner chest on the right. Continue onwards for three loose gems. On the way, be sure to avoid the DC's arrows. Flame it for a green gem. Go onwards to the middle where there are 8 gems. Note that the DC up top can hit you from here, so be careful. Continue up the path, getting 9 more gems, and then finish off flaming the DC for a purple gem. Smash the spinner chests on each side for 4 gems. Glide over to the island ahead, where two BGs are doing a mirror image of each other, and land on 3 gems. Defeat the BGs for a green gem from each.

Free the fairy ahead, and then stand on the edge of the pool and wait for the four FBs to come around. Flame them as they pass for 14 gems. Circle around the pool to pick off 7 more loose gems. Take the whirlwind on the left side of this island to another mini island with 3 gems and a fairy to free. Defeat the BG here too for a purple gem. Turn around and look back at the island you were at. In the middle of the pool, you should see a platform. Glide to it and grab 18 gems there, as well as freeing the fairy. Jump down and go ahead to the whirlwind it now helps to make. Smash the gold and purple-topped chests.

[27]400/400 GEMS COLLECTED[08]

[27]LEVEL COMPLETE[08]

Well, there we go. That's the 27th level you just completed! Conveniently enough, the 'Return Home' vortex is right there. Jump into it.

Progress: 9200 Gems (76.7%)
 69 Dragons (86.3%)
 12 Dragon Eggs (100%)
 87.7% Complete

!!!MOVING ON!!!

In the homeworld once again, go back around the corner and back on the main level path. Follow it around to the top, and glide over to the island with the building. Go through it and straight into Haunted Towers on the other side.

!!!NO GNIVOM!!!

[EEED] 28. HAUNTED TOWERS [2504]
Type: Regular (15/17)
Requirements: Dream Weavers Home
Gems: 500 Dragons: 3
Dragon Eggs: 0 Key: No
Enemies: Gnorc Grenadier x12 (B)
 Summoning Wizard x6 (B)
 Magic Knights x19 (E)
Fodder: Jumping Mushrooms
Extra Notes: Officially the second
hardest level in the game, probably
because of some difficult
supercharging and those knights...

Landing on in front of a building, grab three red gems over to the left. Note the pile of armour to the left. You can destroy it, but not just yet. Flame or charge the wooden door of the building to smash it, and be ready to go inside. A Gnorc Grenadier will tackle you - it will run over, then prepare a grenade. Hit it before it can do anything for a single gem. A Summoning Wizard will summon the pile of armour in the corner of this room into a Magic Knight. Hit the SW - which attacks with lightning - for a green gem. The pile of armour was indestructible, so the MK is too. Don't go near it yet - it's helmet hurts when it hits you. Run over the bridge ahead where a GG attacks - defeat it for a green gem. Grab two red gems over to the left, but be quick as an MK awakes there. Also hit the GG in the doorway for another green gem. Run over the bridge behind it and break down the door to reveal a GG attacking a fairy. Grab 5 loose gems total in here, then tackle the GG for a golden gem. Approach the fairy.

Like the fairy in High Caves, this one will kiss Spyro, giving him powerflame breath, which is a stronger version of the normal breath. Temporarily, ofcourse. You'll need it alot in this level, so lucky Spyro. Run down the bridge with it and attack the MK on the right again. One blast of the powerflame will blast it to pieces, which it drops a golden gem. Behind it is a metal door - just like before, powerflame. On the ledge here is a flurry of gems - some chested, some not. Every chest will smash with a single hit of the powerflame to each. Scour the place of about 40 gems. Go back inside and grab the green gem straight ahead, in front of an MK that won't attack you but will block the way. You're probably out of powerflame power by now, so top up at the fairy if you are, then blast away at it for a golden gem. Before continuing onwards, however, trace back into the room back over the bridge. Powerflame the MK for a golden gem, then go outside and blast that pile of armour you saw when you started the level for a purple gem.

Go back to where you defeated the MK blocking the way, and smash the metal chest for a purple gem. Take out the SW here for a red gem, and head up the slightly-camouflaged whirlwind to the right, which will take you to the next island. Straight ahead is an explosive chest - blast it over for a purple gem. Run onwards, being aware of the rising MKs, and grab 5 loose gems total on the way to the SW responsible. Send it to oblivion for a purple gem. Charge over the bridge, and through two metal chests for 4 gems, and free the dragon.

[70]DRAGON ALERT[10]

The 70th dragon, Kosoko, is found on the second island of the level (reachable by powerflaming a Magical Knight blocking the way), just over the first bridge of it. He'll explain the powerflame (a bit late now, eh?)

[70]KOSOKO[10]

Charge ahead to make your way through the line of GGs, bagging yourself 5 gems total. Continue over the bridge behind the last one and follow around the corner to the left. Get the life there, then set off the explosive chest. Wait for it to drop a golden gem. Go back and over to the opposite corner, where you can pick off a green gem hiding slightly behind the wall. Go into the middle bit now and smash the chest for a green gem, then get some powerflame power off the fairy. Run back over the bridge and go flame the MK guarding the metal door to the left for a golden gem. Flame down the door, too, and run up and defeat the SW for a green gem. Take the whirlwind, and jump up the steps to the top of the supercharge slope. Charge down it, and carefully hit the metal door. Be aware of another door almost immediately after it. You can stop supercharging now. Out in the room with five doors, break the closest wooden door and go inside.

Get rid of the the GG here for a purple gem to free the fairy, who'll kiss

you. Take the powerflame around the corner and through the second wooden door. Flame the MK blocking the way in there for a green gem, then flame open all 12 chests behind it for 35 gems. Go out again and break open the final wooden door.

[71]DRAGON ALERT[09]

Lutalo is all hidden up behind the third wooden door of the room at the bottom of the supercharge slope of the level. Spyro gets all eager, but Lutalo calms him and tells him to savour his eagerness for Gnasty's defeat.

[71]LUTALO[09]

We're not moving on yet, but we'd might as well open the two metal doors now. Go to the room that was behind the first wooden door, and get powerflame. Cross over to the other side and flame down the door, also catching the MK behind it for a green gem. Break the metal door down next to it too. Now run back up the path before the room and atop the supercharge slope. Charge down it again, doing the same as before, but don't stop charging this time after the second door. Continue charging into the room, and through the furthest metal door (a little tricky to pull off), and go outside, still supercharging. Take a hard left turn, and jump off at the edge to get to the bit before the slope again. Supercharge up the normal slope, then, right up the top, take one last blind jump around the wall to land on a hidden ledge. Well done!

Don't think you're trapped - there's a very helpful but very faint whirlwind along the edge behind you to the right. Take it up to the door, which has a strong chest by it. Go through the door and to the left.

[72]DRAGON ALERT[08]

After a series of hard superjumps from the supercharge slope to a distant ledge, you can go up a whirlwind. Copano is through the door and to the left. He'll congratulate you on mastering the supercharge (didn't we do that in Tree Tops?).

[72]COPANO[08]

[24]3/3 DRAGONS FREED[04]

Turn around and go ahead, then round the corner. If you're not quick, then I wish you good luck. You'll need it. Jump up the steps, but quickly now. You'll soon notice that the armour on the floor is rapidly becoming MKs. If you're not quick enough, you won't make it. I can't give much strategy here - just be fast. If you fail, simply go back to Copano to reset the room. At the top, give that stupid SW a lesson, with a payment of a purple gem. Smash the door to the left. Go inside and smash open the chests for 19 gems, then go towards the orange powerflame fairy. Why orange? Because this one gives you PERMANENT POWEFLAME!... for as long as you're in the level.

Start your perm power journey by jumping back down the stairs again, getting about 34 gems from the MKs as you do so. Drop down and flame the purple-topped chest by the bottom of the stairs, then set off the explosive chest inbetween the first two staircases. Wait for it to give you 12 gems, then flame open the pair or metal chests beside it for 4 more. Head back to Copano, but stop and go through the door as you pass it. Flame open the strong chest for 46 gems. Run back inside and around the corner again, and follow the wall to the right through an arch and down the hole. Seem familiar? It's the room at the bottom of the supercharge slope again. Take the steps that had the first metal door guarding them and hit the GG for a red gem. Look over to the left. Glide over there (or simply go back inside and through the next metal door).

Flame open the strong chest on the platform by the pool for 33 gems, and also destroy the green and gold-topped chests further along the edge too. Get the

extra life, then glide from there back to the area that was before the supercharge slope. Flame the two piles of armour for 7 gems, and also flame the strong chest by the dragon platform for another 33 gems. Continue over the bridge and flame the four piles of armour back over there for a gold gem from each. Go back over and all the way back around up the slope, into the whirlwind, jumping up the steps, going down the supercharge slope, and up the steps through the nearest door on the right. Go right this time and glide over the gap around diagonally to the MK. Flame it for a green gem, and then the pair of GGs for 3 more gems.

Flame the armour/MK to the left for another green gem, and get yet another from the GG ahead. Break the metal chests by the wall for 4 gems, and flame the remaining three MKs which are around here for 8 gems. Behind one of them, you can find the SW responsible for all this havoc. Give it a good flame for a golden gem. Smash the wooden chest behind it for another.

[28]500/500 GEMS COLLECTED[07]

[28]LEVEL COMPLETE[07]

Well, that's the last non-Gnasty World regular level done - jump into the 'Return Home' vortex which is, conveniently (again), right next to you.

Progress: 9700 Gems (80.8%)
 72 Dragons (90%)
 12 Dragon Eggs (100%)
 90.3% Complete

!!!MOVING ON!!!

Out from that hard level, head up the whirlwind in the area to the right, then continue gliding across those two islands to the biggest one. At the front middle of it are some stairs. Jump up them, glide over to the ledge ahead, hit the pair of Fools around the corner, then quickly jump across the resulting platforms. Glide from there to Icy Flight.

!!!NO GNIVOM!!!

[EEEE] 29. ICY FLIGHT [2505]
Type: Flight (5/5)
Requirements: Dream Weavers Home
Gems: 300 Dragons: 0
Dragon Eggs: 0 Key: No
Enemies: -
Fodder: -
Extra Notes: The final flight level, which is the second hardest, sees you in an icy landscape with objects to destroy that don't really fit the level.

In the last flight level, you'll find it quite difficult. Can you do it? Just once more! Flying in and starting straight away, it's just like ever before.

