

Spyro the Dragon Dragon FAQ Final

by Gbness

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Spyro 1 Dragon FAQ
Version: Final
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1. Version History: I may update it, so I have my own version history for the guide:

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Version FINAL: I updated some strategies and made them better, and I also improved some other things. Likely the final update to be made.

Version 1.0: The first, and quite probably the last version of my Dragon FAQ.
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2. Introduction: Now, you may be thinking: What the heck is RichardB thinking, writing a FAQ for a game this old? Well, that's why RichardB comes in to answer your question. I wanted to contribute as much to this game as possible, since it is one of my top favorite games. This game looks like it's for younger kids, although that's entirely wrong. This is quite an excellent game, and certainly one of my personal favorite games of all time. Sure, it's not my favorite, but I love this game so much I became an addict.

And now, what is this guide? Well, this is not intended to be a regular FAQ. This is meant to be a guide that will lead you through Spyro 1 and help you find all the dragons. It'd be way too difficult for me to detail all the gems and things like that, so that's why I decided instead to just leave that to others and just write for all the dragons in the game, since they are part of what make Spyro The Dragon a fun and entertaining adventure. Anyway, I'm happy you're reading this, so just read past what's below and carry on. I appreciate your feedback, thank you very much!

-Gbness

3. Legal Disclaimer: You are NOT permitted to put this FAQ on your site without my permission first. All you have to do is email me or IM me saying you want this FAQ on your site, then you can tell me your site and the chance is high

that I'll let you. But if you put this FAQ on your site without my permission I swear you will regret it. If I let you, not ONE word should be changed from this FAQ! NOT ONE! Got it? Good.

4. E-Mail Rules: I love getting good emails, so you're free to email me with a question any time, but I will not answer questions already answered in this FAQ. But these are the rules:

1. Don't send me a question for something that this FAQ shouldn't list anyway.
2. If you email me try to make it neat. There's a much higher chance I won't respond to you if the email has ALL CAPS, no caps, and no short talk like i instead of I, ur instead of you're, etc.
3. Don't send me advertisements. They will be ignored and deleted.
4. No silly stuff.
5. You have to send me a subject. If you don't, I will delete the e-mail.

If you follow these 5 rules there's a 99% chance I will respond to you within 12 hours.

5. IM Rules: I also like getting IMs, but don't send them to me too often, or they may be ignored. I am on often, so feel free to IM me, but keep it light. However, you are not allowed to use a lot of profane language. If you do, I might not want to help you. Keep the message clean and I'll most likely talk to you.

6. Dragon FAQ: Please appreciate my guide. It's the only thing I could do for this gem of a game. Also, I may get something wrong, so forgive me if I do! So, turn your game on, and have a blast playing this one blast of a game! This will help guide you through the game with getting the dragons.

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6.1. Artisan's World

HOME WORLD
Dragons: 4

Nestor

If you can't find Nestor, turn off the game right now. He's right in front of you. You just cannot miss him. Believe me, you CANNOT MISS HIM. He'll inform you to find 10 dragons and then get to the balloonist to get to Peace Keepers.

Delbin

Easy. From where Nestor is, glide to the ground and you'll see him right on the left of the screen. He's by the pond with the six pads in it. He'll tell you what Sparx is doing.

Tomas

I'm honored, that's my brother's name. :) Well, in that little cave to where Town Square is, you'll find Tomas. The cave is on the upper-right side of this

place. He's not easy to miss, if you're exploring. He'll teach you how to glide.

Argus

You'll see Argus around Stone Hill, north of there, next to the dragon skull. He'll tell you how to get into Toasty, that you have to complete a level to get inside.

STONE HILL
Dragons: 4

Astor

Astor is at the end of the second tunnel, next to the beach. The tunnel is very short. He'll teach you how to instantly go right back to Home. Oh, and he'll offer Spyro a story too. :)

Carvin

Carvin is in that hole that you can see at the beginning of this level. He'll inform you to eat butterflies, because then Spyro will be just as strong as he is. But I admit he is a big dragon.

