

Spyro the Dragon FAQ/Walkthrough

by dancingcabanaboy

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SPYRO THE DRAGON (PlayStation)

FAQ/Walkthrough v1.5

Written by Snow Dragon ♪ 2005.

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Contact at round the wheel [at] gmail [dot] com  
(all one word, no spaces, proper symbols)

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1 | INTRO
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Hello, and welcome to this FAQ for Spyro the Dragon for PlayStation. This is my first complete FAQ for a PlayStation game - I know I'm quite behind the times, but it's been a fun one to write all the same!

If you're not familiar with the Spyro series, this is the game that launched a dozen crappy sequels. However, the original - the one I'm covering here - is quite good, and is one of the premier examples of tight platforming and fun gameplay that the original PS1 had to offer.

In this game, Spyro is the only dragon in the Dragon Kingdom who is not frozen in crystal when Gnasty Gnorc launches a surprise attack on the kingdom. Although young and not yet knowledgeable in the ways of dragons, Spyro must take it upon himself to free the crystallized dragons, take down Gnasty Gnorc, find all the missing treasure, and restore order to the Dragon Kingdom.

What this walkthrough will do for you is detail step-by-step how to get every single item and save every single captive dragon, so that ultimately you can reach the maximum completion goal of 120%. Hopefully the steps I've laid out in the walkthrough are specific enough to get the job done, but if there's any trouble, hit me up at [round the wheel at gmail dot com] - all one word, no spaces, insert the proper symbols, etc. If I have time, I will be happy to clarify any section with muddy wording or answer other questions.

With all that behind us, let's get on with it!

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2 | UPDATES
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12-28-05: (v1.5) Caught a few minor mistakes myself:  
 \*\* Filled in a few headers in the walkthrough where I left in the

placeholders by accident.

- \*\* Added a tag in the Table of Contents telling the reader to look at the How to Use This FAQ section first.
- \*\* Fixed some sloppy formatting on the chart in section 6.6.5.
- \*\* Since I forgot that in-FAQ search engines are all the rage these days, I added one under the Table of Contents just for grins.
- \*\* Finally, adjusted section numbers accordingly.

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3 | HOW TO USE THIS FAQ
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As you may have noticed if you took a slight peek at the walkthrough portion of the guide already, it is arranged differently from some other Spyro FAQs you may have seen.

Spyro is not like other platform games, even those that are 3D just like it. In most platformers, the primary object of each level is to get from Point A to Point B intact. Item collection is second in priority to completion. Not so in Spyro. Although most levels have an "ending point" in the form of the portals marked "Return Home", they are not the primary focus. Spyro is first and foremost about collecting gems, saving dragons, retrieving dragon eggs, and working toward that completion goal of 120%.

Since gem collecting is the main point of Spyro, this FAQ is tailored to that specific aspect of the game. The walkthrough is designed so that, from the beginning of any given level, you can follow the walkthrough to the letter and come out with all the gems in every level.

Each level has its own numbered steps, which detail exactly how many gems you should have at the end of every step. Followed correctly, there is no chance of missing any gems, dragons, or dragon eggs. Each step is followed by a parenthetical aside containing two numbers separated by commas, like so:

(aaa/bbb, x/y)

where "aaa" represents the number of gems you will have at the end of the step; "bbb" represents the total amount of gems in the level; "x" represents the number of dragons you currently have under your belt at the time of that step in a level; and "y" is the total number of dragons in a level.

This system should be fairly easy to put to use while playing the game. If there are any inconsistencies or errors, gladly point them out to me at my e-mail address, listed in the above two sections.

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4 | CONTROLS
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D-pad: Move in the desired direction. You can also use the left analog stick to walk if you have analog turned on on a Dual Shock controller.

X: Jump. Press X again while jumping to glide slowly through the air.

Square: Charge. This attack is useful against metallic enemies and objects that cannot be taken out with flame.

Triangle: While on the ground, it will bring the camera up close behind Spyro. Hold it down, then use the D-pad to look around.  
While in the air, it will cut Spyro's glide off immediately and drop him where he is.

Circle: Blow flames.

Start: Start the game.  
Confirm menu choices.  
Bring up the pause menu.

Select: Brings up your Inventory screen instantly without having to go through the Pause menu. You can get to the regular pause menu from this screen by pressing Start, and vice versa.

R1/L1: Roll to the side. Kind of a strafing maneuver. Not especially useful in the heat of a moment, but fun to do.

R2/L2: Move the camera left and right.

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5 | ITEMS
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5.1	Objects

*in alphabetical order

Butterflies: These creatures are what keep your sidekick Sparx in good health. Every level has some kind of small harmless creature that, when torched, will turn into a butterfly. If Sparx is any color other than yellow (maximum health), he will automatically chase after and eat a butterfly when he gets near one.

Clear Jewels: If Spyro has already gotten a gem from an enemy and he kills that enemy again, the enemy will usually yield one of these. The amount of these you have will be shown in a ring around the amount of lives you have in the upper right-hand corner of the screen. When you complete a full ring, you will get an extra life.

Dragon Eggs: Throughout the first three worlds, you will encounter some sneaky thieves in cyan robes carrying dragon eggs. When you see one of these guys, start chasing after him. They usually run in circles, but occasionally you will find one that, if not caught in enough time, will elude your grasp (not permanently, of course). To get

the dragon egg, either charge into the thief or burn him when you are close enough.

Firecrackers: Sometimes you will find a firecracker positioned at the edge of a ledge. Light it on fire and watch it whiz through the air. It will break a box off in the distance - always one that Spyro can't break by flaming or charging - and release jewels.

Gems: The main focus of the game. There are 14000 gems scattered throughout the Dragon Kingdom, and it is your main objective, after sending Gnasty Gnorc packing, of course, to find and retrieve every last one of them. Some of them are lying out in the open, while others can be found in chests. The different types of treasure chests are detailed below in 4.2, Types of Chests.

Depending on the color of the gem, it will be worth a different amount as detailed below:

Red - 1
Green - 2
Blue - 5
Yellow - 10
Magenta - 25

Keys: Every so often you will find a key in a level. Keys go to locked chests, which will then yield several gems. Much later in the game, they can also open large locked doors.

Silver Spyro Statuette: Usually hidden in purple baskets with eyes peeking out of them. Sometimes, if an enemy has already yielded a gem, they will drop one of these. But not often.

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5.2	Types of Chests

*in relative order of appearance

Regular Chest: Adorned with red and yellow directions. Can be charged or torched.

Iron Chest: Impervious to flame. Can only be charged. (Note: If you have been kissed by a fairy, the enhanced flame will work on these.)

Locked Chest: Requires a key to open. The key can always be found elsewhere in the stage.

Turbine Box: To open this one, blow fire at it rapidly until it spins faster and faster. Once it spins fast enough, it will break open and reveal the jewels inside. Three flames in succession is usually enough to do the trick.

Gem-Topped Chest: This chest has a particular color of gem in the top. When you charge it or blow fire at it, the same color gem will pop out of the top. Jump and catch the gem when it comes out to smash the chest.

Unbreakable Chest: These cannot be opened by regular charging or flaming. You must use unconventional means to open them. Fortunately, there are several ways you can open them, such as firecrackers, supercharging, cannonballs, etc.

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5.3	Friends of Spyro

*in relative order

Sparx: Sparx is your little dragonfly sidekick who tags along with you. He is indicative of your current health. Yellow means maximum health, blue is good, green is cause for worry, and if you get hit while he's green, he will disappear, meaning you can only take one more hit. To replenish his (and by extension, your) health, feed him butterflies.

Dragons: Throughout the Dragon Kingdom are 80 dragons trapped in crystal. When you free one, he may give you helpful advice, or he may simply express gratitude for his rescue.

Balloonists: Each world has a balloonist who will take you to the next world when you have met a certain requirement, such as finding a certain amount of gems or saving so many dragons. You can also use them to backtrack to previous worlds.

Red Fairy: Red fairies inhabit the spots where frozen dragons used to be. When you step on the circular pad, you can choose to save your game or replay the message from the dragon that used to be there.

Fairy Trio: Found only in the High Caves, these fairies will lift Spyro to safety if he falls into a pit that they inhabit.

Purple Fairy: When you go near the Purple Fairy, she will kiss you, thus temporarily enhancing the power of your flame. With this super-flame, you can break chests that must normally be charged, flame down metallic enemies, and break open metal doors.

Orange Fairy: Gives the same kiss as the Purple Fairy, but her powers last substantially longer. Found only in the Haunted Towers.

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6 | WALKTHROUGH  
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--- | -----  
6.1 | Artisans  
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6.1.1 | Home  
      | Gems: 100  
      | Dragons: 4  
----- | -----

1. Walk forward and free Nestor. (0/100, 1/4)
2. Save the game and jump forward to the ground below. In front of you you'll see three red gems. A Gnorc will also be running around; flame him or charge him for a green gem, worth two. (5/100, 1/4)
3. Go to the top of the hill and look around until you find a raised area with some red and green gems and a treasure chest. Float over to it and collect. (13/100, 1/4)
4. Go into the large palace and get all the gems leading up to Marco the Balloonist. (29/100, 1/4)
5. Explore the hedge maze leading to the Dark Hollow world. (40/100, 1/4)
6. Torch the two Gnorcs standing in front of the gate to Stone Hill. (44/100, 1/4)
7. Near the Stone Hill gate is a series of rising columns. Jump to each one and collect the jewels. There are also two red ones nearby, at the foot of the incline that leads to where you started. (53/100, 1/4)
8. Turn the camera until you see another dragon and a Gnorc holding a bag. Find him and blow fire at him three times. He will release a total of five gems. Also, get any red gems you see around you. (64/100, 1/4)
9. Rescue Delbin, who will discuss the importance of Sparx, your dragonfly sidekick. (64/100, 2/4)
10. Behind the Stone Hill gate is a narrow passageway which leads to the Artisan world boss level. Get all the gems and free the dragon here, Argus. You need to beat one of the other Artisan world levels before you can access Toasty's level. (74/100, 3/4)
11. Go through the corridor leading to the Town Square level and rescue Tomas, who will teach you how to glide. (79/100, 4/4)
12. Kill the Gnorc with the bag and get all the gems on the ground level. (91/100, 4/4)
13. Walk into the door where you see the swirling sparklies. Anytime you see these, you will be caught up in their drift and taken to an area you can't normally reach by jumping or gliding. Once at the top, get the jewels in front of the Town Square gate. (94/100, 4/4)

14. On the platform in front of the Town Square entrance are two ledges that branch off to the left and right. From each of these, you can reach the top of some raised columns where the last jewels of this world are found. Jump to one or the other, then use the sparklies to return to the top and reach the other one. (100/100, 4/4 **\*\*COMPLETE\*\***)

Now that you've gotten all the jewels in the Artisan home base, go to one of the levels.