Once in, you'll notice the first train down to the left. Ignore it, and go straight ahead to flame the first two lighthouses. Continue around until you can clearly see the next two - get the left one, then take a hard turn to the fourth (forgot to mention - +2 seconds for these). Turn left until you see the

fifth, which you should go to light, then continue around behind the cliff here, flaming the first four chests (+2) on platforms here. Bend as if on a figure-eight to the middle for the fifth chest, and then straight ahead to a lighthouse. Go up and over to the seventh, then around the tower for the last. Over ahead, a train should be passing over. Go the opposite way along the track to it (left) and continue flying above the track, pegging off all four trains (+4 each). Do a 180 flip around and scour the area of five heli-gnorcs (+3). They'll go up and down, so we prepared for some rapidly changing altitude. Fly along the track ahead to the next area. Pin off the last three heli-gnorcs here. Continue along the tracks to the bit where you started, and turn out to the right. Fly straight ahead and head for the chest on the platform at the end of the path. Turn left and go for the next, then left again, hugging the wall to the right, to do one last flame for the 160th, and thus last, object - a chest.

[29]300/300 GEMS COLLECTED[06]

[29]LEVEL COMPLETE[06]

Hooray! That's the flights outta the way. That was quite a long one, eh? Choose 'No' to exit.

Progress: 10000 Gems (83.3%)
 72 Dragons (90%)
 12 Dragon Eggs (100%)
 91.1% Complete

!!!MOVING ON!!!

Out in the Dream Weavers Home again, look down over the edge to the right. You should see the bridge to the balloonist. Glide there, and follow it backwards, to the portal on the left - Jacques.

!!!NO GNIVOM!!!

[EEEG] 30. JACQUES [2506]

Type: Boss (5/6)

Requirements: Dream Weavers Home

Gems: 500 Dragons: 2

Dragon Eggs: 0 Key: Yes

Enemies: Fat Claw Monster x11 (C)

 Metal Claw Monster x7 (C)

 Fool x8 (A)

 Jacques - BOSS! (D)

Fodder: Jumping Mushrooms

Extra Notes: Home to Gnasty's servant, this is a lava-like place which was apparently pretty much the place for the dragon "government", now overrun by monsters, with lava burning at it.

Landing in to this dark, burning level on a charred grassy ledge, you'll see a Metal Claw Monster straight ahead of you. These guys have long arms with long claws, which they use to swipe at you with. Charge them - they're wearing armour. This one drops a purple gem. Just to the right, a Fat Claw Monster will start running towards you, holding a flower for whatever reason. Being flabby, they're slow, but this protects them from your charge. So, flame it,

for a green gem. Follow the wall backwards to charge open two metal chests for 4 gems. Get back on track to find a Fool - this time, they turn into a timer when you hit them, which will raise the platform nearby for you. Jump onto it quick and then jump over above. You have to be quick - the timer is only about three seconds or so. Jump and charge the MCM on the platform for a green gem. Follow the edge over around to the left to pick off 7 loose gems.

In the middle of this fork is a lava pool - in front of it are three red gems. Just to the right are 9 loose gems, and on the platform is an FCM. Jump and flame it for a purple gem, then go and do the same to the one behind it for another purple gem. Jump onto the platform, then glide over to the one floating ahead, flaming the FCM as you near it for a golden gem. Glide over to the Fool below, and pick up three red gems behind its platform. Follow the wall around a break open the green and purple-topped chests. Jump back up to the fork, and hit the Fool running around there. Quickly now - run over to the other side of the fork and hit the one there. Jump onto the platform, and glide to the platform from there. Smash two wooden chests on there for 10 gems total, then drop down onto another platform below. It should be below - if its very tall and unreachable, go back and hit the pair of Fools again. Once you do make it onto the platform, wait until it rises, then look over to the left. Glide to the dragon.

[73]DRAGON ALERT[07]

Unika, the unique dragon (pun intended), who is so for being a boss level "secret" dragon, is found on the left side of the fork at the start of the level. Hit the pair of Fools at the fork then make your way onto the lowered platform and there. He'll thank you for releasing him.

[73]UNIKA[07]

Continue behind it and smash the wooden chest in the corner for a purple gem, then carry on along the path for 6 more loose gems. Go through the gap to the left where there is one, and glide onto the platform with the whirlwind on. Be careful here - there's lava below. At the top of the whirlwind, glide down ahead and flame the FCM. Remember that if you push backwards, you can slow down your glide whilst losing altitude. The FCM will drop a purple gem. If you can land on its platform, do so, but I wouldn't recommend it for the less experienced players. If not, land your glide on the edge below and ahead. Grab two red gems there, and also get the extra life. Make your way around the lava pit and back up the whirlwind, freeing 7 gems from chests on the way. From the whirlwind, just keep on going up there and gliding over to the other three FCMs and flaming them for a purple gem from each. Just be careful, and use the loss of altitude trick (but not too much).

Once you have, head back out of the lava area and hit the Fool by the edge. Quickly glide ahead to the platform that comes out of the wall. Being quick is essential here - missing means death in the lava below. Once there, immediately glide over to the floating platform to be taken by a whirlwind to the ledge above. Scour this small ledge of 18 gems, then stand on the platform and turn about 45 degrees to the right, until you face another ledge. Glide over there and smash all three purple-topped chests. Take the whirlwind behind you back up to the other edge, then stand on the platform again and glide the other way, back to the Fool. Continue back from there to Unika, then glide back to the main part of the level again.

Pick up 7 loose gems inbetween the two platforms here, and hug the wall around the corner to find a couple of hidden metal chests containing 4 gems. On the platforms are MCMs - jump and charge them like any before for 7 gems. Be careful with the one that drops the purple gem - it's right near the edge, so only tap-charge to hit it, and afterwards turn away from the edge, as Spyro may skid. Do this to avoid a fate in the nothingness below. Look over ahead to

a floating platform near the other side. Jump onto the platform beside you, then glide over to one there with 9 gems. Glide from there to the next bit. In the corner to the left is a pair of metal chests holding 10 gems total. Over around the platform here are a couple of Fools - don't go hitting these guys when they're far apart. They're very maneuverable, so try to get them close before you hit them. Hitting them both will raise a platform off that platform, then another one of that. Jump to the top, and glide into the hole in the cliff. Grab 20 gems in there.

[12]KEY ALERT[06]

You'll find this key in the hole of the cliff reachable by hitting both of the Fools surrounding the big platform near the edge. For as long as they're both hit, sub-platforms will raise off that platform. Jump up them, then glide into the hole for this.

[12]HOLE IN THE WALL[06]

If the timers have run out, hit them again. This time atop the platforms, glide over onwards into the level, marked by an MCM. On this ledge, scour for green and purple-topped chests, 4 more loose gems, and an extra life. Jump and charge the MCM by the edge for a golden gem - this one is particularly close to the ledge, so may I suggest attacking him from that side instead. Just don't stand too close - he might swipe you off. Once you finally get him, go ahead to another one. Charge it for a purple gem, then get a higher one from that platform for another. Glide over to what is also the end of the right-hand fork from the start of the level.

[12]CHEST ALERT[:)]

At the end of the right-hand fork from the start of the level, this is just before the stairs which lead down to Jacques. It contains 45 gems.

[12]RIGHT FORK'S END[:)]

Grab a golden gem in front of the steps, then smash open two wooden chests beside it for another 10 gems total. Face over to the FCMs on the floating platforms over there - glide past them, flaming them as you do for a green gem from each, then flame another running about on the ground for a purple gem. Destroy the pair of green-topped chests by the wall, and pick up another 6 gems on the other side. Hit the Fool here to raise the platform. Jump back up to where the chest was from there. Jump down the stairs through the doorway here picking up seven red gems scattered among them.

[74]DRAGON ALERT[06]

At the bottom of the stairs at the end of the right-hand fork from the start of the level, Revilo is just before the Jacques battle. He delivers one of the funniest lines in the game - "A wise dragon once told me, aim high in life, but watch out for flying boxes".

[74]REVILO[06]

[25]2/2 DRAGONS FREED[03]

[5]16/16 DRAGONS FREED IN WORLD[1]

[6]BOSS ALERT[6]

Well, here we are. Gnasty's servant - a thing that's sorta like a Jack-in-a. Not a Jack-in-a-box - it's out of the box. The box is what it's throwing at you. I think you can charge through these without it hurting, but I'm not entirely sure. Run over to Jacques quickly - he soon throws these boxes at a very rapid rate. Once you get close to him, he'll fly off ahead. Jump up the step and then the platform to where he'll run again. This time, he'll be on a box thingy, soon throwing his smaller boxes at you. Here, to make him move on, jump and quickly flame him. Jump up the platform and onto the ledge, then

glide to the next island. He'll fly onto another cube platform - jump and flame again. A platform will raise when you hit - jump up there and glide over to the whirlwind platform. Let it take you to Jacques. Approach him on this island, where he'll still cowardishly fly off. The platform ahead will lower. Glide to it, then do one final glide to Jacques - he'll really fastly throw boxes here. I suggest doing a sort of curved glide, instead of straight on. Don't curve too much though - hitting the lava below means restarting the battle. Anyway, when you reach him, it's one last flame for victory... and 75 gems. That was probably the hardest boss in the game - still easy, eh?

[6]JACQUES[1]

Good job! Jump onto the platform, then turn around and glide to the whirlwind platform. It'll take you to the last 75 gems in front of the exit. Once you've definitely got all of them, jump outta here.

[30]500/500 GEMS COLLECTED[05]

[30]LEVEL COMPLETE[05]

[5]2500/2500 GEMS COLLECTED IN WORLD[1]

[5]WORLD COMPLETE[1]

Progress: 10500 Gems (87.5%)
 74 Dragons (92.5%)
 12 Dragon Eggs (100%)
 93.3% Complete

!!!MOVING ON!!!

Well, that's all five Dragon Worlds done! All that's left now is to cross to the dark side of the game - Gnasty's World. Outside, simply turn right and go along the bridge. Talk to the balloonist, who, if you have atleast 6000 gems, will let you fly there.

!!!NO GNIVOM!!!

[FFFF]-----Gnasty's World-----[2600]

Here we are. Out of the Dragon Realms - Spyro's first time in the proper land of evil. Despite being very short and sometimes annoyingly hard, it's still overall fun.

This final sub-section of the walkthrough explains how to collect all 3500 gems and free all 6 dragons in the five levels of Gnasty's World.