Lindar

He's at the end of the leftmost tunnel, the one with the multitude of gems and chests in it. He'll tell you how to save your progress throughout the level.

Gildas

Gildas is at the other end of Stone Hill, through the rightmost tunnel. To make it exact, he's at the top of the tower in the center of the grassy area. Get to the top with the whirlwind. He'll give Spyro some hints on gliding.

TOWN SQUARE
Dragons: 4

Nils

Nils is at the top of the steps at the entrance. He'll tell you to glide to where the bulls are and to use the L2 and R2 buttons to look around properly.

Devlin

Devlin is across the water, at the other side of Town Square. Basically from Nils, glide and climb up the stairs then glide across the land and you'll see him. He'll scratch his wing and tell Spyro to press X at the very top of his jump to get the best glide. Be glad, everyone, that's the final hint on gliding. :P

Alvar

He's just ahead of Devlin, right near the Return Home Vortex. After Devlin, turn right and head up the stairs, then charge through the bulls and you find Alvar. He'll tell Spyro that a man in blue has snuck into Town Square and stolen the dragon egg.

Thor

Thor is the hardest dragon to find in Town Square. From the top area around where Alvar is, you have to glide across to the area in the distance. Forward you may go, through the tunnel and across the long glide through these two pieces of land and there you'll eventually find Thor. He'll thank you for releasing him.

DARK HOLLOW
Dragons: 3

Alban

On top of the platforms in the center of the first room in Dark Hollow, glide over to the distance where the big gnorcs are. Flame them, and you'll see Alban. He'll tell you to charge small enemies because they have some protective shields. Nice-looking dragon though, huh?

Darius

Darius is at the end of the level. It's just straight from the entrance, past the platforms, up the stairs and flaming the gnorcs in the way, up the stairs and around, there's Darius. He'll tell you to flame large enemies because they are too big to be charged.

Oswin

From where Alban is, jump down, and you'll see a set of stairs a little ahead, and on the right. A tough enemy is there. You have to flame his back because he's a big, shielded gnorc. Fight off two of these, and you'll be in a large water room. Jump across the platforms here, and you'll see Oswin. He'll you to use Triangle to look around.

TOASTY

Dragons: 1

Nevin

You'll find Nevin along the middle, right where Toasty is. Fight off the dogs, and cross through the tunnel while taking out the huge number of shepherds and dogs that you'll find through there and you'll see Nevin. He'll warn you about Toasty's power.

6.2. Peace Keepers

HOME WORLD

Dragons: 3

Titan

Titan is right ahead of you, similar to Nestor. Just jump up that step and a little bit further you will find him. He'll tell Spyro to collect treasure because Gnasty Gnorc turned most of it into gnorc soldiers.

Magnus

Go forward, past the cannons while killing the enemies at the cannons and then head to the right. You'll then see Magnus there. He's right next to the Ice Cavern portal. He'll give more advice on keeping Spyro healthy.

Gunnar

Gunnar is the hardest dragon to find in Home. From where Magnus is, go back and then finish off the gnorcs by the cannon, and then use it to hit the bulls-eye right ahead of it. Jump up, then turn left and chase down the thief. You'll see Gunnar there. He will wish Spyro well to perform his destiny.

DRY CANYON

Dragons: 4

Conan

Go ahead, chase down the thief at the left side while collecting treasure and go to the right, then you'll find Conan just up the step. He's another "thank you for releasing me" dragon, similar to Thor from Town Square.

Ivor

After Conan, go up the stairs right across the water and get to the end of that, glide across, and fight off the yellow gnorcs and the nasty buzzards in front of you with your fire. Then, go into the cave, and get Ivor and the treasure. Ivor will be impressed.

Boris

Let's return to where Conan was. Then, go up the stairs that you will find ahead of you and fight everything off, then you'll see Boris, to the left and up the other set of stairs you'll find. He awards good gliders, and he does drop a bit of hint to glide across this cliff.