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6.1.2 | Dark Hollow  
      | Gems: 100  
      | Dragons: 3  
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1. Defeat the two Gnorcs ahead who have shields by charging. (3/100, 0/3)
2. Jump up the columns to the treasure chest. You don't have the key for that yet, so ignore the chest and glide over to the area to the left. (7/100, 0/3)
3. At the edge of the area you're gliding to is a big fat Gnorc with a club. Be prepared to blow fire at him as soon as you get in front of him - because of his size, charging will not work here. Advance up the steps and rescue the dragon Alban. (15/100, 1/3)
4. Go back to the original area. Kill another Gnorc with a shield, then move ahead and take the detour to the right. (17/100, 1/3)
5. The hallways will be blocked by big fat Gnorcs with armor on their front-sides. Dispose of them by shooting flames at them as they are walking away. Do this until you reach the room at the end. (35/100, 1/3)
6. Once you enter the room, get all the gems on the ground and glide over the pond to the platform with two red gems and a key. Be careful not to land in the water, as Spyro cannot swim and that will cause damage. (42/100, 1/3)
7. Hop to the highest platform and glide across to where the dragon Oswin is. (49/100, 2/3)
8. Return to the beginning of the stage and unlock the treasure chest. (59/100, 2/3)
9. Proceed to where you see the three shield Gnorcs plus a big fat one. Kill everybody and get any other gems lying on the ground you see before going up the stairs. (68/100, 2/3)
10. Jump up the stairs, kill the Gnorcs you see, and move around and rescue the final dragon of this stage, Darius. Get the gems around the Return Home portal, but don't leave yet; there are still a few more to get. (82/100, 3/3)
11. Walk down the steps into a sunken pit where you will find a fat Gnorc and two treasure chests. Flame the Gnorc and charge the chests. (91/100, 3/3)
12. Go back up the steps and find a red gem. Across from the red jewel is a green one sitting all by itself on a raised platform. Glide to it. (94/100, 3/3)



13. Go back up the staircase, but this time head left. Turn the camera and you will see a yellow platform you can glide to. The rest of the gems, as well as an extra life, are here. (100/100, 3/3 \*\*COMPLETE\*\*)

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6.1.3 | Stone Hill  
      | Gems: 200  
      | Dragons: 4  
      | Dragon Eggs: 1  
----- | -----
```

1. Grab all the gems in the opening area, including the ones yielded by the mountain goat enemies. Do this before going through any doors you see. (40/200, 0/4)
2. Go through the door that leads to the dragon Astor and the Return Home portal. You will find a 1-up on the way there. Collect everything you see. (61/200, 1/4)
3. Behind the wall you will see some of those swirling sparklies that lift you up to higher places. Get next to it - not in front of it - and drop down. You will land on a beach area. Follow the trail of green gems to a cave, where you will find a key and four iron chests. Iron chests cannot be opened with fire; you have to charge them. Collect the bounty within them, then go to the swirling sparklies and return to where you found Astor, where you should then save just to be safe. (80/200, 1/4)
4. Go back to the open field you started in. There is a well here that you can drop down into. Get the gems in the open and in the treasure chest and free Gavin from his crystallized state, then float back out using the sparklies. (93/200, 2/4)
5. Go through the door to the left of the one that took you to Astor. There are several gems, chests, and a dragon in here. (129/200, 3/4)
6. Go through the door that takes you to another open field. (132/200, 3/4)
7. Grab all the gems lying out in the open that you can find before moving on. (169/200, 3/4)
8. Enter the tower with the sparkly vortex that will take you up. The last dragon of the stage, Gildas, is up here, with more tips about gliding. (175/200, 4/4)
9. From here, choose a point and glide over to the raised area surrounding this field, which you can walk on top of. The remainder of the level's jewels are hidden up here, so be sure to explore every inch of the area, including the castle roof, for jewels. (200/200, 4/4 \*\*COMPLETE\*\*)

Here, you will also encounter your first dragon egg thief. Any time you see a mysterious little man in a blue robe holding an egg, chase him. He will run away, and only by catching up to him and charging or flaming him can you retrieve the dragon egg. There are twelve dragon eggs total in the entire game, the collection of which will be documented separately from the jewels and dragons in this walkthrough, like so: (1/12)

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6.1.4 | Town Square  
      | Gems: 200
```

| Dragons: 4  
| Dragon Eggs: 1  
----- | -----

1. Grab the gems on the ground and on the steps and rescue the first dragon, Nils. (18/200, 1/4)
2. Glide over where Nils tells you to and kill the bulls by blowing fire as they charge at you. (27/200, 1/4)
3. Hop up the steps until you see a chest with a blue top. When you blow fire at one of these chests, a jewel of the corresponding color will pop out. When it does, jump and collect the jewel to receive credit for it. (35/200, 1/4)
4. Glide to the next ledge, with three red gems and an extra life, and then over the water to where you'll find the second dragon, Devlin. (42/200, 2/4)
5. Get the treasure chest next to where you found Devlin, then kill both the bull and the matador Gnorc accompanying the bull. Smash the iron chests as well by charging. (60/200, 2/4)
6. Go up the steps and then hop on the green ledge. Turn the camera to where you face the fountain, then jump and glide, keeping to the right. If you do it right, you should land on a ledge with a few gems, and you should hear a dragon egg thief doing his silly little taunt. Grab the gems first. (67/100, 2/4)
7. Get to where you can see the dragon egg thief from the lower ledge, then jump and immediately begin charging. When you are close enough, flame him. (2/12)
8. Get any gems in the surrounding area, and walk through the corridor you find up here, then fly over to the next ledge to find even more gems and chests. (117/200, 2/4)
9. At the end of the final ledge, you should be able to glide over to a platform where you'll find a bull and a dragon. Kill the bull and save the dragon. There is also a turbine-like device over here. To open these types of chests, blow fire at them to make them spin. You must make it spin very fast, at which point it will smash open. (155/200, 3/4)
10. Jump down and rescue Alvar. (155/200, 4/4)
11. The rest of the gems are in Alvar's general vicinity. Kill all the enemies and smash open all the chests, then return home via the portal with the name to that effect. (200/200, 4/4 \*\*COMPLETE\*\*)

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6.1.5 | Sunny Flight  
| Gems: 300  
----- | -----

To find the Sunny Flight level, go to the part of the Artisan home base where you rescued Delbin. Near his spot is a pond with five stones in it. Jump to each one without falling in the water or repeating any stones to open up the entrance to Sunny Flight.

The flight levels are a tad different than the other levels in the game. In

these stages, you collect gems by successfully completing obstacles that are arranged in groups of eight. And there's no gliding either - it's full-on flying. There's no need to land, and in fact, on the few occasions when you can do so, it's ill-advised. If you run into something and it stops your flying, press X to get back in the air. You have 30 seconds to destroy all the objects, and each one you destroy will give you a small time boost to help you out.

In Sunny Flight, there are four types of objects to be destroyed: barrels, arches, airplanes, and chests. Start with the chests by steering right and moving down. You will find a cave wherein all eight chests are hidden. Go in and take out the first three, then the fourth one in the middle, and finally the other four, which are arranged in a circle around the wall.

After finding all eight chests, leave the cave and turn left. Go through each green arch you see. Once you get six arches, you'll come upon the airplanes. Take a break from the arches and fly around, using your flame to take down the Gnorc pilots. When you have all eight airplanes, go through the other two arches.

As soon as you have the eight arches, turn around and look for the railroad tracks. Fly in the opposite direction that the trains are moving in. When you are about to run into a train, blow a flame at it to take out two barrels at once. Continue in this fashion until you have destroyed all eight barrels. At this point, you should also have completed the stage - if you're good enough, with a good 20 seconds to spare.

You'll get 60 gems for each group of eight objects you destroy, plus an additional 60 for getting all 32 individual objects in a single turn, which in the end adds up to 300.

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6.1.6 | Toasty  
      | Gems: 100  
      | Dragons: 1  
----- | -----
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1. Get all the gems around here, both in the open and from enemies. Flame the tall, lanky, robed dudes from a distance. As for the dogs, flame them once and immediately run away, as they will try to pounce you. After the second flame, they will die. (24/100, 0/1)
2. Jump up the steps to reach another room with the same set of enemies. Collect what you can, then search for a door to the left. (43/100, 0/1)
3. The door will lead to an outer area where you must walk the perimeter of the cliffs, kill a couple of enemies, and smash some iron chests. (54/100, 0/1)
4. Return to the room you came from and move ahead to this level's only dragon, Nevin. (56/100, 1/1)
5. The first time you see Toasty, he is guarded by one dog. Torch the dog, then torch Toasty to get a blue gem out of him. (63/100, 1/1)
6. In the second area, he is guarded by two dogs. Torch them both, then set Toasty aflame to reveal the goon behind the disguise. (72/100, 1/1)
7. In the third area, kill the three dogs and then flame Toasty one last time for a modest jewel payout. (96/100, 1/1)

8. Get the jewels by the Return Home portal. (100/100, 1/1 \*\*COMPLETE\*\*)

Talk to Marco the Balloonists to go to the Peace Keepers world.

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6.2 | Peace Keepers  
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6.2.1 | Home  
      | Gems: 200  
      | Dragons: 3  
      | Dragon Eggs: 1  
----- | -----
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1. Rescue the dragon Titan. (0/200, 1/3)
2. Kill the infantry Gnorc with the spear to the right. (5/200, 1/3)
3. When you reach the outdoor area, infantry Gnorcs will start marching toward you, and some Gnorcs will move to a cannon post where they can shoot cannonballs at you. Retrieve all the gems you see and kill every Gnorc up to the entrance to Dry Canyon. This should put you at (38/200, 1/3)
4. Ahead you will find groups of Gnorcs who, when sighted, will retreat to the tents behind them. Torch the group of four that comes first, then the group of three, and collect any gems lying on the ground. (62/200, 1/3)
5. Find Gosnold the Balloonist and get the two chests and extra life around his station. (69/200, 1/3)
6. Near Gosnold is the dragon Magnus; rescue him. (69/200, 2/3)
7. Behind Magnus is a path leading down to the Ice Cavern level. Grab all the jewels leading up to that gate. (76/200, 2/3)
8. Nearby you will find two Gnorcs who run away to their tents and a Gnorc operating a cannon. Kill them for their gems. (88/200, 2/3)
9. Before using the cannon, get any nearby gems possible. There are three chests in front of the gate to Doctor Shemp (the Peace Keepers boss), some open-air red gems, and two color chests. (110/200, 2/3)
10. By now you should have found a rock with a bull's-eye painted on it. Across from this rock is a cannon. Go to the end of the cannon touching the ground and stand beside it. The camera view will change to show you beside the cannon. Push it left or right to turn it around and aim it at the rock with the bull's-eye, then use your flame on the cannon to make it shoot a cannonball. This will break the rock, allowing you access to other parts of the Peace Keepers home base.  
You can also use the cannon to break open two chests that you may have found cannot be opened by any techniques Spyro has. Point the cannon at those chests and use your flame to shoot cannonballs. If pointed at the chests, the cannonball will automatically know where to go in order to open them. (120/200, 2/3)
11. From the newly formed plateau, jump to where you find the Night Flight gate

and get all the gems here. (144/200, 2/3)