[FFFA] Home [2601]

[FFFB] Gnorc Cove [2602]

[FFFC] Twilight Harbour [2603]

[FFFD] Gnasty Gnorc [2604]

[YAY!] Gnasty's Loot [5151]

[FFFA] 31. GNORC GNEXUS [2601]

Type: Homeworld (6/6)

Requirements: Collect 6000 Gems

Gems: 200 Dragons: 2

Dragon Eggs: 0 Key: No

Enemies: -

Fodder: Rats

Extra Notes: This is the shortest level ever. However, you can't complete it all in one go. This is split into four sub-sub-sub sections.

Spyro will jump off into Gnasty's World onto this level which is entirely just a metal platform floating in murky water, with gems scattered around, an open portal, three dragon head statue things, a balloonist, and a dragon.

Simply start by grabbing 20 gems inbetween the purple and green dragon heads, then go between the purple and yellow ones for 8 gems. Smash open the three wooden chests between the two for 15 gems. Continue going around the platform until you get to the bridge with the balloonist on. Grab 7 gems across it. Lastly, finish your loop by smashing the three metal chests for 15 gems. Easy, eh?

[75]DRAGON ALERT[05]

Delbin is found in the middle of the level the first time you visit. Quite rightfully, Spyro will point out that he's already freed him before. Eager to not talk about it, Delbin says that you're ready to face Gnasty Gnorc, and what you must do to access the portal to him.

[75]DELBIN (AGAIN)[05]

Yes, we did free him before! This is the same with the other five dragons in this world - brave souls who risked to take on Gnasty after being freed, but failed and got trapped again (Well, why would any dragons be here and get trapped here in the first place? It's an evil dump!). I guess this means that there are really 74 dragons to free in the game.

The

balloonist here won't take you anywhere new - just back to places that you've already been to. Also, the dragon heads here are just covering three of the other levels in this world. To open the one on the left, you'll need to beat the level that's open to the left of it - 'Gnorc Cove'. Once you beat the portal in that dragon head, the next one to the right will open. The third one doesn't use this pattern, but you need not worry about that yet.

Agh. I'm chattering. Just go into Gnorc Cove, already.

Progress: 10575 Gems (88.1%)
 75 Dragons (93.8%)
 12 Dragon Eggs (100%)
 94% Complete

Scroll down to see the sub-sub-section of Gnorc Cove.

PART 2 - AFTER GNORC COVE

After passing through the exit of Gnorc Cove, you'll unlock more of the level. Hooray for sub-sub-sub-sections!

So, what can I say? Now out of Gnorc Cove. Enjoy it? I did. So, if you did

correctly pass through the vortex in that level, the lefternmost dragon head out here will open as you come in. Inside it, you'll find another 50 of the gems of the level in a single wooden chest, bringing you to 125/200 so far.

Also inside there, you'll find the portal to 'Twilight Harbour', which you should enter.

Progress: 11025 Gems (91.9%)
 77 Dragons (96.3%)
 12 Dragon Eggs (100%)
 96.1% Complete

Scroll down below 'Gnorc Cove' see the sub-sub-section of Twilight Harbour.

PART 3 - AFTER TWILIGHT HARBOUR

After passing through the exit of Twilight Harbour, you'll unlock more of the level.

Yeah, just another one of these again. If you did properly pass through the vortex in Twilight Harbour, the middle dragon head out here will open as you come back in.

From there, smash the wooden chest to release the last 75 gems of the level. Also there, you'll find the portal to 'Gnasty Gnorc'. Get ready for the final battle.

[33]200/200 GEMS COLLECTED[02]

Now, yes, there is one more dragon left to free, but so what? What sounds more important to you - defeating Gnasty Gnorc (who started all this calamity), or freeing one measly dragon? Yeah, that order. Infact, you HAVE to do it in that order.

Progress: 11500 Gems (95.8%)
 79 Dragons (98.8%)
 12 Dragon Eggs (100%)
 98.2% Complete

Scroll down below 'Twilight Harbour' to see the sub-sub-section of Gnasty Gnorc.

PART 4 - AFTER GNASTY GNORC

Well, that's all, pretty much. Gnasty is defeated and we have 99.6%. Wraps up nice-- HEY! 99.6%?!?! Well, there you are. It's not quite over.

Out in here again, defeating Gnasty Gnorc unfortunately won't open the final dragon head. However, it will make a whole dragon open, or rather so appear, in the centre of the level.

[80]DRAGON ALERT[:)]

Well, it's the way to 100% completion! Magnus is found in the centre of the level, like Delbin, but only once you've defeated Gnasty Gnorc. He'll explain that the only way to open the final dragon head is to reach 100%.

[80]MAGNUS (AGAIN) [:)]

[28]2/2 DRAGONS FREED[:)]

[6]6/6 DRAGONS FREED IN WORLD[!]

[:D]80/80 DRAGONS FREED IN GAME[:D]

...Which is precisely what he's done! Now that you have 100% gems, 100% dragons and 100% dragon eggs, you'll have 100% completion. Thus, once you stop talking, the final dragon head will open. Well, you've earned it. You collected everything in the game, and now your reward is here. Get ready for the 35th level of the game, 'Gnasty's Loot'!

Progress: 12000 Gems (100%)
 80 Dragons (100%)
 12 Dragon Eggs (100%)
 100% Complete

Scroll down below 'Gnasty Gnorc' to see the sub-sub-section of Gnasty's Loot.

[FFFB] 32. GNORC COVE [2602]
Type: Regular (16/17)
Requirements: Gnorc Gnexus
Gems: 400 Dragons: 2
Dragon Eggs: 0 Key: Yes
Enemies: Metal Barrel Tossers x7 (C)
 TNT Barrel Tossers x4 (C)
 Armoured TBT x8 (D)
 Engineer x13 (C)

Fodder: Rats

Extra Notes: This level sees you infiltrating the underground Gnorc factory. Well, you'll be taking care of overground, anyway. It's still a junkyard. A fun level.

You'll land in on a small island with an arch on it. On the ledge ahead you'll see a Metal Barrel Tossers doing as its name says: rolling barrels ahead along the ledge. Well, at least he will when you glide over there. Before going to attack, notice 6 gems in the little section to the right here. There are two ways to defeat the MBT: go up to it, jumping over its barrels, and flaming it is one. However, it's a load easier to just charge its barrels back at it! Just charge in a straight line to one and hit it. It'll fly into the air and smash on the MBT. Collect the purple gem drop, as well as one behind the metal barrel. You can't do much with these but have fun charging them at random stuff. However, to the right, one can come quite in handy. An Engineer is over ahead on a metal barrel. You can either go and jump and flame it (likely to receive a hit with a spanner), charge its barrel, or charge the barrel next to you at it. I'd go with the third, but time it right - some barrels are rolling in from round the corner, and may intersect your shot. Get a purple gem from the Engineer.

Round the corner, an MBT is rolling some metal barrels. Why waste them by rolling them into the water? Yeah, I really never understood these guys. Anyway, tackle it like the other one for a green gem. Behind it, jump up the step, then up to more to the right. Get 7 gems from the pair of wooden chests, then turn to the right and glide over to the strong chest ahead and below. Next to it is a TNT barrel - flame it to trigger it, then get outta the way. It'll blow up the chest, revealing 10 gems total. Look over to the right and glide to the bridge there with three red gems on. Over to the left is an Armoured TNT Barrel Tosser. Well, not really a tosser - this one will just stand there with one in its hands. You could flame the TNT to blow it up if you want, but that's boring, and I don't see how you won't get hit. Instead, charge the metal barrel at it - once to leave it armourless, another to get it defeated and dropping a purple gem.

Grab 7 gems along the wall to the right, then continue ahead along it to get three red gems below. Glide to the left where there is a normal TNT Barrel Tosser. This one will actually toss them. I find that the easiest way to defeat it is to flame the barrel ready next to it. It'll blow up soon enough. Get its purple gem drop, then look to the right at an ATBT. This one's slightly harder, since you have to flame the barrel. Don't worry if you get hit - it happens often in this level. Flame its barrel, then its bare body for a red gem. Go onwards to find a TBT tossing some barrels down the path. Jump onto the path and approach, jumping over the TNTs as they pass. Flame it at the top for a green gem. Pick up 5 gems total behind, then 4 more from the metal chests to the left. Jump onto the step and pick up 2 loose gems and 9 from the wooden chests on the ledge.

[76]DRAGON ALERT[04]

Up top the second building thingy of the first area in the level, Lateef is on a wooden floor. He'll encourage you that Gnasty must be scared straight right now.

[76]LATEEF (AGAIN)[04]

Behind him, glide over to the ledge near the barrel you can see. Jump up to its ledge from there, and go straight ahead charging to hit the barrel at the strong chest on the platform. Glide over there and grab the golden gem, then glide to the left at a platform with a single gem on top. Run over the bridge to the right with two more on, and into the ship. Charge the metal chests here for 9 gems, and also get the extra life on the closest part of the ship reachable to the prow (the bit in the pointy corner to the left). Turn around and charge two metal barrels there at the ATBT. Grab its purple drop and continue around the wall on the left outside. Smash the chests on each side for 7 gems, then glide ahead into the mini-cave. An Engineer around the corner stands on a TNT barrel. Stupid? Yes. Flame it, stand back, grab the green gem, and flame the TBT for another. Grab three red gems along the wall, and continue following it for 4 gems from the chests.

Ignore the strong chest and glide round the corner to the left and land down to smash a couple of chests on the right for 10 gems total. Charge the barrel ahead at the Engineer. This'll defeat it, and also strip the ATST behind it. Grab the green gem whilst flaming the ATBT for a purple gem. Grab 12 gems behind them, then run up the path the TNTs are coming from. Jump over them as you make your way to flame the TBT for a purple gem. Jump up the step and charge the metal chests for 6 gems, as well as another 2 behind them. Take a right from there and jump up the step to 10 gems total and a barrel. Line yourself up with the corner the barrel is closest to, then charge it in that direction. It'll destroy the strong chest you saw earlier. Glide down to it for eight red gems. Run back up this structure and now take the normal route towards the ship on the left. Glide down to it where you'll find two red gems.