Maximos

This is something that'll really piss people. They just go ahead of where Boris is, go to that platform, and see Maximos up there. How to get there? Well, backtrack to Boris. Go up that little hill, and glide across to the left side. Go through the small chamber to see yourself at the top of a big cliff. Glide to the left, and you'll see yourself where Maximos is, as well as the key. He'll make some humorous comments on those birds that are always around here.

CLIFF TOWN

Dragons: 3

Halvor

Halvor's around the middle of the desert, by the platforms. Just go ahead from the entrance, charge the gnorcs (flaming them does no good because a lot of them wear armor). He'll tell you to charge armor. More of that again, eh?

Enzo

Climb up the huge cliff straight ahead of Halvor fighting enemies like the pot-bellied lady and her little boys, and you'll come to the top. Enzo is here, next to the vortex. He'll advise Spyro to glide to the other side.

Marco

This does not have anything in the slightest to do with Marco Polo, believe me!! Enough babble, just glide across like Enzo told you to. Fight off the annoying birds, and you'll see Marco at the top. Also, just ignore the electric fences and try to get past them, because they might distract you a little. He'll advise you that you're on the highest point of Cliff Town, and you should use this place to glide to other areas, and to use the whirlwind below. :)

ICE CAVERN

Dragons: 5

Ulrik

Just up ahead. Fight off the large purple enemy and the green snowball throwing gnorc and free Ulrik. Be careful not to move too fast and fall down. He'll tell you only to flame big enemies, and not to charge them.

Todor

He's just ahead of Ulrik in the cave, by those poles with gems on top. From Ulrik, enter the cave and collect all the gems in sight, then just turn to your right and you'll see him. He'll inform Spyro that some huge gnorcs wear armor, and their butts are inaccessible, but in the Ice Cavern, you get really slippery, do you not?

Andor

He's just ahead of Todor. From where he is, climb down the stairs on the left and you'll find a slippery gnorc. Charge him a few times and he'll fall off the ice into the void. Right forward, you will find Andor and he'll thank you for releasing him.

Acher

Right ahead from where Andor was. Get past the paths through here and the snowball throwing gnorcs and eventually you'll see him near the cave viewing the three extra lives. He's like Thor, Conan, and Andor... thanking you.

Ragnar

The very first area with five dragons is the Ice Cavern. Ragnar's the final one. Start off where Acher is. You could just go in the cave, and look up there, see Ragnar WAY up there, totally inaccessible. So, go back from there and jump up those blocks, one by one, and you'll be high up. As for the blocks... you shouldn't have much trouble. Each one will get higher, so don't just don't jump high enough or slip. Be sure not to make accidents, as the gnorcs here are strong. Beat off the slippery gnorcs with armor and pass through there, and we'll find Ragnar there. He'll tell Spyro that he's ready, and that he knew it from the get-go.

DOCTOR SHEMP

Dragons: 1

Trondo

Trondo is ahead, just go ahead toasting everything: the fat gnorcs and their "children" and then you'll go up a whirlwind near the tower and then you can glide across, then jump down and see Trondo. He'll complain about Shemp, and inform you he should watch his back...

6.3. Magic Crafters

HOME WORLD
Dragons: 3

Cosmos

Cosmos is just past the octopi in the tunnel straight behind you. NOTE: Right ahead at the start of the place, you cannot glide across, no matter how hard you try. It is impossible. Anyway, go into there and to the left and then the right, then straight and you'll find him. He'll tell you he wants you to get the gems, dragons, and thieves.

Zantor

Go past Cosmos, past the hills and Alpine Ridge, charging through all of the armored octopi and to the top of the hill there, around the arrows Zantor awaits. He'll tell you that the arrows are really a super charge.

Boldar

Start using Supercharge by charging across the arrows. Go through the gnorcs (especially the wizard because it has a purple gem and controls the wall) and find Boldar, right in front of the Crystal Flight portal. He'll show you to a portal to learn to fly.