12. Go back to the new plateau and turn right. Jump over to the ledge there, and then to another rock with three green gems on it. (150/200, 2/3)
13. Jump back to the previous ledge and turn until you see a dragon off in the distance. This is Gunnar. Go to him and free him, then collect the various gems, the key, and the dragon egg from the blue robed guy you see. This guy is easy to catch, as he only runs in circles around the pool of water located here. (173/200, 3/3) (3/12)
14. Go back and find the rock arch situated over the lake of hazardous purple goop. Walk to the top of it and turn the camera until you see a door to glide to. Glide over to it and get the remaining treasures. (200/200, 3/3  
\*\*COMPLETE\*\*)

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6.2.2 | Dry Canyon  
      | Gems: 400  
      | Dragons: 4  
      | Dragon Eggs: 1  
----- | -----
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1. Make the nearby turbine spin until it breaks and yields a gem. (10/400, 0/4)
2. Grab the stuff from the chests ahead and kill the yellow Gnorc who shoots bullets at you if you get too close. (47/400, 0/4)
3. Get the red and green jewels on the ground ahead, then charge the two Gnorcs when they put up their shields. (61/400, 0/4)
4. If you look to the left, there is a very narrow strip of land leading off in a different direction. Go over there to find a dragon egg thief. Chase him down and headbutt him. (4/12)
5. Retrieve any treasures you missed in that area while chasing down the dragon egg. (80/400, 0/4)
6. Continue forward and get the green gems from the three colored chests. (86/400, 0/4)
7. Kill the yellow Gnorc and rescue the sniveling Conan. (88/400, 1/4)
8. Kill the next yellow Gnorc, then go up the nearby steps and get everything up there. (104/400, 1/4)
9. Return to ground level and get everything leading up to the next set of stairs ahead. (138/400, 1/4)
10. Climb the stairs to find a yellow Gnorc with a metal shield. Charge him, then jump up the steps to the left and rescue Boris. (148/400, 2/4)
11. Boris says that Dry Canyon rewards good gliders, so use his tip at the end of the platform you're currently on. If you turn the camera, you will see a door. Glide over to it and get all the jewels in this small corridor. (162/400, 2/4)
12. When you reach the other end of that corridor and collect the group of red gems, stand near that edge. Jump and glide to the left around the wall. If

you are successful, you will land on a step leading up to a winding road lined with red gems. Also here are a key to a locked chest and another dragon, Maximos. (166/400, 3/4)

13. Glide over to the Return Home portal and get all the jewels in the area surrounding it. Don't forget about the turbine over on top of the nearby column, either. (200/400, 3/4)
14. Find the path lined with green gems. Follow it and kill any enemies you see until you end up back at where you saved Conan the dragon. (247/400, 3/4)
15. From where you saved Conan, go up the steps and glide over to an area where the steps lead down into a long twisting corridor. At the end of it are two vultures and a large yellow Gnorc swinging a vulture. When you kill the yellow Gnorc, you should be able to see a dragon statue in the building behind him. (283/400, 3/4)
16. Go into the building and save Ivor. (288/400, 4/4)
17. Head around to the left side of the building and get rid of the enemies over there. (308/400, 4/4)
18. Go around to the right side, kill the enemies, and go up the steps to the roof of the building where you saved Ivor. Collect all the gems up there. (335/400, 4/4)
19. Glide over to the ledge with a red jewel, a green jewel, and an extra life. (338/400, 4/4)
20. Return to the roof and look for a plateau with a box full of firecrackers. Glide over there, set the box on fire, and then retreat - the resulting explosion can hurt Spyro. Get the other one on the higher plateau, then smash the three iron boxes off to the side. (359/400, 4/4)
21. Return to where the second box of firecrackers was. In the distance you should see an isolated plateau that you need to glide over to. Do so and collect all the treasures you find over there. (400/400, 4/4 \*\*COMPLETE\*\*)

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6.2.3 | Cliff Town  
      | Gems: 400  
      | Dragons: 3  
      | Dragon Eggs: 1  
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1. Charge the shielded foe in front of you, then turn around and grab the treasure chest in the room you start in. (4/400, 0/3)
2. Before crossing the bridge, go right and left and get the gems along the perimeter. (8/400, 0/3)
3. Explore the area before the second bridge in full. You will find some rather large lady Gnorcs stirring cauldrons. Flame the lady Gnorcs to kill them, and then blow fire on their cauldrons to coax an extra gem out of them. You can also access one rooftop in this area, so be sure to cover that. All told, this mini-section should bring your totals up to (48/400, 0/3)
4. Charge the two Gnorcs guarding the bridge, then go over and rescue Halvor. (56/400, 1/3)

5. Explore the entire ground area here before moving up. Kill all enemies and open all chests that you find. There is also a dragon egg thief here who is rather easy to catch. Before moving on, your totals should be at (113/400, 1/3) (5/12)
6. Begin moving upward along the buildings and bridges situated against the cliffs at the back end of the level. At the top level, take the detour to the right, where you find the Return Home portal, and get everything there before returning to the main path and rescuing the dragon Enzo at the end of the line. Remember to shoot the cauldrons with flame as well as the big ladies standing near them. (238/400, 2/3)
7. From where you saved Enzo, glide to the left across the river as he suggests. Explore the premises in full. (295/400, 2/3)
8. Rescue Marco. Where he rests is the highest point of Cliff Town. From here, you can glide to just about any point in the level. A sparkly whirlwind will also open up, granting you easy access to this peak at any time. (295/400, 3/3)
9. Glide to each previously inaccessible rooftop that has treasure chests on it. There are three such rooftops. (342/400, 3/3)
10. Among the buildings situated up against the cliff is another sparkling whirlwind. When you take it, it will take you to the third tier of the cliffside buildings. Turn immediately around and glide to a rooftop with a lone red firecracker on it. Light the firecracker and watch its path. It will destroy the indestructible box on the second tier of those buildings. Go retrieve the gems. (367/400, 3/3)
11. Return to Marco's peak and go to the right, close to the boundary that keeps you from going anywhere. Face the building you started out in in this level and glide to the raised area between the wall and the tower with the red flag on it. Land on the raised part by pressing Triangle, then drop down and collect the gems behind the building. (400/400, 3/3 \*\*COMPLETE\*\*)

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6.2.4 | Ice Cavern
      | Gems: 400
      | Dragons: 5
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1. Explore behind the tower you start the level in, then walk the red gem-lined path to the blue chest. (14/400, 0/5)
2. Walk forward, flaming the large purple Gnorcs. There are also some green Gnorcs that throw snowballs at you; dispose of them as soon as possible. Keep going forward until you rescue Ulric. (32/400, 1/5)
3. Proceed forward. Get all gems up to and around Todor. Don't take any detours just yet. (110/400, 2/5)
4. Behind Todor, you should see some red gems up on lampposts. Charge the posts to knock them down. (112/400, 2/5)
5. From the lampposts, turn until you see an isolated ice column with two red jewels and a key on it. Float over there and obtain them. (114/400, 2/5)

6. Float over to the safe ground and move forward, getting any gems you can find. Again, don't take any detours just yet. Rescue Asher and get everything around him and the Return Home portal. (178/400, 3/5)
7. Just before Asher's spot, you will find a brick on the edge of the circular platform that is a little lower than the others. Jump on top of it, then make the jumps around until you reach a cave. Explore this cave thoroughly. Don't forget about charging the lampposts with gems on top of them. Upon coming out, you'll see an ice plateau above you with three extra lives on it; at this point, your totals should be (304/400, 4/5)
8. Go back from here and find a door to the left which leads to where you found and rescued Asher. Backtrack until you find a cave with a trapezoidal entrance. Just inside is the final dragon, Andor. (306/400, 5/5)
9. When you exit the other end of this cave, your totals should be (362/400, 5/5)
10. You will end up near where you found Todor. Find the steps in this room that take you to the upper half and glide across ledges until you can see outside to a treasure chest with red gems leading up to it. Open the chest, grab the gems, and get the single green gem up on the balcony. (400/400, 5/5 **\*\*COMPLETE\*\***)

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6.2.5 | Night Flight
      | Gems: 300
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Fly through the eight rings, then after the eighth ring, make a left and start going after the chests. The chests are more or less arranged in a straight-forward manner, and after that you'll be right at the arches. Dip low to get to the first arch, then fly straight ahead. Don't get any of the lighthouses just yet. When you get through the eighth arch, you will be right at the first lighthouse. Stay the course for the first four, then when you turn, stay near the wall and get the next two, then get the final outer two once you have the first six.

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6.2.6 | Doctor Shemp
      | Gems: 300
      | Dragons: 1
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1. Smash the two iron chests to your left. (10/300, 0/1)
2. The big fat mama Gnorc will send an armored minion after you. Charge him and flame the lady Gnorc, then get the gems on the small ledge to the left. (34/300, 0/1)
3. Don't take any detours and just move forward, plowing through screaming armored men and fat mama Gnorc's. Avoid all whirlwinds for now. (130/300, 0/1)
4. Go to the whirlwind at the very very end to be taken up to a platform with green and blue gems. From here you can glide over to a rock with a single magenta gem, and from there, to a plateau with a few green gems and a key to a locked chest. (176/300, 0/1)



5. Backtrack a little and get the two blue gems in the chest with the same color top. You can also kill a mama Gnorc on top of a raised plateau, but you can't reach the blue gem she yields just yet. (186/300, 0/1)
6. Go up the swirling sparkles you didn't take earlier. This will lead to the only dragon in this stage, located just before the boss. Get all nearby jewels. (199/300, 1/1)
7. Before facing Doctor Shemp, float across to where you see two iron chests. This path will lead you to the blue gem you couldn't get earlier as well. (211/300, 1/1)
8. Return to face Doctor Shemp. Stay on the step below the ledge he is on. When he comes forward, he will whack the ground with his stick a few times, then turn around and return to his original spot. When he has his back to you, jump up and flame him. He will move to the next ledge. (216/300, 1/1)
9. This time, you will actually have to go up on the ledge to get him. Flame his armor. He will dance around in a circle, at which time he will briefly show you his backside. When his backside faces you, torch it. If you let him turn all the way around, he will smack you with his big stick. This time when you flame him, he will drop a yellow jewel. (226/300, 1/1)
10. At the third ledge, face him and flame his armor. He will put his stick to the ground and spin around in an attempt to hit you. Jump over the stick and set him aflame when he shows you his back. This hit will do him in for good, and he'll leave behind a pile of blue gems as a reward. (251/300, 1/1)
11. Get all the gems surrounding the Return Home portal, then drop down beyond that to find a locked chest containing a single magenta jewel. (300/300, 1/1 **\*\*COMPLETE\*\***)

Now talk to Gosnold the Balloonist to travel to the Magic Crafters world.