Go inside to immediately find an extra life. Smash open the green and purple-topped chests by the wall, then charge the MBT's barrels back at him along here (do it close up, since too far away will simply hit them into the slope) for a purple gem. Behind the barrel respawn, grab 8 loose gems. Through the door on the right, you'll find three Engineers lined up on metal barrels along the bridge. Simply charge the barrel of one and all of them will blow up. Grab 6 gems in drops, then be careful as a sneaky ATBT is hiding around the corner. Jump around there bearing a flame, then a second one for its purple gem. Smash the wooden chests here for 15 gems.

[77]DRAGON ALERT[03]

You'll re-find Tomas just after the second ship in the level, before the bridges that lead to the final section of the level. He's completely different to what he was before, and he half-thanks Spyro for the help. In the weirdest voice ever, Spyro yells "You gotta believe!". Is his voice breaking?

[77]TOMAS (AGAIN)[03]

[26]2/2 DRAGONS FREED[02]

Now, off to the right, is a long bridge. Start going across it collecting three red gems along the right up to an Engineer. Line it up with the other and charge it to it. Grab there 3 gem drops as well as 6 gems along to the left. Once again, do the same with the next one for 10 gems total. Glide onto the metal "bridge" on the left with a purple gem at the far end, and glide from it to the hole-island. Pick up 8 gems on the starting ledge and flame the Engineer's TNT down to the left. Stand back, and watch as the chain reaction sends all four of them to oblivion. Pick up the 5 gem total drop, then jump down into the pit. There is a barrel spawn in the middle - line it up with the MBTs and charge two to defeat them both for 7 gems. Now line the barrel up with the strong chest just left of them, and hit it there. Get its 12 gems.

There are three tunnels down here - start by going down the centre, blue one. Charge along it and through three metal chests containing 9 gems. Along to the right, pick up 4 more.

[13]KEY ALERT[06]

At the end of the blue tunnel down the pit (the final section of the level), you'll find the level's key.

[13]BLUE TUNNEL'S END[06]

Run back and out of the tunnel to the central area. This time, jump up the step with a gem on to the green tunnel. Straight ahead, flame the explosive chest. Stand back and wait for it to blast into 12 gems. Over to the right, you will have noticed some barrel calamity going on. This bit's very hard to pass through unscaved. At the other end, a MBT and a TBT are rolling barrels at the barrel respawn, creating rapid explosions. You can easily drift past the metal respawn - it's just the TNT one that's the trouble. Try to keep as far left as possible when passing that one, whilst keeping an eye on the metal rolling barrels. Once you pass the respawns, charge the MBT's barrels back at it for a purple gem, then simply go up and flame the TBT for another.

[13]CHEST ALERT[:)]

At the end of the green tunnel down the pit (the final section of the level), you'll find the level's chest. If you time it right, you can actually destroy this needless of the key. It drops 18 gems.

[13]GREEN TUNNEL'S END [:)]

Now trace back out of the tunnel and cross over to the opposite side to finally go down the purple tunnel. As you enter, charge the metal chests for 10 gems total. Look over the gap to an ATBT. A metal barrel's right in front

of you, so charge it at it! Glide over the gap (careful now - missing will send you back to Tomas) and grab the green gem drop. Break both purple-topped chests to the right, then charge the barrel at the pair of ATBTs over ahead. Two will do them in, where you can then glide over to their purple drops. Grab 6 gems over to the right, then head up the whirlwind at the end of the tunnel to a golden gem - the last gem in the level.

[31]400/400 GEMS COLLECTED[04]

[31]LEVEL COMPLETE[04]

Well, that's the penultimate regular level done - the 'Return Home' vortex ahead is your key to opening the first dragon head.

Progress: 10975 Gems (91.5%)
 77 Dragons (96.3%)
 12 Dragon Eggs (100%)
 95.9% Complete

Scroll up to see Part 2 of Gnorc Gnexus.

[FFFC] 33. TWILIGHT HARBOUR [2604]

Type: Regular (17/17)

Requirements: Gnorc Gnexus - P2

Gems: 400 Dragons: 2

Dragon Eggs: 0 Key: No

Enemies: Auto-gunner Gnorc x13 (B)

 Gnorc Commando x10 (C)

 Super Grenadier x4 (C)

Fodder: Rats

Extra Notes: Before you throw your PS controller around madly, be aware that this is hard. Still, I find it pretty cool that it shows the gnorc advancement - they're up to the machine gun now.

You'll fly into this murky Gnorc base, which apparently was once a beautiful, romantic harbour for dragons, on a yellow bridge. Straight ahead of you as you start, beware of an Auto-gunner Gnorc who gives you a nice greeting with his machine gun. Try and hit him before he can fire. If he does manage to, however, move from side to side quickly until he reloads, at which point you should blow a hit for a green gem. Continue along the bridge with three red gems up to a building. As you near the entrance, another AGG will march over. Try to jump up and hit it before it can do anything. If it doesn't stand still below the step, then jump up and go for the kill when it reloads, for a purple gem. Go straight ahead of that to where a Super Grenadier will sneak around the corner. These are big guys carrying quick-exploding grenade-kinda-things. Flame it before it has the chance to rapidly chuck grenades at you, for a green gem. Grab 5 gems total behind it.

Wipe the sweat off your head, then trace back into the main building to where three red gems are to the right - be careful not to fall into the lava. Now go to the middle of this room and turn right - you should see a wooden chest in the wall. Smash it for a purple gem, then cross to the opposite side of the room to some steps. An AGG will come over, so be ready to flame when it does

for a purple gem. Get the extra life just left of it, then head out and onwards to a whirlwind. Let it take you to the highest ledge of this building. Jump down to the left along the rim of the building for 9 gems, then jump back up (you might need to hold X). Glide over to the ledge of the next building, landing on 4 gems, also bearing a flame as you land at the AGG, who drops another green gem. Run down the steps ahead and be alert because to the left is an enemy remembered for its accuracy at shooting you - the Gnorc Commando.

Try to ambush it with a flame for a green gem, but watch out because it won't hesitate to start a stream of bullets from right to left. The idea is to jump over these as they pass. Anyway, once you hit it, smash the pair of purple-topped chests behind it. Follow the wall to the left to a pair of wooden chests containing 4 gems. Head outside along the bridge. However, don't be too eager - be stealthy by hiding behind the piece of wall here, since a GC will be only too happy to attack. Anyway, once the shots bypass you, quickly run over and flame it for a purple gem. Pick up four red gems along the right, then quickly charge through the two AGGs for 4 gems. There is a strong chest here, which we can open later. However, now, continue onwards.

[78]DRAGON ALERT[02]

You can find Cosmos after the first two Gnorc Commandos of the level, in the area with the strong chest, before the building which leads to the supercharge slope. He'll thank you for releasing him.

[78]COSMOS (AGAIN)[02]

OK, ahead, start off by going right of the pool in the middle. Hit the AGG there for a purple gem, then pick up three red gems right next to it. Quickly continue running to defeat the SG that attacks for a green gem. Now go on the left side of the pool for 6 gems. Continue along the path to three red gems by a GC - outsmart, avoid, and hit it for a purple gem. Don't calm yet, though - a GC in the building ahead will notice your defeat and march over. Quickly deliver it a flame too for yet another purple gem. In the little chunk of wall to the right is a golden gem, and in the one after that is another 7 gems. Cross to the other side of the room and jump up the steps to flame the SG for a green gem. Smash the pair of metal chests left of it for 10 gems total.

Run ahead and outside where a long bridge is. Midpoint, you'll notice a metal part of the bridge with a lever on each end. Flame the furthest one to spin it around and raise the bridge. Continue behind it along the path and take the right where it splits, up the supercharge slope. Up top, collect 10 gems total from the chests and an extra life. Start charging down the slope. Go back along the bridge and jump off the metal bit you raised. Superjump over and through the GC in the room at the top of the building and land off from there. Up here, defeat the AGG and destroy the crates. I can't really detail here, since there are too many gems crammed together to keep up with. All I know is that there are 54. From the window at the other end of the building, glide to the platform over to the right. Land on it and pick up 30 gems there.

Glide down to the left and go back across the main path again. When you come to it, flame the lever to lower the metal bridge. Run back up the supercharge slope again. Once again, charge down and go back along the bridge, but now you should go downwards if you re-lowered the bridge. Charge through the building, back along the path, making a jump to cut a sharp corner, and finish your supercharge at the strong chest you saw earlier. As a reward, it'll give you 21 gems. Run across the bridge again, but at the fork, this time go left.

[79]DRAGON ALERT[01]

On the way to the supercharge slope along the bridge, go left at the fork to go straight to Cleetus. He'll tell you to be on the lookout for Gnorc Commandos, whereas Spyro thinks they should be on the lookout for him.

[79]CLEETUS (AGAIN) [01]

[27]2/2 DRAGONS FREED[01]

Continue behind Cleetus to find a GC inbetween two AGGs - oh dear. I suggest going for the left AGG first - he won't notice you too soon (green gem). Then, straight after hitting that, flame the GC (purple gem). Grab 12 gems along the edge of the ledge behind, then go to the right-hand corners in the room - 6 gems you'll get from scouring them. Cross over ahead and take out the AGG for a green gem. Continue to the next building, where you should get ready to tackle an SG for a green gem. Once you've defeated it, beware of the GC who'll start firing behind. Remember - jump over the bullets as they pass, then flame it for a green gem. Quickly after, hit the AGG left for yet another. Pick up 8 gems along the wall to the left, then continue to the corner with 15 gems in some metal chests. Head onwards outside.

Destroy both gold-topped chests to the left, then stand below the step ahead while the GC shoots above you. Time your jump just after the flow, and then immediately hit the AGG for a green gem. Then you can flame the GC for a purple gem. Stand below the next step and time your jump after the shots again. Quickly run over and flame the GC for a green gem. Glide over the gap to the last GC which will then start firing. Flame it for a golden gem, then hit the AGG right next to it - the last enemy in the level and the last proper enemy in the game. It'll drop a purple gem. Run along the bridge with five red gems to the final little area of the level. Scour 19 gems just ahead, two gold-topped chests to the right, and the last 10 gems total in the level from the pair of metal chests on the other side.

[32]400/400 GEMS COLLECTED[03]

[32]LEVEL COMPLETE[03]

Well, that's it. All regular levels completed! So, that's flights and regular done now. Just 3 more levels type left to fully complete - home, boss and bonus. Let's do them in that order. Jump out of the 'Return Home' vortex in the middle of the ledge.