WIZARD PEAK
Dragons: 3

Jarvis

Another easy one. Just go ahead, through the gnorcs and enemies, past the paths, and you'll see a supercharge spot, Jarvis next to it. He'll tell you to bash wizards with the supercharge.

Hexas

Why couldn't dragons be harder to find? Ah well, just supercharge forward from where Jarvis was and go to the right, while you take out all the wizards on the way and you'll see Hexas. He'll thank you for releasing him, like the other shy dragons here...

Lucas

Lucas is an important dragon to find. After Hexas, just go up, fighting gnorcs, and you'll see Lucas. The wizards and other enemies provide no real challenges. He'll tell you an important bit of advice, at the Artisans Home, jump on the stones, and then something may open up. For your information, reader, this is Sunny Flight. Originally, you could just hop on all the stones, but now it's easier because when you jump on them, they turn yellow so you will know which ones that you've stepped on. Extremely important, I must say.

HIGH CAVES
Dragons: 3

Ajax

Go forward, past those stupid bugs. I really hate them. Just dodge them. Flaming them does no good, just when they look away, just run past them. At the end of that nightmare, you'll see Ajax. Spyro will feel just the same way you do... but Ajax informs you that supercharge will make you invincible...

Cedric

Use supercharge, and go FAR away to the largest tunnel in the distance. Cedric is there, along with the Return Home Vortex. He will tell you to use charging and gliding to combine with supercharge, to really explore the High Caves.

Cyrus

Cyrus is the one we'll want to find. Get some supercharge from where Ajax is, and then go to the cave with the bugs and SUPERCHARGE THE BUGS!! Ha ha ha... kill them all! Wipe them out! Get revenge! Then fight off the wizards and druids. In fact, you can even do this with supercharge if you want to, because this will make it faster, but more difficult. It's really up to you. Cyrus is there to inform you to do just what you did about those awful green druids. Who would like things that could move everything in such a way anyway?

ALPINE RIDGE
Dragons: 4

Zane

Talk about gigantic beasts. :) Flame all of them as well while getting past the druids around here, and then with enough effort, climb up the stairs that those druids are bringing up and down and find Zane. He'll ask Spyro if he's afraid of those big, noisy, gigantic, awful beasts. I think you very well know what Spyro's answer is, don't you?

Eldrid

Eldrid is just past Zane. Go past there and turn to the right, get past the druid door trap by gliding when it's been closed for a while so it'll open when you're close and charge the druid as a reward, then get past the moving platforms. When the platform has spent a long time up, glide so that you'll land on it when it's down. ^_^ Eldrid can be found there. He just thanks you.

Zander

Zander is near the Return Home Vortex. From where Eldrid is, go forward, up, then right past the huge yellow beasts and steps, and you'll see the crystal. He'll say that Spyro is on his way to learning all of the secrets of the world.

Kelvin

Past Zander, just glide across to the platforms. Do that little puzzle with the fireworks boxes (jump on the first platform, flame the fireworks chest, jump to the second fireworks chest, jump back to the first one to get the gems, then back to the second to get its fireworks chest's gems, and finally to the third platform, where you can flame its chest, jump back to the second and wait for it to explode, and then return to it to collect all of the treasure) and then we'll see Kelvin. He'll tell you that the thieves haven't only stolen eggs in the Magic Crafters world.

BLOWHARD
Dragons: 1

Altair

Get past Blowhard's minions and collect all of the gems here, then flame Blowhard and he'll open a door and run inside. Go through the cave, chasing Blowhard. Get past that and be very watchful of the druids as they make the platforms move and the water below isn't exactly nice. You'll finally see Altair. He'll be extremely forgetful.

6.4. Beast Makers

HOME WORLD
Dragons: 2

Bruno

Bruno is right past all the enemies. He's in the center; you can't miss him. The swamp is totally straightforward. He'll say how Gnasty Gnorc changed the swamp into an electrical junkyard or something like that.