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6.3 | Magic Crafters
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6.3.1 | Home
      | Gems: 300
      | Dragons: 3
      | Dragon Eggs: 2
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1. The first enemy you will encounter is a dragon egg thief. To catch him, start running to his left as you approach him, then make your corners very sharp. If he eludes your grasp, he will be unreachable. Go off and do some other stuff, then come back to this spot to find him in his original position. (6/12)
2. Rescue Cosmos the dragon. Grab all gems before and at this point. (10/300, 1/3)
3. You will encounter four armored voodoo men in a straight line. Charge

- through them all and get the jewels in here before moving on. (29/300, 1/3)
4. Go to the right and get the blue and yellow gems in the like-colored boxes. You will notice that some of the enemies can create walls to protect themselves from Spyro when they approach. The one to the right cannot be killed just yet, but the one to the left standing next to him can. Charge at him to catch him off guard. Get all the jewels up to and around the Alpine Ridge gate. (83/300, 1/3)
  5. Go up the hill past Alpine Ridge and charge the two armored voodoo men. (90/300, 1/3)
  6. Up here is the second dragon egg thief. Catch him before getting anything else. He runs in a circle and is easy to flame. (7/12)
  7. Get the gems in the area and rescue the dragon Zantor. The gems included in this step include the green ones near the High Caves gate and the ones on top of the wall the magic enemy from earlier formed (there is a gate that leads directly to him, and you can now strike him from behind). (122/300, 2/3)
  8. Use the supercharge ramp as Zantor instructed you. When you run down one of these ramps with the lighted arrows in the direction that they face, you will start running really fast. This allows you, in this world, to charge directly at enemies who would normally raise walls against you. You can also charge into certain types of chests that normally require other methods to be opened when supercharging. Use the supercharge ramp and run through the cave ahead. You will run straight into Boldar, the third and final dragon of the Magic Crafters home base. Get all the jewels around him when he's done yammering. (162/300, 3/3)
  9. From the gate to Crystal Flight, go back and left. Charge the armored voodoo man and go around the pond, killing the magic weather enemy who shoots lightning. Kill all surrounding enemies, then walk up the hill to the Wizard Peak gate. Carefully walk around the lake behind it, then get the chest and jump into the tower in the lake to find a key. (216/300, 3/3)
  10. Walk down the hill to find two iron chests and a voodoo armored man. Charge them all, then wait for the wizard to lower the platform in the water before jumping on it. Once you have the jewels, flame the wizard. (240/300, 3/3)
  11. Get the two gems in front of Blowhard's gate and kill the two lightning wizards. (265/300, 3/3)
  12. Go to the supercharge ramp near High Caves and start down it. Right before you're about to charge into the Crystal Flight room, make a hard right and run into the unopenable box near the water. This will open it just the same as a firecracker would. (290/300, 3/3)
  13. If you face Alpine Ridge and turn right, you will see a cave in the mountain over there. To get to that cave, go to the supercharge ramp by High Caves. Run down the ramp. As soon as you reach the bottom, turn right and run in the opposite direction. You're aiming for the cliff just to the left of the Arabian-style arch. When you reach that ledge, shift to the right a little and jump at the end of it. If done correctly, you should reach the cave, which contains an extra life and a chest full of green jewels. (300/300, 3/3 \*\*COMPLETE\*\*)

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6.3.2 | Alpine Ridge  
| Gems: 500  
| Dragons: 4  
| Dragon Eggs: 1  
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1. Move forward until you reach the stairs with the wizard at the top, who is making them turn from stairs to a sharp incline and back again. Flame the large four-legged creatures to stop them in their tracks. Collect all gems as you go. (56/500, 0/4)
2. Jump to the stairs as soon as the wizard turns them into a hill. They will turn into stairs again under your feet. Hop to the top and flame him, then get all the jewels here before passing through the door. (91/500, 0/4)
3. Pass through the door and rescue Zane. There are a couple of jewels behind you and to your left; don't miss those. (98/500, 1/4)
4. As you glide to the next platform, flame the large beast there while still gliding, then collect the gems. (126/500, 1/4)
5. Study the wizard's timing as he raises and lowers the wall, then glide in and charge him at an appropriate moment. (155/500, 1/4)
6. Pass through the corridor and float to the next ledge, collecting all the gems once you're there. (184/500, 1/4)
7. Look for a wizard raising a ledge up and down. Behind the ledge he is messing with is another dragon. Wait for the right time, then move forward, flame the wizard while gliding, and rescue the dragon. (201/500, 2/4)
8. Move forward until you reach the three green jewels on the hill, then backtrack a little. (241/500, 2/4)
9. Go aside from that hill to an area with a pit wherein two large four-legged beasts lie. Get everything around the pit, then drop in and flame the big guys. (272/500, 2/4)
10. Go back up the hill. Don't enter the cave at the top, but rather, turn right until you get to the third dragon and the Return Home portal. (318/500, 3/4)
11. Get the three chests in the corridor near where you rescued Zander, but don't glide to the ledge ahead. That's where you started the level. Go back to the cave nearby and enter. (333/500, 3/4)
12. Go in the cave and get the jewels guarded by the two beasts. (394/500, 3/4)
13. Go to the jutting ledge past the Return Home portal and bring the camera behind Spyro. You should see a purple door in the distance. Glide over to it, get the gems in the chest, and rescue Kelvin. (400/500, 4/4)
14. Turn around and get the gems from the firecracker boxes. There is not enough space on each ledge to stand away from the blast, so after lighting each box, you will have to jump to the ledge before it to get away from the blast successfully, then go back and get the gem. (420/500, 4/4)
15. Chase down the dragon egg thief, then go back through the circle and pick up anything you missed while pursuing him. (453/500, 4/4) (8/12)

16. Go back to the start, back to where you saved Zane. Hop up to the wall where you got the jewels behind him and turn until you see a skinny green wizard and a fat blue one off in the distance. Glide over there and collect gems by killing the wizards. When you reach the steps that go in and out of the wall, jump to the first one when the third one pops out, and then on up. (500/500, 4/4 \*\*COMPLETE\*\*)

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6.3.3 | High Caves  
      | Gems: 500  
      | Dragons: 3  
      | Dragon Eggs: 2  
----- | -----
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1. Enter the cave to the right. (5/500, 0/3)
2. Go straight through the cave, avoiding the metal spiders. For now, neither regular flaming nor charging will work against them. Go until you exit the cave and rescue the dragon Ajax. (47/500, 1/3)
3. Just to your right and behind you after you save Ajax is a supercharge ramp. Run down it, turn around, and backtrack through the cave, killing all the metal spiders with your supercharge. (72/500, 1/3)
4. In the final room of the cave, just before Ajax, is a set of stairs. Go up it and go through both rooms, killing the wizards, until you get outside. Here you will find a fairy in a purple dress. When she kisses Spyro, the power of his flame will increase. Go back through and flame the metal spiders from the last two rooms. (126/500, 1/3)
5. Go to where you rescued Ajax and turn left. Glide over to the iron chests and grab treasure as you follow the path. (138/500, 1/3)
6. At the end of that path, glide across to the cave you find, collect the treasure, and save Cedric, who advises you to combine supercharging with jumping to "really explore the High Caves". (228/500, 2/3)
7. Leave the cave and turn the camera left. You will see an entrance to another cave that you can easily glide over to. When you get there, the path will be lined with red and green jewels and goes in a circle that ends with an iron chest. (246/500, 2/3)
8. Leave this cave the way you came in and jump into the pit. A trio of fairies will save you and carry you to the top of the supercharge ramp near where Ajax was. Go down it, but don't supercharge. Go to the right and get the yellow gems from the two chests. (256/500, 2/3)
9. Cross the bridge and get all the jewels in the room with the firecracker boxes. (310/500, 2/3)
10. Go back out to the bridge and jump on its left rail. If you turn the camera you will see two doors, one of which houses much treasure and one of which a dragon egg thief is taunting you from. Go after the treasure first. (344/500, 2/3)
11. From the treasure room, glide over to the other side and chase after the dragon egg thief. The path will just be one huge circle, so you can eventually catch up to him no matter how far ahead of you he gets. Get any

treasure you missed after catching him, then fall in the pit and let the fairies take you back to the supercharge ramp. (379/500, 2/3) (9/12)

12. Charge down the supercharge ramp and take a right. When you get to the bridge, hang a left and jump off the edge. Hold the jump button to get huge air, then glide over to the isolated cliffs. Get all the jewels, then get the dragon egg thief by the pool by jumping just a little bit to his left or right, gliding across, and flaming a spot as he runs into it. (411/500, 2/3) (10/12)
13. Go back to the start of the level and head up the path with all the weather wizards. Proceed slowly so as not to get hit, and stay to the side of the tornadoes that the small ones shoot at you. Go up until you reach the dragon. (461/500, 3/3)
14. Turn the camera to find a rooftop with a red jewel and some gem-topped chests on it. Go over there and collect, then return to the dragon spot. (474/500, 3/3)
15. Turn to find some wizards using their magic to tilt the columns they are standing on back and forth. Glide to the first one when the column is going to the left to give yourself a lower point to make it to, then flame him as you approach. Do the same with the second one, then jump into the treasure room ahead and break the chests. (500/500, 3/3 \*\*COMPLETE\*\*)

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6.3.4 | Wizard Peak  
      | Gems: 500  
      | Dragons: 3  
      | Dragon Eggs: 2  
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1. Instead of going into the room ahead of you at the beginning, turn left and follow the path winding around the mountain. You'll find a sparkly whirlwind to take you up; take it and go along that path to the circular ledge at the end. Then, turn the camera until you are looking at the side of the mountain. You should just barely see a ledge that you can float down to. Go to it, kill the blue wizard, and get the chests around him. (46/500, 0/3)
2. Drop down into the room, collect the treasures, then go into the next room and rescue Jarvis. (89/500, 1/3)
3. Head back into the previous room and backtrack to the beginning of the level. (154/500, 1/3)
4. Take the winding path again. This time, when you take the sparkly swirlies up, go to the rooftop across from the one you land on (the one that has red gems on it). Walk the perimeter until you get to the third circular ledge, then look down using Triangle. You should see two chests. Drop down and continue following the path until you come upon a fat blue wizard. Torch him, then head back to Jarvis. (182/500, 1/3)
5. Walk - don't run - down the supercharge ramp and flame the three blue wizards, and get the gems in the turbine nearby. (222/500, 1/3)
6. You are surrounded by three supercharge ramps. Run up the one across from the one you just came down to find some red jewels and an extra life. (225/500, 1/3)