Progress: 11425 Gems (95.2%)
 79 Dragons (98.8%)
 12 Dragon Eggs (100%)
 98% Complete

Scroll up above 'Gnorc Cove' to Part 3 of Gnorc Gnexus.

[FFFD] 34. GNASTY GNORC [2606]
Type: Boss (6/6)
Requirements: Gnorc Gnexus - P3
Gems: 500 Dragons: 0
Dragon Eggs: 0 Key: Yes x2
Enemies: Key Thief x2 (A)
 Gnasty Gnorc - BOSS! (D)
Fodder: -

Extra Notes: Well, here we are.
The final boss level. Two tasks here - catch the thieves, defeat Gnasty Gnorc. The music is pretty cool.

This is it. The final boss level. You can see him as you land in, standing on a platform ahead. Don't worry - the battle hasn't started yet. But still, he'll taunt you from up there and occasionally fire energy balls at you. Keep moving when in this area. Start by going forward and left to light an explosive chest. While you wait for that to blow, pick up 6 gems back a bit, and then two wooden chests containing 10 gems total seeable from there. Continue going around anti-clockwise to another 7 loose gems. Pick up three gems on the centre platform, then go back to where the explosive chest was for 55 gems. Last of all, pick up a couple of gems in the purple bit just ahead to the right. Continue going around until you come to an open tunnel. Start running through it, getting 6 gems on the way to the first room, then get 4 more gems off to the left. Smash the chests for 25 gems total, and you'll notice a Key Thief.

It'll start running away, so charge after it, getting 7 more gems from the tunnel, to where it drops back into the starting room and heads for the start of the tunnel again. Follow it. Remember the charge-jump trick from catching thieves right back before the Beast Makers before? Yeah, do that. That'll get you more speed. Doing this, you should only just be entering the room in the middle of the tunnel by the time you're in a flame's reach of hitting it. So, do so. Chase after it until you can flame it.

[14]KEY ALERT[05]

Through the first tunnel accessible in the level, chase the thief around it until you catch it. Grab its key.

[14]OPEN TUNNEL THIEF[05]

Run out of the tunnel again and go around the edge of the room again until you find a door blocked by a block with a keyhole inside (a door, not Gnasty's platform). Approach it to let the key unlock it. As soon as it opens, you'll spot the other Key Thief. Start charging after it, getting 26 gems along the way through the tunnel. Once you get out to the grey-ish path, you'll have to take a hard turn right, charging down it for 28 more gems. Then, the tunnel will end back in the first area. A pretty simple route there. Anyway, use the same tactics to catch this one.

[15]KEY ALERT[04]

Through the second tunnel accessible in the level, which you must get the other key from the other tunnel to unlock, it the other thief. Chase it the same way until you get the key from it.

[15]LOCKED TUNNEL THIEF[04]

Head out of the tunnel and now run over to Gnasty. Once you reach his platform, the key will lower it for you. Gnasty, the wimp he is, will start running away from you. Jump up the steps to the final battle.

[7]BOSS ALERT[7]

This is it. The final battle, which is between Spyro, the bravest dragon in the Dragon Worlds, and Gnasty Gnorc, the troublesome leader of all gnorcs. Well, he'll start off running away. So, chase him. Charge after him with all you've got. As with the thieves, charge-jumping helps. It's a pretty twist route - right at the start there's an almost 180 degree turn. There are some gems around here. Don't worry - we can get them later. A little bit onwards there'll be a few steps to go down. These will slow you down, so jump down them when they come to save your speed. You can try to keep right on Gnasty's tail, which will help, but that's only for more experienced players. If you're not that good at thief chasing, don't worry. Just take your time - you'll catch him eventually. Continue going around the track, with many tight bends.

The things you should be watching out for throughout the chase are the edges. Falling off will instantly kill you, and since there are no dragons here, you will have to re-catch the thieves if you die. If there's an edge to the left, stay to the right. If they're on the right, stay left. If there are edges on either side, slow down and stay in the middle. For once in a videogame, cutting corners does NOT help. Eventually, you'll get to two 180 degree turns. Still pretty easy though, since there are no edges there. From there, it's just a few more turns around to the end of the track. If Gnasty isn't here, you were too slow, so jump down off the far edge and try again. If he is on the platform there, start circling around close to him. He'll try and squash you with his sceptre. Once he does, stop circling and jump in to flame for a pink gem. He'll run off down a second tunnel. Before you go on, go around this track again, gathering all 204 gems along it (it'll bring you to 400 gems). Go through the tunnel slowly to soon see some platforms coming from the walls above some lava. Here's the tricky part - as soon as you land, Gnasty will run off and the platforms will slowly go back into the walls. Hurry! The idea here is to predict your jumps beforehand. If the next platform is adjacent to your current one, jump. If not, glide. Unnecessary glides will slow you down. Also, drop during glides. If you bump into a wall, you'll bounce off and that won't only slow you down, but might push you over the edge. Anyway, at the end, Gnasty will fire some energy balls at you when you're on the last couple of platforms. Then, use your circling strategy again to get in a second flame.

[7]GNASTY GNORC[!]

Well, that was a long alert. Anyway, congratulations on beating the game! As Gnasty falls, he'll drop the last 100 gems of the level and Spyro will say "You're toast, Gnorc!". You'll exit automatically, and the first ending cutscene will play. This involves Spyro being interviewed by the same dragon at the start of the game. He also explains that he's still got some treasure to collect, too, which is true. Read on to find out how.

[33]500/500 GEMS COLLECTED[02]

[33]LEVEL COMPLETE[02]

Progress: 12000 Gems (100%)
 79 Dragons (98.8%)
 12 Dragon Eggs (100%)
 99.6% Complete

Scroll up above 'Gnorc Cove' to see Part 4 of Gnorc Gnexus.

[YAY!] 35. GNASTY'S LOOT [5151]
Type: BONUS!!!
Requirements: 100% (12000 gems, 80
dragons, 12 dragon eggs)
Gems: 2000 Dragons: 0
Dragon Eggs: 0 Key: Yes x4
Enemies: Key Thief x4 (A)
Fodder: -
Extra Notes: YAY! BONUS LEVEL!
Enjoy it - it's a gem-packed,
fun-filled, flying adventure!

You'll land in with what I think is the best music in the game on a ledge in the acid. Now, you'll soon notice that everything is higher up and that you're

kinda stuck on this platform. So how do you sort it? It's as simple as two taps of X. Yes, that's right. This entire level has free flight! However, there is one slight disappointment, you're only limited to flying a certain height. To help solve this problem, and push the barrier upwards, you should start by flying ahead to the next piece of land. Continue around to the left from there and jump up the steps here - above the invisible barrier. Yes, we have officially raised the barrier! You'll see a Key Thief up here running around a small building. It won't take you long to figure out that this level's gems are ENTIRELY gold and pink. So, that's another good point, I guess. Charging around this building after the thief, you'll collect 40 gems. Keep charge-jumping from there around it and you'll notice that you're easily gaining on the guy.

[16]KEY ALERT[16]

Straight ahead from where you start, jump up the furthest set of steps and you'll find the thief running around a building. Use charge-jump to help catch it.

[16]LOWER GROUND THIEF[03]

From where the gems were there, go straight off diagonally a bit to a few chests containing 55 gems. Go around the edge of the area clockwise to find a pair of pink-topped chests on the other side. From there, fly over the gap between the two platforms to the smallest one. Grab 50 loose gems there and gold and pink-topped chests too (all these bright colours are fun!). Use the key you got earlier on the door here. Go inside to 50 gems in a pair of wooden chests, then jump up the steps to raise the barrier some more. Run out here and jump down below to a pink-topped chest. Get 60 gems onwards a little bit, then fly over to where you started the level (ahead to the right).

Now look over to the left to a high platform. Fly up there and charge the three metal chests for 45 gems. Fly up to the bit right of the small structure and scour this little bit for another 45 gems. The second thief will be running around the centre of this area. Chase after it just a bit more inner than it. You'll easily gain on it this way and will have the key in no time.

[17]KEY ALERT[17]

After the first locked door, fly over the big chasm to higher ground, then fly up to the bit right of the structure. In the middle of this vast plain, the thief will be running around. Chase it down for the second key.

[17]HIGHER GROUND THIEF[02]

Start going clockwise around the edge of the area to find a pair of spinner chests containing 35 gems. Continue going around to gather another 70 gems. Now finish where there's a very darkened wall to the left, and fly around it. Go around right a bit and fly to the green patch ahead with the locked door on. Unlock it, then watch as a thief in a bi-plane flies out of the door and high above you. Go through the door and jump up the steps to gather height. Head ahead and outside again and collect 45 gems on the ledge. Start flying towards the building ahead to find the flying thief swooping down. It'll start circling the building. Once around the other side, it will fly underneath some pipes and continue going around. Don't fly around the pipes yourself, cut the corner to avoid them. It's all about patience. Eventually, you'll gain on it and will soon be close enough to flame.

[18]KEY ALERT[18]

Straight after the second locker door, fly ahead to the building and start going around it anti-clockwise. Chase the flying thief down here, and you'll automatically get the key once you flame the thief.

[18]LOWER FLYING THIEF[01]

Turn around to go the other way and fly over the pipes ahead to the high up platform just below the flying barrier. It should have a strong chest on it. Approach the third locked door then to open it. Jump up the steps right behind it and grab 50 gems around the corner. The final thief will start flying away below to the right. Here's the hard one - it'll loop through the lava cave ahead and also a bit outside. Cut all the corners you can and avoid all the pipes throughout. Seriously - hitting a pipe will not only make you lose the thief, but will also knock you into the lava. You can fly out, but since there is no fodder in this level, getting hit actually matters for once. The best time to catch up is when it restarts the loop - for some reason it will fly up and then down again. This'll slow it a bit, giving you a chance to catch up. Patience really is the key here - I remember I had to do about 20 laps before I caught it the first time. Anyway, long story short, fly after the thief and flame it.

[19]KEY ALERT[19]

Through the third locked door is a path leading to a lava cave. Fly around this, cutting corners and avoiding pipes, after the flying thief. After many laps, you'll finally be able to flame it for the final key.