Cleetus

From where Bruno is, go a little further, and you can glide to the right and see Cleetus. He's off to get Gnasty Gnorc and has no time to talk.

MISTY BOG

Dragons: 4

Rosco

Enter, then glide over. Get past those GOD-ANNOYING TREES by flaming them. If you don't flame them in time, they'll eat you. After getting past that, we'll see some frogs. Kill them, and we'll see more STUPID TREES. Flame them like crazy, and then get Rosco. He'll inform you that the frogs are cold-blooded killers.

Zeke

After getting Rosco, charge right ahead on this wooden path until you get to a hole in the floor. Jump inside. Not more of those stupid trees? Well they're here, so just burn them, and then use your charge to take care of everything else. Then go up the steps and we'll see Zeke, another thank-you dragon.

Bubba

Bubba's annoying to get, but we need him to get 100%. So what we do: go through all the gnorcs, hogs and everything, and climb up the steps to find Bubba. He'll tell you what to do with the frogs: smash them and squash them and squeeze them and squish them and stamp them. Spyro will inform Bubba that dragons ARE dragons, after all... The next dragon's a menace, believe me.

Damon

My god, this is the hardest dragon to find yet, hardly any contest with Maximos or Ragnar. Don't go back, glide across everywhere, fighting off every single enemy on the way, and then you'll see a cave. Kill the frogs, and then we face our ultimate challenge: there are frogs and gnorcs EVERYWHERE! You can hardly move around in here without being slaughtered by knives and tongues. At least there aren't any trees here so there's no reason to flame. Use your charge, and by all means BE CAREFUL! You wouldn't want anything bad to happen. Go through all of this by giving them a good hit from the horns and we'll see Damon. He's

similar to Altair, he can hardly remember anything and feels like he's been trapped ever since he was just as young and small as Spyro was. Thank god, that was quite a challenge!

TERRACE VILLAGE
Dragons: 2

Claude

None of the enemies in Terrace Village are a real threat. You will encounter large purple enemies that can shock you and electric gnorcs, but none of them are just dangerous. Just go up the stairs and further ahead, then you'll find Claude. He'll warn you about the electricity.

Cypris

He's hard, but not as hard as Damon. Get past the gnorc electricity, while killing all the enemies on the way and using all your noggin, then you'll see Cypris. Nothing here is dangerous, but the gnorcs sometimes set the green floors on electricity. Don't walk on it and that point, just get those nasty gnorcs. After making your way past all of them, you'll get your reward: Cypris. He'll tell Spyro that sometime he can tell the dragons all about his journey...

TREE TOPS
Dragons: 3

Isaak

It's hard to explain things in Tree Tops but I do my best. Go at top speed, leave the gnorcs for later. Show that thief no mercy, unless you want Isaak first. Take a turn around here and you'll see a purple thief in the distance. Glide over to him, killing the gnorcs, and you'll find Isaak up there. He'll tell you to jump at the end of a supercharge, and then Spyro could really go far...

Lyle

Wow, that's my father's middle name. :) Return to the beginning, and then go the way the green thief went to arrive at a Stonehenge. This isn't too much of a hurry, so you can take out the enemies at the first Stonehenge beforehand. Take care of business there, then go to the left and find Lyle.

Jed

Jed isn't hard, he's just tricky. You may be thinking, use the supercharge to get him, right? Wrong. You have about a 1 in 30 chance of accomplishing this.

What you have to do is go to the right instead of Jed, continue the supercharge wherever you may, and then do quite a ride from one area to Jed, getting the thief and Jed. Jed will compliment Spyro on his skills.

METALHEAD
Dragons: 1

Sadiki

Sadiki ain't hard either. From the entrance, go up and some monster will throw a rolling gnorc at you. Charge into this gnorc or just plain run away, it doesn't matter. Go straight forward from there while keeping a close watch on those enemies from Tree Tops, and when you get to the end, look over to the left to see another path, where you can find Sadiki. He'll tell you Metalhead is charged up to meet Spyro, but his power pool will disrupt him.