7. Before attempting any "extreme" jumps, explore the area around the supercharge ramps in full. You'll find two more dragons and a dragon egg, not to mention hundreds of gems. When are you through exploring these parts, your totals will be (385/500, 3/3) (11/12)
  
8. Now it's time to start doing the extreme jumps. Go to where you saved Jarvis and align yourself with the supercharge ramp. Run down and then turn left down the next one. Keep running; you will run up a supercharge ramp that is pointing against you. When you get near the end of this ramp, jump. As you are jumping, let go of Square and hold X to get maximum air. If you hold Square, you will only succeed in supercharging to your death. You have to let go of Square and hold X at the beginning of your jump. If you do it right, you will make it up to the high isolated column and charge into the wall. Get the jewels you see, then walk S L O W L Y around the back wall. You will hear a dragon egg thief taunting. Get as close as you can without him running away, then blow a flame. It should hit him, and you should get the twelfth and final dragon egg. (444/500, 3/3) (12/12 \*\*COMPLETE\*\*)
  
9. Again, return to where Jarvis was and run down the ramp, then take a left. This time, when you are out of the second supercharge tunnel, go right. Take another right into the tunnel, and at the very end of the ramp you hit once you're outside, jump the same way as before to reach the column. Grab all the treasure on it. (481/500, 3/3)
  
10. Glide to the other nearby columns as well. (500/500, 3/3 \*\*COMPLETE\*\*)

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6.3.5 | Crystal Flight
      | Gems: 300
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Do the rings first. When you come out of the eighth ring, you will be right at the first arch. Don't take any detours from the arches, and when you go through the eighth one, you will just be catching up to the airplanes. They move in a straight line, but you will have to move up and down alternately to catch them. Make sure you get all the airplanes on the first try, because if you don't, it is kind of hard to loop back around and catch one that gets away from you. If performed correctly, you will be getting to the treasure chests just as you finish off the airplanes. Flame all eight for the win.

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6.3.6 | Blowhard
      | Gems: 400
      | Dragons: 1
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1. Grab the gems around you in the chests at the start. (15/400, 0/1)
  
2. Move forward until you reach a wizard floating on a cyclone high up in the air. (121/400, 0/1)
  
3. This wizard is Blowhard. Wait for him to come down to the ground, then jump up to his ledge and flame him. He will retreat through a wooden door behind you. Go after him. (131/400, 0/1)
  
4. In this room, jump to the rising/descending columns as they are being lowered, then flame the wizard when you are at his level. Take the detour to the right to find this stage's only dragon. (206/400, 1/1)

5. Return to the main path. Jump on the columns when the wizards tilt them over to you, then flame them when they bring them back. Get all the gems on the wooden bridge outside. (307/400, 1/1)
6. Jump up to Blowhard's turf. Wait for him to come down to the ground, then go up and torch him. (317/400, 1/1)
7. Glide over to the next series of ledges and get all the chests, then torch Blowhard one last time. Drop all the jewels he leaves, then get the green one in the chest by the Return Home portal. (400/400, 1/1 \*\*COMPLETE\*\*)

Now talk to Tuco the Balloonist to go to the Beast Makers world.

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6.4 | Beast Makers
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6.4.1 | Home
      | Gems: 300
      | Dragons: 2
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1. Head over to the right and grab the treasure at the edge. (10/300, 0/2)
2. Go to the left and smash the three iron chests, and also grab the gems around the electric panel. (22/300, 0/2)
3. The Gnorcs here have electrical equipment which allows them to electrify the tiles they stand on. Wait for the buzz to die down, then charge these two Gnorcs ahead. (29/300, 0/2)
4. Rescue Bruno, who is standing in front of Terrace Village. (29/300, 1/2)
5. Get the chests behind the Terrace Village gate. (41/300, 1/2)
6. Go to the log to the left and light the firecracker boxes. (56/300, 1/2)
7. Past the log are three islands, each of which contains a large boar which will charge at you. Get all the jewels on the three islands, then go to the one with the giant tree on it. (82/300, 1/2)
8. Get the gems around the base of the giant tree. (99/300, 1/2)
9. Cross the bridge near the tree and explore the ground area for an extra life and five iron chests. When you've found those, go up to the raised electric floors. (109/300, 1/2)
10. Kill the first electric Gnorc, then glide over to the second one. Charge the third one, then go back and get the blue and green gems over on the tree stumps in the swamp. Don't worry about the one with the key on it; you can't get it just yet. (140/300, 1/2)
11. Grab all the jewels on the ground around the entrance to Metalhead's stage. (160/300, 1/2)

12. Get any gems on the edges of the pyramid behind Metalhead's gate, then glide over to the lone tree stump with the jewels, chest, and key on it. (175/300, 1/2)
13. Return to the locked chest you found when you came across the bridge near the giant tree and unlock it. (220/300, 1/2)
14. There is a lone red gem sitting in front of Cray the Balloonist. Grab it. (221/300, 1/2)
15. Go around to the back of the pyramid and jump off. You will be back near the entrance to Terrace Village. Return to the three islands where you found the boars, but this time, go to the right and rescue Cleetus. (221/300, 2/2)
16. Explore in and around the hut nearby (watch out for the boar in the back). (259/300, 2/2)
17. Get the jewels from the two turbines. (269/300, 2/2)
18. You will also see a well nearby that you can drop down into, where you will find the entrance to the Wild Flight flying level. (300/300, 2/2  
\*\*COMPLETE\*\*)

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6.4.2 | Terrace Village
      | Gems: 400
      | Dragons: 2
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1. Flame the Gnorc with the electric gun before he can point and shoot it. (5/400, 0/2)
2. Explore as much ground area as you can here. Instead of going up the ramp to where you see the Gnorc in the metal turret though, go around the building and behind it. (74/400, 0/2)
3. Collect all the gems around the side, then strike the metal turret Gnorcs from the back entrance. Remember to get them by charging; flames won't work on them. (111/400, 0/2)
4. Leave the way you came and get the two chests to the right before hopping up the steps to save Claude. (118/400, 1/2)
5. Get the Gnorc on the first electric floor, then turn left and kill the enemies over that way before circling back and getting those on the second one. (137/400, 1/2)
6. Go back to the first panel and look around until you find a firecracker. Light it, then watch where it goes and get the jewels it frees from the unbreakable chest. (147/400, 1/2)
7. Go back to where you found the firecracker, charge the metal turret Gnorc, and get the chests behind him. (163/400, 1/2)
8. Make your way across three more electric panels. There are more enemies on these, and they all have projectiles, so watch yourself. Always focus on getting the guy who electrifies the floor first, though. Past all these panels is the stage's other dragon. (187/400, 2/2)



9. Turn right after saving Cyprin and get all the jewels you can find in the ground area before going up the steps. (226/400, 2/2)
10. Hop up to the first electric panel, kill the enemies, then drop down and get the two blue gem-topped chests. (253/400, 2/2)
11. Return to the first now-dead panel. While the electricity is still going on the second one, hop and glide to it, then charge without stopping until you hit the guy lighting it up. (262/400, 2/2)
12. Kill both enemies on the third one, then go up the whirlwind. (266/400, 2/2)
13. Glide over to the rooftop with the turbine and the single jewel. Hop up the red steps and obtain the treasures up on the rooftop, then turn until you see the Return Home portal. Go over there and take what that area has to offer as well. (330/400, 2/2)
14. Return to the high rooftop and go to the far end where the ledge juts out to the left. From there, glide to the right, but keep to the left. If you float in the right direction, you will land on the first of a series of rooftops. Explore these in full, grabbing all jewels out in the open. (369/400, 2/2)
15. Light the two firecrackers you see and get the jewels from the broken chests. (400/400, 2/2 **\*\*COMPLETE\*\***)

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6.4.3 | Misty Bog
      | Gems: 500
      | Dragons: 4
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1. Go behind the wall behind you and charge the Gnorc who has trapped the chicken-thing in a cage. (15/500, 0/4)
2. Ahead are four crazed tree-like enemies who will charge you and try to eat you if you get too close. Torch them as they come at you. (40/500, 0/4)
3. Glide to the next island. Retrieve all chests you see, and torch the blue frogs before they are able to tongue-slap you. Don't forget to check behind the wall over to the left, where you'll find an extra life along with gems. (103/500, 0/4)
4. Proceed forward to more tree enemies. Flame them, then hop up to the log plateau to rescue Rosco. (121/500, 1/4)
5. Jump to the high log, then float over to the island where the boar is chasing the armored Gnorc. (148/500, 1/4)
6. Return to where you saved Rosco and glide over to the covered bridge. Charge into all the Gnorcs and get the chests on the bridge. (184/500, 1/4)
7. Hop up the logs with the red gems on them and drop down into the log that the fairy is pointing at. Clear out all the chests and baddies in this room. (231/500, 1/4)
8. Jump up the steps and save the dragon Zeke. (231/500, 2/4)

9. Follow the path ahead and get as many gems on the ground here as you can find, then hop up the steps to where the Return Home portal is and rescue Bubba. (315/500, 3/4)
10. Jump up on the trapezoidal block near the Return Home portal. Glide over to the jagged wall to the right, and then to the steps leading up to the top of the large building nearby. Collect all the gems at the top of the steps. (344/500, 3/4)
11. From the roof you will see a series of tree stumps in a bog above the Return Home portal. Glide across to those, then hop up to the bridge and ram into all the armored Gnorcs in a line. (363/500, 3/4)
12. Get all the jewels on the top log. (408/500, 3/4)
13. Go back to the covered bridge past where you rescued Rosco. As you walk along that bridge, you should see nearby a Gnorc preparing to catch one of those chicken-like things. Flame them, then glide across the ascending logs nearby. (416/500, 3/4)
14. Three blue frogs are guarding the room ahead. Torch them, then go in the room and take care of all the enemies against the wall. (481/500, 3/4)
15. When all of them are dead, hop up and save Damon. (481/500, 4/4)
16. Go outside from where you find Damon and get the jewels along the perimeter. (500/500, 4/4 **\*\*COMPLETE\*\***)