[19]HIGHER FLYING THIEF[:)]

So, now that you have the final key, go back to where the third locked door was and go in there to find the fourth locked door. The key will open it, and then you simply have to jump up the last set of steps to... a single golden gem?! Meh. Atleast you get height, too. Speaking of which, I suggest jumping in this room to ensure that the barrier is as high as you need it to be. Now for the strong chests - fly outside and over to a firecracker just left a bit. Flame it, then continue flying up and ahead to the next one to flame. Glide left and downwards to a third, and watch and wait for it. Fly over to the chest it destroys for 60 gems, then fly up ahead of it to the last firecracker to flame.

Fly left to the third locked door where the chest has now been replaced by 75 gems. Fly up and left to another 75, then fly ahead of that to 70. You'll now have 950 gems, yet you've pretty much explored all of the level. Where are the rest? Well, find out by gliding up and left towards the 'Return Home' vortex. Ofcourse, don't take it yet. There is a tunnel behind it. Go through it for a whopping 200 gems. Go into the final unvisited room of the game.

In here, you'll find five explosive chests all next to each other. Flame one, then stand just outside the room until you here some bangs and a load of scattering gems. Go back in and--HOLY COW!!! Well, there's your end of game reward. The fun of watching the gem counter spin crazily out of control as you pick up the last 950 gems of the game, all in pink gem form. You've truly earned it. Just one last thing to do - look at the portrait of Gnasty at the back of the room... and laugh! Ha! Nothing can stop a purple dragon!

[35]2000/2000 GEMS COLLECTED[:)]

[35]LEVEL COMPLETE[:)]

[6]3500/1500 GEMS COLLECTED IN WORLD[!]

[6]WORLD COMPLETE[!]

[:D]14000/12000 GEMS COLLECTED IN GAME[:D]

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So, congratulations on a great game completed. Well, just go out of the room and jump into the exit vortex. Enjoy the final cutscene (not telling what for first-time players), to end up back in the Artisans Home. All you can do now is just explore. Do whatever you want. All's the same as ever, except that there are no more gems lying about.

Well, Spyro 2 is up next. I'll be typing up a guide for that once I've done ones for Crash Bash, Jak and Daxter: The Precursor Legacy, and The Legend of Zelda: Phantom Hourglass. Later!

```
-----
Progress: 14000 Gems (116.7%)
          80 Dragons (100%)
          12 Dragon Eggs (100%)
          120% Complete
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```
-----
[GGGG]-----Enemies-----[2700]
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```

Well, this section basically explains the enemies in the game, in alphabetical order.

```
[GGGA] A - G [2701]
[GGGB] H - N [2702]
[GGGC] O - Z [2703]
```

```
-----
[GGGA]          A - G          [2701]
Enemies with a first letter that
begins with any of the first seven
letters of the alphabet.
-----
```

```
AGILE BIRD
Class: D
Quantity: 7
Location: Cliff Town, Peace Keepers
Attack: Sneak and Peck
Defense: Position
Defeat: Flame
Description: A rather annoying eagle with the tendency to fly around the side
of you to peck you.
```