6.5. Dream Weavers

HOME WORLD
Dragons: 3

Lateef

Glide over to Dark Passage, kill enemies before they grow (the cannon above makes them grow, just charge enemies when they are small), glide over to the next island and enter the passage right ahead of you and then see Lateef there. He'll drop a few words about the world.

Zikomo

Now this is interesting. ^_^ Get out of Lateef's passage, then charge those imps. Glide over to the island over there and charge the imps before they grow, then let the three whirlwinds take you to the cannon. Use the cannon to shrink everything. Then glide over to where Zikomo is. If you can't see him, he's just to the left. He'll congratulate Spyro.

Mazi

From where Zikomo was, glide to where those two big imps were guarding the passage. If you haven't used the cannon yet, use it and fire at those two and they will become small. Glide to where they are and charge them both. Go through it and await Mazi. He'll tell you to attack the invincible fools. What he means is that the clock jesters around here cannot be killed, but charging them still makes something happen...

DARK PASSAGE
Dragons: 5

Kasiya

From the entrance, continue through the barrage of enemies here. Remember the clock jesters from Home? Well, they're basically the same, but they focus on light instead of time. If it's dark, the enemies here are dangerous. The golden puppies here become red killing dogs with huge mouths, and the green turtle-like things with the armored shells become gigantic armored green creatures that cannot be killed. Obviously, you will want to let those light jesters have it so it'll be light and the enemies will just be small like creatures. Now that you know this, go ahead to find Kasiya. He'll tell you to watch the jesters.

Azizi

Just go ahead flaming everything and you'll see Azizi in two seconds. He'll thank you. But all the same, there are those big green monsters and the overgrown puppies to look out for.

Bakari

Bakari is akin to Azizi, just continue killing stuff and you'll find Bakari. However, you'll have to do a bit more gliding than before to get to him, and right before him you'll have to glide across a cliff, and on the other side there are killing monsters right near the end, and usually the light will be off. This might be a bit tricky. Anyway, take him out by attacking the light jester and then go right ahead. Bakari will await you there. He'll tell you that you are just might be the dragon to kill Gnasty Gnorc.

Apari

From where Bakari is, do a bit of searching. See the green cave on the other side? Glide down and across, then you'll land there. Continue forward killing the enemies you will see (don't worry, no jesters) and then glide to the area in the distance. Charge right through the four puppies, then destroy the two huge shielded devils by flaming the light clown and then charging these creatures. After that, go up the whirlwind and take a right and find Apari. He'll tell you that he'd help you, but he doesn't want to be trapped again, but Spyro will say that Gnasty will be the trapped one.

Obasi

From Apari, just continue. Don't worry, those blue floors are not water, no matter what they look like. You'll have to do a lot of glides and jumps around here, and a lot of the time a puppy or a turtle will be guarding it. Anyway, just continue gliding and then use a whirlwind, then you'll find Obasi. He'll thank you. Azizi all around.

LOFTY CASTLE

Dragons: 3

Mudada

From the beginning, flame the monster on the balloon (he looks like the monsters in Dark Hollow but he doesn't attack), then use the whirlwind and glide over, get the booties, then free all the fairies. One's down on the ground, and two are just straight ahead. Use the whirlwind that appears and free Mudada at the top. He'll say that fairies are always on Spyro's side.

Useni

Go ahead across the whirlwinds and enemies, and you'll be at a large area. Go ahead, and cross the path, then go right and go through killing enemies if you want, and then use the whirlwind to get to Useni. He'll tell you that supercharge is useful here for taking you to new places.

Baruti

Use supercharge and do amazing glides! Solve this little puzzle here with the enemies, and then you'll arrive at this path. Go ahead and see Baruti.