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6.4.4 | Tree Tops
      | Gems: 500
      | Dragons: 3
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1. Right at the beginning of the stage, you will see a green-robed man much like the one who stole the dragon eggs. He doesn't have a dragon egg, though - he's just a common jewel thief. Don't worry about him right now, though. Move slowly forward, flaming all enemies you see. Go as far forward as you can without taking any detours, kill the two banana-flinging baddies you see, then go back and find the bridge outside the window. Keep going until the path forks right and left. To the left you'll find two iron chests at the top of some tree-trunk stairs. Go that way. (68/500, 0/3)
2. Glide across to where you see the dragon encased in crystal. Free him and get all the jewels on this ledge. Remember this spot; you'll be coming back to it a few times. (93/500, 1/3)
3. Use the supercharge ramp and go straight across to the tree island with the many columns. After collecting everything, go over to the supercharge ramp that wraps around the tree to the right. (127/500, 1/3)
4. Supercharge over to the tree with the unbreakable box on it. Make sure you run into it, then get the other chests and kill the big guy at the edge there. (153/500, 1/3)
5. Float over to the Return Home portal and grab all the gems, then let the sparkling whirlwind take you over to a bridge off in another direction. (208/500, 1/3)

6. Walk up the supercharge ramp and through the room ahead, collecting what you can. (243/500, 1/3)
7. When you walk outside, float to the bridge to your left. The whirlwind you find will take you back to where you started. Follow the same path as in step 1, except this time, at the left/right fork, go right. Get the enemies and the turbines around the edge. (265/500, 1/3)
8. Go to the ledge where you glided from to save Lyle and look around. You should see a faraway platform with a red-robed man and a large enemy, of the type that kicks you in the face when you get too close, that you can glide over to. Over there is a locked chest, for which you have the key, and another dragon. Ignore the guy in the red robe; we'll deal with him later. (315/500, 2/3)
9. Take the supercharge ramp nearby, and when you jump off, move over to the right until you see a bridge with a wall in front of it. Keep charging and you will hit the bridge. Run through the tunnel, then when you jump off the ramp at the end, move to the right a little more until you line up with another supercharge ramp. This charge will add itself to the other one, giving you EVEN MORE air at the end of the ramp. At the end of this ramp, leap through the air, then about halfway to the tall cliff, tap X to glide over to it slowly. Get the jewels and the red thief, who will yield a magenta jewel. (400/500, 2/3)
10. Go to where you saved Isaak, take the supercharge ramp and go straight into the unbreakable box. (410/500, 2/3)
11. To find the green-robed man, start from Lyle's base. Go down the supercharge ramp and go straight ahead. When you hit the ramp ahead of you, veer to the right and hit the supercharge ramp over that way. After jumping off that one, curve WAY to the right to another one. You'll be running up this one, in the opposite direction of the arrows. At the end of it, jump over to the ramp that leads right. This is the final ramp in the process. When you clear it, glide over to the isolated island and collect, then use the whirlwind to get back. (If you're having trouble with this one, restart the stage and follow the green man closely by charging where you can and blowing fire at enemies as you come up on them.) (500/500, 3/3  
\*\*COMPLETE\*\*)

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6.4.5 | Wild Flight  
      | Gems: 300  
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Dip down and get the boats first. Two will come into your little starting area. Fly into the tunnel that the second boat comes out of and torch boats as they come at you. After the fourth boat, you'll be in an open area with both boats and arches. Handle both at once, going around the one in the middle. Once you have gotten rid of enough boats, loop back around and hit the arch in the middle. When you come out, the eighth and final boat should be pulling into your area. Torch it and go through the arches.

After the arches, get right on the chests. You will come into an area where the chests are mixed with planes, but get all eight chests first before going after any planes. For best results with the planes, fly into them instead of chasing after them.

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6.4.6 | Metalhead  
      | Gems: 500  
      | Dragons: 1  
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1. Be careful when entering the stage. There are banana-tossing baddies with armor now, so charge them on sight. Also charge into any that the big guys above send rolling at you.  
    After getting rid of them, go up the stairs to the left. (17/500, 0/1)
2. Walk all around the ledge getting treasure, then cross the wooden bridge.  
    (58/500, 0/1)
3. Charge the bad guys that roll at you, then get all the jewels along the ground. (125/500, 0/1)
4. Walk back to the wooden bridge and turn left. You should see an opening in a gate down by the river. Walk to the previous ledge from step 2, then drop down and glide into the opening. There is a ledge just inside to land on. Explore the entire area and get the key inside, then leave via the whirlwind. (175/500, 0/1)
5. You'll be taken to a roof with many gems on it. Get those, then glide over to the roof across the way with more. (200/500, 0/1)
6. Cross the wooden bridge again. There are two sets of stairs you can take - one directly ahead of you and one to the right. Get the enemies at the one straight ahead of you first, then go right. (239/500, 0/1)
7. When you get to the single metal man throwing bananas, kill him and turn left to find a downward incline leading to the dragon. (239/500, 1/1)
8. Now you face Metalhead. He will throw enemies at you. The object is to destroy the metal poles that give him his power, so stand in front of those whenever you see that he is about to throw someone. When an enemy dies, the gems will come straight to you. Wait for him to clear out his entire stock of enemies, then move in front of the power poles as he shoots his electric beams at you. When all the poles are destroyed, he will move into the next room. (314/500, 1/1)
9. Go through the corridor to the next room. (317/500, 1/1)
10. Before dropping down, look to your left. Follow the platforms against the wall to find a room hidden behind a waterfall of goop. (363/500, 1/1)
11. Repeat the same process for the second group of poles. After this group, he will be destroyed. (446/500, 1/1)
12. Collect the jewels around the Return Home gateway. (458/500, 1/1)
13. Use the swirling sparklies to go up to the upper level. Get everything up here. (500/500, 1/1 \*\*COMPLETE\*\*)

Now talk to Cray the Balloonist to go to the Dream Weavers world.

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## 6.5 | Dream Weavers

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### 6.5.1 | Home

| Gems: 300

| Dragons: 3

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1. Scattered about the Dream Weavers home base are enemies who man a set of shrink/grow rays. They will point them around the level at some of the enemies. Always attack when the enemies are small, as they are much less threatening then. Anyhow, get all the gems on this first ledge. (17/300, 0/3)
2. Float over to the ledge with the Dark Passage gate and get those gems. (48/300, 0/3)
3. Use the sparkling whirlwind on this ledge to go over to the next ledge. You will see two large armored enemies guarding a staircase. We'll deal with them later. Don't cross the river just yet either. Kill what enemies and grab what jewels you can, then go through the door to the right of the two armored enemies. (57/300, 0/3)
4. Get the three red gems at the edge to the right, then turn around and go over to the firecracker chest to the far left. Then, rescue Lateef. (77/300, 1/3)
5. Get the remainder of the treasures around the Lofty Castle gate, then return to the area described in step 3. (90/300, 1/3)
6. Glide over the river to the right. Charge the three armored baddies when they are small, then walk the path to Amos the Balloonist. Don't go to Gnasty's World yet if given the option. (125/300, 1/3)
7. From where you charged the three small enemies in step 6, glide over to a ledge with several jewels of many colors on the ground. There are three unarmored enemies here. Get what's here, then jump on the whirlwind transporter. (153/300, 1/3)
8. You will be taken to the enemy who is manning the shrink ray. Take it and point it at the two armored enemies guarding the staircase. Use your flame to activate it. (178/300, 1/3)
9. When they are shrunk down, go over to them and charge them, then climb the stairs. (198/300, 1/3)
10. Get the gems along the lining of the roof and in the open area you come to. (204/300, 1/3)
11. You will see two "fools" (as the game calls them) prancing around making stupid noises. When you torch one, he will turn into a clock, and a ledge nearby will rise temporarily. Listen to the ticking of the clock; when the alarm goes off, the ledge will go back down. Ideally, you would want to get the two fools here together so that the ledges rise at the same time, but you are given ample time to activate them both and glide to the proper ledge, which has a yellow gem on it. (214/300, 1/3)
12. Advance to the other ledges getting gems. After getting these, return to

the shrink ray. Use it on the armored guy off in the distance. (254/300, 1/3)

13. From there, float over to Zikomo the dragon and rescue him. (254/300, 2/3)
14. Float to the next ledge and kill the tiny unarmored man and his newly shrunken cohort, then pass through the corridor behind you. (276/300, 2/3)
15. Get all jewels on the ground around the Haunted Towers gate and over to the left. (295/300, 2/3)
16. Free Mazi, then torch the fool and get the blue gem and extra life on the ledge that descends nearby. (300/300, 3/3 \*\*COMPLETE\*\*)

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6.5.2 | Dark Passage  
      | Gems: 500  
      | Dragons: 5  
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1. Get the blue gems in the chests to your left. (10/500, 0/5)
2. The small cute puppies in the room ahead turn into big scary dogs when the lights go out. Torch the fool to leave the lights on long enough to kill any enemies, then grab the gems and go forward to the two puppies sitting directly in the light. (25/500, 0/5)
3. Get all the gems in the next room, then go up the whirlwind. (47/500, 0/5)
4. You'll be taken right to a dragon who will give you advice on dealing with the fools. (51/500, 1/5)
5. Jump over the arrows that the devil ahead shoots at you, then torch him and get the gems behind him. (76/500, 1/5)
6. Proceed, flaming fools and destroying enemies until you reach the second dragon. (107/500, 2/5)
7. As soon as you save the second dragon, Azizi, turn left. You will see a green-lit tunnel off in the distance. Glide over to it and follow the path all the way to its end. (164/500, 2/5)
8. Way down below you'll see more gems and enemies. Float down there and follow the path - there are no detours - all the way to the whirlwind. (200/500, 2/5)
9. Explore the platform you are taken up to in full before going through the door. (243/500, 2/5)
10. Go through the door and free Apará, then charge the metal turtle enemy. (248/500, 3/5)
11. Glide over to the steps to your right. Travel up them and glide to the ledge with three puppies on it. (292/500, 3/5)
12. Glide over to the iron chests and rescue Obasi, then glide over to the low ledge you see off in the distance. (299/500, 4/5)
13. Pass through the corridor to the next whirlwind. (361/500, 4/5)

14. Hop up the steps and light the firecracker. (368/500, 4/5)
15. Turn left and jump down to the two devils. Dispose of them, then take the twisty road to the right to find the last dragon and the Return Home portal. (416/500, 5/5)
16. Glide to where the firecracker destroyed the box. (461/500, 5/5)
17. Turn to the left and get the enemies in the cave with the fool with the lantern. (469/500, 5/5)
18. Return to the spot in step 16, but go right this time. (500/500, 5/5  
\*\*COMPLETE\*\*)