```
AGILE SNOWBALLER
Class: B
```

Quantity: 3
Location: Ice Cavern, Peace Keepers
Attack: Snowballing
Defense: Snow Skis
Defeat: Any attack
Description: A small-head gnorc with green clothes and snow skis which speed it up.

ARMOURED ARROWHEAD

Class: C
Quantity: 10+
Location: Metalhead, Beast Makers
Attack: Banana Bunches
Defense: Armour
Defeat: Charge
Description: A small arrowhead wrapped in metal.

ATTACK FROG

Class: B
Quantity: 14
Location: Misty Bog, Beast Makers
Attack: Long Tounge
Defense: Agility
Defeat: Any quick attack
Description: Probably the most annoying enemy in the game - a small blue frog with a very long tounge.

AUTO-GUNNER GNORC

Class: B
Quantity: 13
Location: Twilight Harbour, Gnasty's Loot
Attack: Machine Gun
Defense: -
Defeat: Any quick attack
Description: A hard-to-avoid gnorc soldier armed with a machine gun which appears to need reloading very often.

BALLOOGNORC

Class: D
Quantity: 9
Location: Lofty Castle, Dream Weavers
Attack: Wooden Shield
Defense: Size, armour and movement
Defeat: Flame balloon
Description: A rather clumsy gnorc who hangs over the edge on a flammable balloon...

BANANA ARROWHEAD

Class: B
Quantity: 11
Location: Tree Tops, Beast Makers
Attack: Banana Bunches
Defense: -
Defeat: Any attack
Description: A small arrowhead.

BIG DADDY GNORC

Class: C
Quantity: 4
Location: Dark Hollow, Artisans

Attack: Wooden club

Defense: Size

Defeat: Flame

Description: A widely obese gnorc which protects surrounding Gnorc Rodeleros.

BIG YETI MONSTER

Class: C

Quantity: 10

Location: Wizard Peak, Magic Crafters

Attack: Wooden Club

Defense: Size

Defeat: Flame

Description: A big, wooly, magically made yeti-type of monster.

BIRD

Class: C

Quantity: 10

Location: Dry Canyon, Peace Keepers

Attack: Peck

Defense: Position

Defeat: Flame

Description: The lesser version of an Agile Bird. Unlike it, it flies straight to you instead of around you.

BIRD BULLY

Class: C

Quantity: 6

Location: Dry Canyon, Peace Keepers

Attack: Bird Whacking

Defense: Size

Defeat: Flame

Description: A big yellow gnorc which whacks you with Birds.

BLASTER GNORC

Class: C

Quantity: 17

Location: Dry Canyon, Peace Keepers

Attack: Big Blaster

Defense: Shield

Defeat: Charge or flame when unshielded

Description: A short yellow-ish guy with a huge blaster gun and metal shield.

BLIND RUNNER

Class: C

Quantity: 8

Location: Doctor Shemp, Peace Keepers

Attack: Run at

Defense: Armour

Defeat: Charge or dodge

Description: A crazy and fast gnorc soldier who blindly runs towards you, commanded by the Cooks.

BLOWHARD - BOSS!

Class: D

Quantity: 1

Location: Blowhard, Magic Crafters

Attack: Storm Clouds

Defense: Tornado

Defeat: Flame three times

Description: A flattened storm wizard in a tornado. It can hover above ground

and out of reach.

BLUE-HATTED SPEARGNORC

Class: B

Quantity: 4

Location: Peace Keepers Home

Attack: Cannon

Defense: Hide behind cannon

Defeat: Any attack

Description: A gnorc soldier with a part-white uniform and blue hat. Trained to use cannons.

BOUNCY FUN GNORC

Class: A

Quantity: 2

Location: Dark Hollow, Artisans

Attack: Belly butt (harmless)

Defense: Size and armour

Defeat: Flame back

Description: Funny, harmless big gnorcs with armoured fronts but bare, green backs. Patrols the "hidden" tunnel.

COOK

Class: A

Quantity: 14

Location: Cliff Town/Doctor Shemp, Peace Keepers

Attack: Giant spoon (harmless)

Defense: Size

Defeat: Flame

Description: Red lady-gnorcs with giant wooden spoons.

DEVIL CUPID

Class: C

Quantity: 23

Location: Dark Passage/Lofty Castle, Dream Weavers

Attack: Bow and arrow

Defense: Size

Defeat: Flame

Description: Full-red cupid-type devils with evil magic bow and arrows.

DEVIL DOG (SUB)

Class: C

Quantity: 29

Location: Dark Passage, Dream Weavers

Attack: Chew

Defense: Size

Defeat: Flame

Description: The ravenous evil version of the Puppy. I suggest not attacking them in this form.

DOCTOR SHEMP - BOSS!

Class: D

Quantity: 1

Location: Doctor Shemp, Peace Keepers

Attack: Long Stick/Sceptre

Defense: Size and armour

Defeat: Flame back three times

Description: A fast, jazzy guy with cool-ish sunglasses and a crazy hairstyle. He'd ought to watch his back more.

DRUID

Class: B

Quantity: 23

Location: Home/Alpine Ridge/High Caves/Blowhard, Magic Crafters

Attack: Moving stuff

Defense: Moving stuff

Defeat: Solve puzzle then any attack

Description: Agh! The dreaded Druids! These guys will haunt you throughout the Magic Crafters. They're green guys that know magic well. VERY well.

ENERGY WIZARD

Class: D

Quantity: 19

Location: Alpine Ridge/High Caves/Wizard Peak, Magic Crafters

Attack: Energy bolt

Defense: Size

Defeat: Flame

Description: Probably nearly as dreaded as the Druids, these guys are big and blue wizards who have really hard to avoid attacks.

ENGINEER

Class: C

Quantity: 13

Location: Gnorc Cove, Gnasty's World

Attack: Spanner

Defense: Position

Defeat: Destroy barrel

Description: Weirdly dressed guys who stand on barrels, rather stupidly.

FAST SCEPTRE GUY

Class: C

Quantity: 28

Location: Home/Alpine Ridge/Wizard Peak, Magic Crafters

Attack: Sceptre

Defense: Armour

Defeat: Charge

Description: Magic guys with magic sceptres. No good standing near them.

FAT BAT

Class: B

Quantity: 12

Location: Lofty Castle

Attack: Bite

Defense: -

Defeat: Any attack

Description: Obese-looking brown guys that represent bats in a way. They fly around making weird noises.

FAT CLAW MONSTER

Class: C

Quantity: 11

Location: Jacques, Dream Weavers

Attack: Claw

Defense: Overweightfulness

Defeat: Flame

Description: Big yellow guys with lots of flab and for some reason a daisy.

FLOOR SHOCKER

Class: B

Quantity: 14

Location: Home/Terrace Village, Beast Makers

Attack: Shock ground

Defense: Position

Defeat: Any attack when floor safe

Description: Small gnorcs with black clothes, insulated shoes and shocksticks. They're found on electro-conductive floors.

FOOL

Class: A

Quantity: 20

Location: Home/Dark Passage/Jacques, Dream Weavers

Attack: -

Defense: Invincibility

Defeat: -

Description: Invincible yet harmless guys found either with lanterns or as part-clock. They are weird winged creatures that kinda represent Fools from medieval etc. times.

GEM THIEF

Class: A

Quantity: 2

Location: Tree Tops, Beast Makers

Attack: -

Defense: Running away

Defeat: Chase then any attack

Description: Red or green versions of the egg thieves, these guys use supercharges to hide from you and have no egg yet a pink gem.

GEM THIEF GNORC

Class: A

Quantity: 2

Location: Artisans Home

Attack -

Defense: Running away

Defeat: Any attack three times

Description: More advanced versions of Scardey Gnorcs, they also wear thief's clothing and has a swag bag.

GNASTY GNORC - BOSS!

Class: D

Quantity: 1

Location: Gnasty Gnorc, Gnasty's World

Attack: Sceptre, Energy Balls

Defense: Size

Defeat: Flame twice

Description: The reason why you're playing - he started all the calamity. The final boss. The big, dark green, heavily armoured, wimpy leader of all gnorcs.

GNORC COMMANDO

Class: C

Quantity: 10

Location: Twilight Harbour, Gnasty's World

Attack: Machine Gun

Defense: Size

Defeat: Flame

Description: The oh-so accurate and large version of the Auto-gunner Gnorc. Has a gun with better reloading requirements and is quite a struggle to avoid.

GNORC GRENADIER

Class: B

Quantity: 12
Location: Haunted Towers, Dream Weavers
Attack: Grenade
Defense: -
Defeat: Any attack
Description: A pretty simple gnorc with some pretty simple grenades.

GNORC RODELERO

Class: C
Quantity: 10
Location: Dark Hollow, Artisans
Attack: Sword
Defense: Shield
Defeat: Charge or flame when unshielded
Description: A very small basic gnorc with a basic set of metal sword and shield.

GNORC RUNNER

Class: B
Quantity: 2
Location: Town Square, Artisans
Attack: Knife
Defense: -
Defeat: Any attack
Description: A gnorc in fancy overalls that is target to mooses. Very ungrateful personality.

[GGGB] H - N [2702]
Enemies with a first letter that
begins with any of the letters
between the eighth and fourteenth.

HUNGRY TREE

Class: C
Quantity: 10
Location: Misty Bog, Beast Makers
Attack: Chew
Defense: Size
Defeat: Flame
Description: Camouflaged into the area, these wooden minions will ambush you when you least expect.

JACQUES - BOSS!

Class: D
Quantity: 1
Location: Jacques, Dream Weavers
Attack: Throwing Boxes
Defense: Shape and Movement
Defeat: Chase and flame three times
Description: Servant of Gnasty Gnorc, this Jack-in-a is argueably the hardest and weirdest boss in the game.

KEY THIEF

Class: A
Quantity: 6
Location: Gnasty Gnorc/Gnasty's Loot, Gnasty's World
Attack: -
Defense: Running/flying away

Defeat: Chase then any attack (flying ones -flame)

Description: A purple thief which carries a key to unlocking a door. A couple of them are found flying in planes.

LARGE ARMOURED GUY (SUB)

Class: E

Quantity: 8

Location: Dream Weavers Home

Attack: Slap

Defense: Size and armour

Defeat -

Description: The enlarged Armoured Guy. In this form, they are invincible.

LARGE ARROWHEAD

Class: C

Quantity: 18+

Location: Tree Tops/Metalhead, Beast Makers

Attack: Double-legged kick

Defense: Size

Defeat: Flame

Description: A bigger, muscly version of the Banana Arrowhead. It stands on its arms and swings its legs at you.

LARGE METAL THING (SUB)

Class: E

Quantity: 14

Location: Dark Passage, Dream Weavers

Attack: Spitting rocks

Defense: Size and armour

Defeat: -

Description: A giant Metal Thing. It is invincible in this form.

LARGE WINGED GUY (SUB)

Class: C

Quantity: 10

Location: Dream Weavers Home

Attack: Slap

Defense: Size

Defeat: Flame

Description: The enlarged version of the Winged Guy, it wears a brown robe and its wings are no longer useful.

LASER GNORC

Class: C

Quantity: 13

Location: Terrace Village, Beast Makers

Attack: Laser Zappy Gun

Defense: Size

Defeat: Flame

Description: A purple, gangster-like dressed guy with a huge laser gun. Cool!

LIGHTNING WIZARD

Class: B

Quantity: 17

Location: Home/Wizard Peak/Blowhard, Magic Crafters

Attack: Lightning Bolt

Defense: -

Defeat: Any attack

Description: Small green wizards who use the power of lightning. They can get annoying and hard to avoid.

MAGIC KNIGHTS

Class: E

Quantity: 19

Location: Haunted Towers, Dream Weavers

Attack: Smash with head

Defense: Size and metalness

Defeat: Supercharge or Powerflame

Description: Basically piles of armour that have been summoned alive by the Summoning Wizards. They're immune to all basic attacks.

METAL BARREL TOSSER

Class: C

Quantity: 7

Location: Gnorc Cove, Gnasty's World

Attack: Tossing metal barrels

Defense: Size

Defeat: Flame or charge barrels back

Description: A bearded guy with brown overalls who tosses barrels from the factory underground into the sea for some reason.

METAL CLAW MONSTER

Class: C

Quantity: 7

Location: Jacques, Dream Weavers

Attack: Clawing

Defense: Armour

Defeat: Charge

Description: A yellow monster with long claws and a metal bodyplate.

METALHEAD - BOSS!

Class: D

Quantity: 1

Location: Metalhead, Beast Makers

Attack: Electricity, tossing enemies

Defense: Size and metalness

Defeat: Destroy power poles

Description: My favourite boss, Metalhead is a basic, big, metal robot with a funky hairstyle and is powered by signals from power poles.

METALLIC SPIDER

Class: E

Quantity: 5

Location: High Caves, Magic Crafters

Attack: Pinch, Eat (total damage)

Defense: Size and metalness

Defeat: Supercharge or Powerflame

Description: The scarier version of the Magic Knight. Haunts the caves of High Caves, ready to lash out and eat you when you approach it.

MOOSE

Class: B

Quantity: 8

Location: Town Square, Artisans

Attack: Ram

Defense: -

Defeat: Any attack

Description: A basic brown moose that loves to chase Gnorc Runners. Charging them will just knock them onto their antlers, but still defeat them.