HAUNTED TOWERS

Dragons: 3

Kasiya

Get past the knights, charge through everything, and eliminate it all. All of the gnorcs are in knight armor and some have magic so they have all taken a step up on the difficulty scale. You'll come to a room with a fairy. She'll kiss you and your breath is ultra strong! Flame the steel door right behind you and then use the whirlwind, and meet Kasiya. He'll inform you about the fairy's kiss.

Lutalo

From Kasiya, go forward flaming the enemies here and perhaps get to the end of this area and reach the fairy, then get her power and head up the path a little before her. Inside, just use supercharge in here, and go into the red room. Lutalo is here. He'll speak about Gnasty Gnorc.

Copano

Besides Jed and Damon, Copano is probably the hardest dragon you have yet to

find. Return to the entrance of this passage and use the supercharge. Exit through the second left door. Once you get outside, go to the left and when you reach the end of the island, do a gigantic supercharge-glide. This will be hard but it is indeed possible. Use the whirlwind and get to the top, then you'll see Copano. He'll mention Spyro's supercharge ability.

JACQUES

Dragons: 2

Unica

At the beginning, just flame the monsters around here (they prove no real challenge) and charge into the clock jester, then jump up. Flame the clock jester on the right, then get flame the one on the middle. You now have a VERY SMALL TIME to jump up and get to Unica. Don't expect to do this on your first try. It's more than possible to do this though. He'll thank you...

Revalo

Get past everything, and go down the stairs. The enemies are not harmful, but the glides are. It's basically just straightforward, but some of the huge glides here could prove a small challenge. Revalo has a unique message from a wise dragon of the past to integer life but avoid flying boxes.

6.6. Gnasty's World

GNORC GNEXUS

Dragons: 1 (now)

Delbin

Yep, Delbin. He's right in the center. He'll tell you to reach the exit in Gnasty's lands. You may have remembered that you freed Delbin a long time ago. Some dragons have stood up to Gnasty Gnorc, only to be trapped again. Only Spyro will be able to defeat Gnasty Gnorc, so it's up to you...

GNORC COVE

Dragons: 2

Lateef

Lateef again, cool. I'm afraid that I had to write this by memory, so forgive me if the strategy isn't great. Just go straight ahead, flame all those big gnorcs twice apiece, then go straight ahead and up, flaming TNT barrels and jumping over normal barrels. Get up high and do some nice glides and you'll reach Lateef. He'll tell you to keep up the good work.

Tomas

He's really straight ahead from Lateef. Head forward and left, through there, up, forward, right across the path with the barrels, farther right and across, then you'll find Tomas pretty straight from there. Just destroy things carefully, and you'll see him. He'll tell you he never expected to be freed and he always believed in Spyro.

TWILIGHT HARBOR
Dragons: 2

Cosmos

Destroy the gnorcs, then go ahead straight and you'll see Cosmos there. These gnorcs are really tough. All of them wield machine guns and this is not good at all. They can get you by a long range and they're very agile, especially the big yellow ones. Sometimes you'll have to wait for them to reload. Get past all of that mess and a little more, then you will find Cosmos and he'll tell you thank-you.

Cleetus

Do some serious charging to get to him. You'll have to kill a lot of stuff but he's straight ahead. Most of the maching gun gnorcs get much easier when you get used to them. He'll tell you to keep a look out for gnorc commanders.

GNORC GNEXUS
Dragons: 1

Magnus

Magnus is where Delbin is, after you kill Gnasty Gnorc. If you didn't read back there for some reason, he's just in the center of the room. He'll tell you to get everything 100% to get to the loot. So what are you doing, now? Go out and get it all!
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7. Outro: Hope you liked the guide! I really loved this game, and I hope you did too. It's been tough writing this guide, but it's enjoyable due to how fun the game was. Have a nice time, and look for more guides from RichardB!

8. Credits:

Gbness: For writing this guide. This took a while, but I hope you liked it!
CJayC: For posting the guide and hosting an excellent web site.
Effigia: For being a great, helpful friend.
Insomniac: For making this excellent game, as well as other terrific games.

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