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6.5.3 | Lofty Castle
      | Gems: 400
      | Dragons: 3
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1. Get what gems you can before taking the sparkly whirlwind to the left. (12/400, 0/3)
2. Pop the armored Gnorc's balloon to get his gem. (26/400, 0/3)
3. Go to the ledge behind and kill the two circling birds. (35/400, 0/3)
4. Two islands ahead of that, you will find a fairy in a cage. Charge into it to free her. To get the whirlwind transport on this floating island to work, you will have to find two other fairies and free them. For now, concentrate on getting the goods on this one island. (Don't worry about the Gnorc with the balloon here either - he's just barely out of comfortable reach.) (73/400, 0/3)
5. Jump up and free the second fairy, then pop the Gnorc's balloon on the way over to the third one. (75/400, 0/3)
6. Once all three fairies are free from their prisons, use the transport to fly over to the first dragon of this world, Mudada. (78/400, 1/3)
7. Get the gems around the pool and over on the ledge ahead, but don't go that way yet. Return to the bridge in front of the backwards-C pool and drop off to the left side. (98/400, 1/3)
8. Go around and free all the fairies, then hit up their whirlwind. (125/400, 1/3)
9. Walk forward past the backwards-C pool and into the next area. You can go either left or right from here. Go left to the castle, and explore the outer rim before entering. (151/400, 1/3)
10. Go into the castle, but first, go behind the whirlwind and get the gems tucked away back there. (171/400, 1/3)
11. Go up the whirlwind. You will have to free the fairies here as you are gliding down from the ledge that the first whirlwind takes you to. This may take several tries, so take your time. Once you have freed all three, float to the top and rescue Useni. There is also a key to get here. (194/400,

2/3)

12. When you turn around, you will see a ledge you can float across to. Outside is a supercharge ramp. Run down it, then at the first jump, veer to the right. When you hit the next runway, you'll be running counterclockwise. At the final jump, go straight ahead. Time your jump properly and you will reach a ledge covered in gems with a firecracker box as well. (235/400, 2/3)
13. Drop down and get the chest from earlier that required the key that you now have. (260/400, 2/3)
14. Go back to the area described in step 9, but this time, go right. Proceed until you reach the dragon. (278/400, 3/3)
15. Hop across the river and free the first fairy. You will see two whirlwinds nearby. Jump in the one on the right and free the second fairy, then pop the nearby Gnorc's balloon. (288/400, 3/3)
16. Return to the whirlwinds, this time going in the left one. Glide over and free the third fairy, then make your way over to their whirlwind pad. (300/400, 3/3)
17. Walk along the castle's twisting pathway. (332/400, 3/3)
18. Glide over to the next ledge. Free the first fairy and kill all enemies beside the ledge and around the pond, then use the working whirlwind. (359/400, 3/3)
19. Free the second and third fairies, then use the teleporter and get the last two chests in front of the Return Home portal. (400/400, 3/3 \*\*COMPLETE\*\*)

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6.5.4 | Haunted Towers  
      | Gems: 500  
      | Dragons: 3  
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1. Advance in no direction but forward. Use your flame breath to knock open the wooden doors. Move forward until you reach the fairy whose kiss enhances your flame's power. (29/500, 0/3)
2. Backtrack all the way to the start with the super-flame, destroying anything metal and getting any previously inaccessible treasures. (93/500, 0/3)
3. Get another flame kiss, then take the detour to the left. Kill the haunted suit of armor and the wizard and break open the iron chest, then take the whirlwind. (109/500, 0/3)
4. Move forward, avoiding the knights until you reach the first dragon. (128/500, 1/3)
5. Keep going forward until you reach the castle that houses the next super-flame fairy. Explore the perimeter before going in. (147/500, 1/3)
6. Get a kiss from the fairy, then go back and destroy as many haunted suits of armor as you can before your super-flame runs out. This will take multiple tries. You also have a metal door to open and a normally unbreakable box to torch. (238/500, 1/3)



7. Go through the metal door you busted open, torch the wizard, and go up the steps behind you. (240/500, 1/3)
8. Inside the palace is a supercharge ramp. Bust open the first two steel doors and then burst open the wooden doors with your regular flames. Rescue the dragon, then go get a kiss from the fairy. (240/500, 2/3)
9. Knock down the remaining doors and kill the remaining enemies, then get all the gems in all the doors that you can get without doing any kind of extreme stunt. (332/500, 2/3)
10. Get a kiss from the kissing fairy, then go up the stairs in the door immediately across from her room. Proceed as far as you can, then find the other kissing fairy and kill all enemies leading all the way to the Return Home portal. At this point, your totals should be (373/500, 2/3)
11. Go back to the supercharge tunnel. Go down through the winding corridor, then take the second door on the right to the outdoors. As soon as you get outside, hang a hard left and jump to the ledge over there. Go through the metal door from step 6 and up the ramp. At the end of that ramp, jump and glide around the wall on your left. If successful, you will reach a piece of land with several mushrooms (in case you need a health boost) and a whirlwind off to the side. Go up the whirlwind and into the castle, then left to the dragon who compliments on your masterful supercharge. (373/500, 3/3)
12. Go to the right. Get all the treasure on the ground. (394/500, 3/3)
13. Hop up the stairs, moving past the suits of armor before the wizard can bring them to life. If they get in your way, backtrack to where you saved the last dragon, then come back and try again. When you make it past them all, kill the wizard, then bust the door down with your flame, collect the treasure, and get a kiss from the orange fairy, which lasts substantially longer than one from the purple fairy. Destroy all the haunted suits of armor. (454/500, 3/3)
14. Go outside from where you saved the dragon and flame open the box sitting there. (500/500, 3/3 \*\*COMPLETE\*\*)

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6.5.5 | Icy Flight
      | Gems: 300
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Work on lighthouses and chests at the same time. At the second lighthouse, go to the left of it as you flame it and hit the treasure chest. At the third lighthouse, take a short left and get the chest on the platform, then turn left as you torch the fourth lighthouse to find four of the chests in a circle. From there, take the lighthouses and chests as they come.

When you've completed both of those octets, head to the railroad ahead and enter the tunnel through the left so that the trains are coming directly at you, and stay the course. When you've smoked the seventh and eighth barrels, you'll be in an area with five Gnorcs going up and down with the help of some helicopter blades. Once you snuff all of them out, go through the lower of the two tunnels to find the other three.

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6.5.6 | Jacques  
      | Gems: 500  
      | Dragons: 2  
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1. Get the gems scattered around, then stand on the circular platform while torching the fool. (11/500, 0/2)
2. Get all the gems on the next ledge as well. (42/500, 0/2)
3. Torch both fools, then run around to the left side, jump up to the cliff from the first circular platform, then jump to the next one before it rises again. From there, look left and float over to the dragon. (52/500, 1/2)
4. Move forward to the fool. Burn him, then jump from the plateau that emerges from the wall to the whirlwind before the clock runs out. Get the gems on the ledge you're taken to. (82/500, 1/2)
5. Jump on top of the high plateau where the lone blue gem was and glide over to the whirlwind. Grab the gems there, then take the whirlwind to go back. (97/500, 1/2)
6. When you get back to the ledge where you rescued the first dragon, look to the right near where the fool is bouncing around to find a room off to the side. Go in and get everything you can. (126/500, 1/2)
7. Head back to where you saved the dragon and backtrack to the area you came here from. Get the gems and knock the armored long-armed enemies off their ledges by jumping and charging. (144/500, 1/2)
8. Jump over the wall and head around to the right side, where ahead you will find a Gnorc in a skirt with a flower standing on a floating ledge. Torch her while gliding, then drop down and get the treasures here. Stand on the circular platform when you burn the fool to ensure that you have plenty of time to get up there. (164/500, 1/2)
9. Proceed until you reach a locked chest, then turn left. (203/500, 1/2)
10. Charge into the armored guys on the small ledges. At the end of the road, glide over to the airborne island to the left and grab those jewels. (253/500, 1/2)
11. Burn both fools and hop to the top of the tower to find a key to the locked chest you just passed. When the tower runs out, torch them again so you can get back to that chest. (318/500, 1/2)
12. Go down each individual step, making sure to get the red gems before you reach the dragon. (325/500, 2/2)
13. All you have to do to defeat Jacques is pursue him relentlessly, flaming him when you get the chance so that he'll move to his next retreating spot. Jump over the boxes he throws at you, and when you finally corner him at the big box and flame him, he'll release a multitude of magenta gems. (425/500, 2/2)
14. Use his box to get up to the whirlwind, which will take you to the Return Home portal and the final gems. (500/500, 2/2 \*\*COMPLETE\*\*)

Now talk to Amos the Balloonist to go to Gnasty's World.

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6.6 | Gnasty's World  
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6.6.1 | Gnorc Gnexus  
      | Gems: 200  
      | Dragons: 2  
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1. Talk to the dragon just ahead. You can't see the other one, and won't until you've beaten the game at least once. (0/200, 1/2)
2. Get all the jewels you can, then go into Gnorc Cove. (75/200, 1/2)
3. After beating Gnorc Cove, get the jewels at the foot of the gate to Twilight Harbor. (125/200, 1/2)
4. After beating Twilight Harbor, get the jewels at the foot of the gate to Gnasty Gnorc. (200/200, 1/2)
5. After you beat Gnasty Gnorc, free the dragon in the middle of the arena following the epilogue. (200/200, 2/2 \*\*COMPLETE\*\*)

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6.6.2 | Gnorc Cove  
      | Gems: 400  
      | Dragons: 2  
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1. Glide over to the next ledge. Get the gems in the alcove to the right, then charge into one of the barrels as it rolls at you to send it back in the enemy's face. (16/400, 0/2)
2. Turn right and ram a barrel at the Gnorc standing on top of one, then ram the next guy as well. Jump on the crates behind him and turn right. (23/400, 0/2)
3. Get the chests on the high plateau, then blow fire at the TNT barrel beside the unopenable chest and back off quickly. The explosion will open the box, allowing you to get the jewels inside. (40/400, 0/2)
4. Glide over to the red gems lining the path. For this next enemy, you will have to knock two barrels his way - one to stun him, one to kill him. Do him in and then get the red gems behind him. (57/400, 0/2)
5. Get back up on the ledge where the enemy just was and turn until you see a dragon statue in the distance. Glide over to the iron chests, then get all gems around him before rescuing him. (80/400, 1/2)
6. Glide over to where the barrel is aligned with the unbreakable box and chunk a steel barrel at it. (90/400, 1/2)
7. Drop down and kill the two Gnorcs down there, then return to where you rescued Lateef. (96/400, 1/2)