MUSCLY GNORC

Class: C

Quantity: 10

Location: Ice Cavern, Peace Keepers

Attack: Punch

Defense: Size

Defeat: Flame

Descriptions: A bright purple gnorc which bears a punch at you. Not as strong as they look - the slightest burn and they're down.

[GGGC] O - Z [2703]

Enemies with a first letter that begins with any of the last eleven letters of the alphabet.

ORANGE MONSTER

Class: C

Quantity: 10

Location: Alpine Ridge, Magic Crafters

Attack: Squash

Defense: Size

Defeat: Flame

Description: A gigantic orange rhino-type creature. It taunts you by standing on two legs. Although, it'll crumble at the slightest burn.

PUPPY

Class: B

Quantity: 29

Location: Dark Passage, Dream Weavers

Attack: Bite

Defense: -

Defeat: Any attack

Description: A small brown puppy, but it's vicious as it likes to bite you.

RAM

Class: B

Quantity: 8

Location: Stone Hill, Artisans

Attack: Ram

Defense: -

Defeat: Any attack

Description: An average yellow ram. The first enemy you come across that attacks you.

RED-HATTED SPEARGNORC

Class: B

Quantity: 12

Location: Peace Keepers Home

Attack: Spear

Defense: -

Defeat: Any attack

Description: A speargnorc with a red hat, all in mostly-white uniform. Actually uses its spear, and sometimes moons you (no, seriously)!

SCARDEY GNORC

Class: A

Quantity: 4

Location: Artisans Home

Attack: -

Defense: -

Defeat: Any attack

Description: A harmless green gnorc. The first enemy you come across.

SHEPARD

Class: B

Quantity: 10

Location: Stone Hill/Toasty, Artisans

Attack: Herding Stick

Defense: -

Defeat: Any attack

Description: A shepard which look harmless but actually knows karate...

SLEEPING DOG

Class: D

Quantity: 18

Location: Toasty, Artisans

Attack: Pounce

Defense: Muscles

Defeat: Flame twice

Description: A big grey dog which sleeps alot. At the slightest disturbance, it wakes and immediately pounces.

SLIPPERY GNORC

Class: D

Quantity: 4

Location: Ice Cavern, Peace Keepers

Attack: Punch

Defense: Size and armour

Defeat: Charge over edge

Description: A Muscly Gnorc wearing armour. However, stupidly enough, it's wearing armour which makes its feet slippery on the ice. Also, there's a hazardous edge near them. Get the idea?

SMALL ARMOURED GUY

Class: C

Quantity: 8

Location: Dream Weavers Home

Attack: Pinch

Defense: Armour

Defeat: Charge

Description: A tiny being wearing armour. It has claw-like things.

SMALL METAL THING

Class: C

Quantity: 14

Location: Dark Passage, Dream Weavers

Attack: Spitting rocks

Defense: Armour

Defeat: Charge

Description: A small, turtle-like armoured thing. It's blue and fires rocks from god knows where.

SMALL WINGED GUY

Class: B

Quantity: 10

Location: Dream Weavers Home

Attack: Kick

Defense: -

Defeat: Any attack

Description: A tiny being that hovers in the air. It has strong legs.

SMART-ISH RODELERO

Class: C

Quantity: 30

Location: Misty Bog, Beast Makers

Attack: Sword

Defense: Shield

Defeat: Charge

Description: Probably the most common enemy, it's a tall Gnorc Rodelero with hair. It fights in a similar way, but stays shielded.

SNOWBALLER

Class: B

Quantity: 6

Location: Ice Cavern, Peace Keepers

Attack: Snowballing

Defense: -

Defeat: Any attack

Description: A blue guy with a tiny head who throws snowballers.

SUMMONING WIZARD

Class: B

Quantity: 6

Location: Haunted Towers, Dream Weavers

Attack: Lighting bolts, summoning Magic Knights

Defense: -

Defeat: Any attack

Description: Basically a Lightning Wizard, only it's blue and summons Magic Knights.

SUPER GRENADIER

Class: C

Quantity: 4

Location: Twilight Harbour, Gnasty's World

Attack: Rapid Explosives

Defense: Size

Defeat: Flame

Description: A guy in leopard-spot robes. It has an unlimited supply of explosives which it chucks at incredible speed.

TNT BARREL TOSSER

Class: C

Quantity: 4

Location: Gnorc Cove

Attack: TNT barrel rolling

Defense: Size

Defeat: Flame or hit with barrel

Description: A Metal Barrel Tosser, only it tosses TNT barrels. Harder to defeat as you can't charge back its barrels.

TOASTY - BOSS!

Class: D

Quantity: 1

Location: Toasty, Artisans

Attack: Scythe, Stilts

Defense: Size

Defeat: Flame three times

Description: A pathetic excuse for a boss, Toasty appears to be a tall, evil

witch doctor with a scythe at first, but is soon revealed merely as a sheep on stilts.

TORNADO WIZARD

Class: C

Quantity: 3

Location: High Caves, Magic Crafters

Attack: Tornados

Defense: Tornado

Defeat: Flame

Description: A green wizard floating inside a tornado. Enough said.

VOLT SHOOTER

Class: C

Quantity: 16

Location: Terrace Village, Beast Makers

Attack: Lightining bolts

Defense: Armour

Defeat: Charge

Description: A small green gnorc inside a volt-shooting cannon.

WAVY-SHIELD GNORC

Class: C

Quantity: 10

Location: Cliff Town, Peace Keepers

Attack: Sword

Defense: Wavy shield

Defeat: Charge

Description: A weird mexican-sorta guy with a wavy shield and sword. Makes the oddest sounds.

WILD BOAR

Class: C

Quantity: 9

Location: Home/Misty Bog, Beast Makers

Attack: Ram

Defense: Size

Defeat: Flame

Description: A big brownish pink creature. Is it a giant pig? Is it a boar? I'm not sure! Whatever it is, it's the last enemy on the list. Thank god for that.

[HHHH]-----Checklist-----[2800]

Listing all collectables in the game here. Copy and print this if you wish.

WORLDS

- [] Artisans
- [] Peace Keepers
- [] Magic Crafters
- [] Beast Makers
- [] Dream Weavers
- [] Gnasty's World

ARTISANS

- Home
- Stone Hill
- Dark Hollow
- Town Square
- Sunny Flight
- Toasty

ARTISANS HOME

- 100 Gems
- 4 Dragons
 - Nestor
 - Delbin
 - Tomas
 - Argus

STONE HILL

- 200 Gems
- 4 Dragons
 - Lindar
 - Astor
 - Gavin
 - Gildas
- 1 Dragon Egg
 - Atop the Hills
- 1 Key
 - Beach Alcove
- 1 Chest
 - Down the Well

DARK HOLLOW

- 100 Gems
- 3 Dragons
 - Alban
 - Darius
 - Oswin
- 1 Key
 - Hidden Tunnel
- 1 Chest
 - Step Climber

TOWN SQUARE

- 200 Gems
- 4 Dragons
 - Nils
 - Devlin
 - Alvar
 - Thor

- 1 Dragon Egg
- High Tunnel

SUNNY FLIGHT

-
- 300 Gems

TOASTY

-
- 100 Gems
 - 1 Dragon
 - Nevin
 - 1 Boss
 - Toasty

PEACE KEEPERS

- Home
- Dry Canyon
- Cliff Town
- Ice Cavern
- Night Flight
- Doctor Shemp

PEACE KEEPERS HOME

-
- 200 Gems
 - 3 Dragons
 - Titan
 - Magnus
 - Gunnar
 - 1 Dragon Egg
 - Pool Runner
 - 1 Key
 - Back of the Pool
 - 1 Chest
 - Sandy Tunnel

DRY CANYON

-
- 400 Gems
 - 4 Dragons
 - Conan
 - Boris
 - Maximos
 - Ivor
 - 1 Dragon Egg
 - Starting Mountain
 - 1 Key
 - Good Glider
 - 1 Chest
 - Distant Platform

CLIFF TOWN

- 400 Gems
- 3 Dragons
 - Halvor
 - Enzo
 - Marco
- 1 Dragon Egg
 - Building #2

ICE CAVERN

- 400 Gems
- 5 Dragons
 - Ulric
 - Todor
 - Andor
 - Asher
 - Ragnar
- 1 Key
 - Tiny Platform
- 1 Chest
 - Ledge Before Key

NIGHT FLIGHT

- 300 Gems

DOCTOR SHEMP

- 300 Gems
- 1 Dragon
 - Trondo
- 1 Key
 - Platform from Building
- 1 Chest
 - Below Exit
- 1 Boss
 - Doctor Shemp

MAGIC CRAFTERS

- Home
- Alpine Ridge
- High Caves
- Wizard Peak
- Crystal Flight
- Blowhard

MAGIC CRAFTERS HOME

- 300 Gems
- 3 Dragons

- Cosmos
- Zantor
- Boldar
- 2 Dragon Eggs
 - Starting Corridor
 - Below Supercharge
- 1 Key
 - Water Building
- 1 Chest
 - In the Mountain

ALPINE RIDGE

- 500 Gems
- 4 Dragons
 - Zane
 - Eldrid
 - Zander
 - Kelvin
- 1 Dragon Egg
 - Kelvin's Tunnel

HIGH CAVES

- 500 Gems
- 3 Dragons
 - Cyrus
 - Ajax
 - Cedric
- 2 Dragon Eggs
 - Mountain Tunnel
 - Inbetween the Caves

WIZARD PEAK

- 500 Gems
- 3 Dragons
 - Jarvis
 - Hexus
 - Lucas
- 2 Dragon Eggs
 - Circular Pool
 - Behind the Wall

CRYSTAL FLIGHT

- 300 Gems

BLOWHARD

- 400 Gems
- 1 Dragon
 - Altair
- 1 Boss
 - Blowhard

BEAST MAKERS

- Home
- Terrace Village
- Misty Bog
- Tree Tops
- Wild Flight
- Metalhead

BEAST MAKERS HOME

- 300 Gems
- 2 Dragons
 - Bruno
 - Cleetus
- 1 Key
 - Distant Log
- 1 Chest
 - Next to the Whirlwind

TERRACE VILLAGE

- 400 Gems
- 2 Dragons
 - Claude
 - Cyprin

MISTY BOG

- 500 Gems
- 4 Dragons
 - Rosco
 - Damon
 - Zeke
 - Bubba

TREE TOPS

- 500 Gems
- 3 Dragons
 - Lyle
 - Isaak
 - Jed
- 1 Key
 - Out the Window
- 1 Chest
 - Red Thief's Starting Island

WILD FLIGHT

- 300 Gems

METALHEAD

- 500 Gems
- 1 Dragon
 - Sadiki
- 1 Key
 - Atop the Hidden Area
- 1 Chest
 - Behind the Acidfall
- 1 Boss
 - Metalhead

DREAM WEAVERS

- Home
- Dark Passage
- Lofty Castle
- Haunted Towers
- Icy Flight
- Jacques

DREAM WEAVERS HOME

- 300 Gems
- 3 Dragons
 - Lateef
 - Zikomo
 - Mazi

DARK PASSAGE

- 500 Gems
- 5 Dragons
 - Kasiya
 - Azizi
 - Bakari
 - Apari
 - Obasi

LOFTY CASTLE

- 400 Gems
- 3 Dragons
 - Mudada
 - Baruti
 - Useni
- 1 Key
 - High in Lofty Castle 2
- 1 Chest
 - Over the Stream

HAUNTED TOWERS

- 500 Gems
- 3 Dragons
 - Kosoko
 - Lutalo
 - Copano

ICY FLIGHT

- 300 Gems

JACQUES

- 500 Gems
- 2 Dragons
 - Revilo
 - Unika
- 1 Key
 - Hole in the Wall
- 1 Chest
 - Right Fork's End
- 1 Boss
 - Jacques

GNASTY'S WORLD

- Gnorc Gnexus
- Gnorc Cove
- Twilight Harbour
- Gnasty Gnorc
- Gnasty's Loot

GNORC GNEXUS

- 200 Gems
 - Part 1 - 75
 - Part 2 - 50
 - Part 3 - 75
- 2 Dragons
 - Part 1 - Delbin
 - Part 4 - Magnus

GNORC COVE

- 400 Gems
- 2 Dragons
 - Lateef
 - Tomas
- 1 Key
 - Blue Tunnel's End
- 1 Chest
 - Green Tunnel's End

TWILIGHT HARBOUR

- 400 Gems
- 2 Dragons
 - Cosmos
 - Cleetus

GNASTY GNORC

- 500 Gems
- 2 Keys
 - Open Tunnel Thief
 - Locked Tunnel Thief
- 1 Boss
 - Gnasty Gnorc

GNASTY'S LOOT

- 2000 Gems
- 4 Keys
 - Lower Ground Thief
 - Higher Ground Thief
 - Lower Flying Thief
 - Higher Flying Thief

[FAQS]-----FAQs-----[3000]

This section is for FAQs (frequently asked questions). If you have one, don't hesitate to ask me it via the e-mail given at the top of the page. Have patience, though. And I mean, alot of patience (you should have it if you could read the entire guide). My e-mail system is quite dodgy on my PC and sometimes doesn't work randomly. You might have to wait days, weeks, even months for an answer. You might not ever get one. Please be constructive. I know it's a long guide and I don't want people asking me why.

Current amount of times needed to be asked to be listed: once.

Here they are:

[There are currently no FAQs]

[SUGG]-----Suggestions-----[3001]

This section is for suggestions. If you have one, don't hesitate to tell me it via the e-mail given at the top of the page. Have patience, though. And I mean, alot of patience (you should have it if you could read the entire guide). My e-mail system is quite dodgy on my PC and sometimes doesn't work randomly. You might have to wait days, weeks, even months for an answer. You might not ever get one. Please be constructive. I know it's a long guide and I don't want people telling me it's rubbish because of that and that I should shorten it.

Accepted and Done:

[None]

__/_ \|__/_/_/__/_/()

[CRED]-----Credits-----[3003]

Many thanks to:

dessertmonkeyjk (YouTube) - I used his video guides on several occasions to help me type about certain stuff.

dark52 - The best guide writer I've heard of. His guides are so professional, and he has the best Spyro fansite ever! My inspirer.

Insomniac - Yeah, thanks for creating Spyro.

CJayC - For hosting this guide (on GameFAQs).

God - Obvious reasons.

Me - Well, I guess not much of the guide would be here without me.

My cat - Kept me company throughout the most boring parts of the guide.

And finally...

You - You read this guide. You're the entire point I made this. A walkthrough is made to help people where they get stuck, and, voila.

Now go away. I mean goodbye.

These are currently the only sites which may host this guide:

www.gamefaqs.com
www.gamespot.com
www.neoseeker.com
www.supercheats.com

If you see it anywhere else, don't hesitate to e-mail me about it. I'll eventually put it on a site of my own, when I make one. It'll likely be FreeWebs.

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