8. Jump over to the bridge leading into the ship. Travel through the ship and collect all treasure inside. (120/400, 1/2)
9. Carefully go through past the rolling TNT barrels and kill the Gnorcs in the next area. Ignore the unopenable box for now. (131/400, 1/2)
10. Use three steel barrels to take out the enemies ahead, then get the gems at the end between rolling barrels. (160/400, 1/2)
11. Wait for an opening, then jump up to the next ledge and jump over rolling TNT barrels until you're within flame's reach of the Gnorc. Tag him, then go up another level and charge all the iron chests. Turn right, hop up yet another tier, and bounce a barrel at the unbreakable box from earlier. Backtrack and collect the spoils. (191/400, 1/2)
12. Return to the main path and enter the next ship. At the exit, you'll notice that the doorway is too small for you to kick a barrel through it and kill the Gnorcs standing on barrels. So, just ram them directly. (219/400, 1/2)
13. Ram the next guy directly (you'll take a hit, but you gotta take one for the team every now and then, don't you?), then ram the chests and save the second dragon. (239/400, 2/2)
14. Ram the next several Gnorcs on barrels head-on. (261/400, 2/2)
15. When going into the downstairs area ahead, light the first TNT barrel, then back away. The explosion will offset a chain reaction. (279/400, 2/2)
16. Once down there, kick steel barrels at both Gnorcs and an unbreakable box. (298/400, 2/2)
17. There are three hallways to travel down, each lit a different color. Start with green. (321/400, 2/2)
18. Return to the hub and go down the blue hall. Get the key and go back to the green hall and unlock the chest. (352/400, 2/2)
19. Return to the hub and go down the purple hallway. Knock the barrels at the enemies, then glide across the pits to get the jewels. (390/400, 2/2)
20. The whirlwind will put you right at the Return Home portal. (400/400, 2/2  
\*\*COMPLETE\*\*)

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6.6.3 | Twilight Harbor
      | Gems: 400
      | Dragons: 2
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1. Go in the room at the beginning and make a right to find an early extra life and a hidden Gnorc. Get the other gems in the room as well. (24/400, 0/2)
2. Wait for an opening from the guy ahead tossing grenades, then flame him and go into the whirlwind. (31/400, 0/2)
3. As soon as you reach the top, look to your left. Carefully walk the perimeter in search of gems, then return to the main course. (40/400, 0/2)

4. Move forward, carefully avoiding and jump over Gnorc gunfire until you reach the first dragon. (75/400, 1/2)
5. Proceed forward and into the building ahead. At the end, make a quick left to find two iron chests, then leave and keep moving. (133/400, 1/2)
6. Turn the crank at the bridge by blowing your flame at it, then glide over the raised drawbridge and save Cleetus up ahead. (133/400, 2/2)
7. Go to the top of the supercharge ramp to your right, then run down it and hang a left. When you get to the raised bridge, use a supercharge jump to reach a higher hidden area. Go across it, then glide to the plateau with the yellow gems on it. Use another supercharge jump to break the unopenable box from earlier as well. (248/400, 2/2)
8. Get everything in the next room, then take a right. (275/400, 2/2)
9. Plough through the remainder of the Gnorc troops until you reach the exit. (400/400, 2/2 **\*\*COMPLETE\*\***)

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6.6.4 | Gnasty Gnorc
      | Gems: 500
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1. Get all the gems in the center of the arena. Be sure to avoid Gnasty Gnorc's shots. (82/500)
2. After you have all the gems, start chasing after the dude in the green robe. Do not stop until you have the key he holds. Be sure to get all the gems along the path as well. (124/500)
3. Use the key to open the locked door next to where you found the first green-robed guy. Immediately you will begin pursuit of another one. Once you get the second key, Gnasty will start retreating. Unlock the ledge he was standing on to make it a step that you can leap up to. (179/500)
4. Begin chasing Gnasty Gnorc. You can take your time getting treasure. He'll wait for you. Run a full circle before seriously going after him just to pick up all the loose jewels. (375/500)
5. Run a full circle until he stops on his pedestal. When you catch up to him, quickly jump and flame him. He will run into a nearby door. (400/500)
6. In this room you will have to be very quick. You will have to jump across the platforms as they slowly go back into the wall. Do not stop for any reason. Simply jump along them until you reach Gnasty Gnorc. He will now be cornered. Flame him once to knock him out and end the game. (500/500 **\*\*COMPLETE\*\***)

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6.6.5 | Epilogue
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So order is once again restored to the Dragon Kingdom. Spyro gets a quick interview detailing all his adventures, and mentions in passing that there's still some treasure to be found. Afterward, sit through the credits and watch the sweeping camera shots of various places you've already been to.

After the credits, the screen will say "Returning Home..." You will be back in the Gnorc Gnexus. A dragon statue will be there. Go up to it. Magnus will tell you about the secret level that can only be accessed once you've collected 100% of the treasures in the game. 100% is of course not necessary to beat the game, but it is necessary if you want to access Gnasty's private treasure horde.

To access the treasure trove, you will need to find every gem in the game and save every dragon. In total, that's 12000 gems, 80 dragons, and twelve dragon eggs. Here are the stats for each world condensed into a single chart so that you can see how the totals add up.

|                                                  | Gems<br>γγγγ | Dragons<br>γγγγγγγγ | Dragon Eggs<br>γγγγγγγγγγγγγγ |
|--------------------------------------------------|--------------|---------------------|-------------------------------|
| Artisans<br>γγγγγγγγγγ                           |              |                     |                               |
| Home                                             | 100          | 4                   |                               |
| Stone Hill                                       | 200          | 4                   | 1                             |
| Dark Hollow                                      | 100          | 3                   |                               |
| Town Square                                      | 200          | 4                   | 1                             |
| Toasty                                           | 100          | 1                   |                               |
| Sunny Flight                                     | 300          |                     |                               |
| <hr/>                                            |              |                     |                               |
|                                                  | 1000         | 16                  | 2                             |
| <hr/>                                            |              |                     |                               |
| Peace Keepers<br>γγγγγγγγγγγγγγγγγγγγ            |              |                     |                               |
| Home                                             | 200          | 3                   | 1                             |
| Dry Canyon                                       | 400          | 4                   | 1                             |
| Cliff Town                                       | 400          | 3                   | 1                             |
| Ice Cavern                                       | 400          | 5                   |                               |
| Doctor Shemp                                     | 300          | 1                   |                               |
| Night Flight                                     | 300          |                     |                               |
| <hr/>                                            |              |                     |                               |
|                                                  | 3000         | 32                  | 5                             |
| <hr/>                                            |              |                     |                               |
| Magic Crafters<br>γγγγγγγγγγγγγγγγγγγγγγγγγγγγγγ |              |                     |                               |
| Home                                             | 300          | 3                   | 2                             |
| Alpine Ridge                                     | 500          | 4                   | 1                             |
| High Caves                                       | 500          | 3                   | 2                             |
| Wizard Peak                                      | 500          | 3                   | 2                             |
| Blowhard                                         | 400          | 1                   |                               |
| Crystal Flight                                   | 300          |                     |                               |
| <hr/>                                            |              |                     |                               |
|                                                  | 5500         | 46                  | 12                            |
| <hr/>                                            |              |                     |                               |

Beast Makers

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|                 |      |    |    |
|-----------------|------|----|----|
| Home            | 300  | 2  |    |
| Terrace Village | 400  | 2  |    |
| Misty Bog       | 500  | 4  |    |
| Tree Tops       | 500  | 3  |    |
| Metalhead       | 500  | 1  |    |
| Wild Flight     | 300  |    |    |
| <hr/>           |      |    |    |
|                 | 8000 | 58 | 12 |
| <hr/>           |      |    |    |

Dream Weavers

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|                |       |    |    |
|----------------|-------|----|----|
| Home           | 300   | 3  |    |
| Dark Passage   | 500   | 5  |    |
| Lofty Castle   | 400   | 3  |    |
| Haunted Towers | 500   | 3  |    |
| Jacques        | 500   | 2  |    |
| Icy Flight     | 300   |    |    |
| <hr/>          |       |    |    |
|                | 10500 | 74 | 12 |
| <hr/>          |       |    |    |

Gnasty's World

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|                 |       |    |    |
|-----------------|-------|----|----|
| Home            | 200   | 2  |    |
| Gnorc Cove      | 400   | 2  |    |
| Twilight Harbor | 400   | 2  |    |
| Gnasty Gnorc    | 500   |    |    |
| <hr/>           |       |    |    |
| GRAND TOTALS    | 12000 | 80 | 12 |
| <hr/>           |       |    |    |

Once you've gotten everything in every world, Gnasty's private treasure horde, a vast zone free of enemies (minus those annoying little buggers in robes, but they're not really enemies so much as nuisances) containing a whopping 2000 gems.

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6.6.6 | Gnasty's Loot  
      | Gems: 2000  
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If you have not beaten 100% of the game before reading this section, I suggest you read no further. This part of the game is definitely a sight to behold, and it is best to encounter it with virgin eyes.

That said, let's move on.

1. One thing you'll notice from the very start is that instead of gliding, you can fly here, just as you would in any of the flight levels, only here the maximum altitude you can fly at is not much higher than where you are currently standing. Bearing that in mind, take off and head over to the ledge to the right. As you will with every part of this stage, explore it fully. You will find a locked door; we'll get to that in a second. Stop when you can see a guy in a dark blue robe across from you. (170/2000)
2. Chase the dark blue guy around until you're within flame's reach, then burn him and get the key and all surrounding gems. (315/2000)
3. Go back and unlock the door you found earlier. You will quickly find another one. Jump off the ledge and fly to the right to the area near where you saw the first blue-robed dude. Hang a left and you'll find another one. Get all the jewels, retrieve the key, and return to the second locked door. (520/2000)
4. When you unlock the door, an airplane will fly out of it. Go through the winding tunnel to the new higher area. Don't worry about the plane just yet. You can now reach a couple of firecrackers sitting on rooftops. Find them and light them, then go to the piles of jewels that come from the boxes they open. Also at this time, look for two iron chests surrounding a single magenta gem. (745/2000)
5. Now go after the airplane. When you catch up to it, flame it to get the key. Look for the third locked door. When you open that door, collect the yellow jewels lining the path, then start pursuing the next airplane. (795/2000)
6. While pursuing this plane, you can reach two more firecrackers that will open two more boxes. (940/2000)
7. Once you catch up to the other plane and get the key, go back to the very same place where you found this plane and hop up the steps to the locked door. Inside is a single yellow gem. (950/2000)
8. From inside this room, fly over to the Return Home portal and go in the door near it. Get all the gems down the hallway, then set fire to the first of the firecracker boxes in the new chamber. The explosion will set off a chain reaction which will result in a veritable jewelgasm. These multitudinous magenta gems comprise the remainder of the treasure horde's gems. Your total is now 2000/2000, and your completion rate for the entire game will be at the maximum 120% - 14000 gems, 80 dragons, and twelve eggs.

When you enter the Return Home portal, you'll get another interview and a different ending, as well as different camera shots throughout the credits. After the credits, you will be taken back to the Artisan homeworld. Walk forward and save the game to secure your progress.

Congratulations on beating Spyro the Dragon!

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Thanks in part and in whole to the following:

>> My parents, who gave me the skills to enjoy this hobby as I do.

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do u guys luv me? plz circle 1 yes no maybe

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Please direct all questions, requests, suggestions, complaints, praise mail, hate mail, exhortations to "have your babies", marriage propositions, money, and gifts to [round the wheel at gmail dot com]. All one word, no spaces, insert proper symbols where necessary.

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Thanks for using my FAQ, and have a great day!

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