

SPYRO™

SEASON OF FLAME

Tips for
All 20+ Levels!



This game has received the following rating from the ESRB





PRIMA'S OFFICIAL STRATEGY GUIDE

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INTRODUCTION



FLAME ON!

Welcome to the magical land of Spyro 2: Season of Flame! Whether you've previously adventured with our purple pal or are taking your first journey through his whimsical world, take a quick gander at the next few pages for a review of familiar concepts and a look at some refreshingly new ones.

SOMETHING'S AMISS IN THE DRAGON REALMS



After their sojourn in Season of Ice, our hero and his stalwart companions touch down in the Dragon Realms, ready for a hero's welcome. Alas, it isn't to be.

Something terrible has happened in Spyro's absence—the magical fireflies are missing, and with them has vanished the power of the dragons' flaming breath. Worse yet, the Dragon Realms are getting cold because of the lack of heat.

Our scaly friend and his relatives will have to abandon their home world unless Spyro brings back the magical fireflies.

Spyro and friends must journey through more than 20 levels to unravel the mystery and restore warmth to the chilly Realms. Failure could signal the start of a true season of ice. Are you up to the challenge?

CHARACTERS

SPYRO THE DRAGON: OUR HERO

What he lacks in size he makes up for in heart! Spyro has faced down all sorts of baddies in his lengthy career, but is he ready to take on Ripto without the benefit of his trusty flame breath? Can he persevere against near-insurmountable odds to save all of dragonkind?

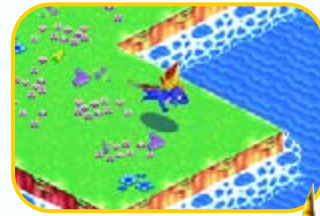
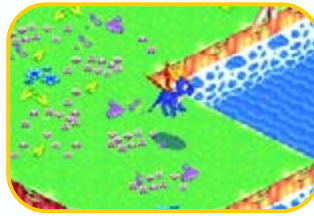


Likes: Gems, fodder
Dislikes: Ripto, H2O, long falls



JUMP/GLIDE/HOVER: (A)

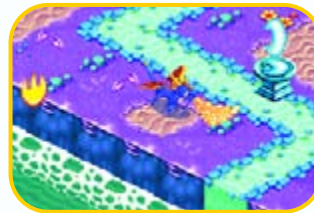
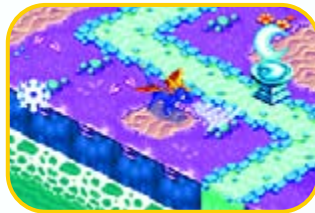
Dragons are an agile breed, or at least our pal Spyro appears to be. Pressing (A) once allows Spyro to execute a jump. The longer you hold it, the higher he flies. Pressing (A) a second time starts Spyro gliding in the direction he's facing. Keep in mind that the instant Spyro starts to glide, he starts losing altitude.



A third tap of (A) causes him to hover in place for a second or two. That's good for bringing him to a quick stop, or for giving him a bit of oomph to make it to an otherwise out-of-reach ledge.



BREATH WEAPON: (B)



Not only is Spyro an ace gymnast and pilot, he also can launch a range of attacks just by breathing. Press (B) and Spyro blasts ice, fire, or lightning, depending on which breath weapon he has access to at the moment.

CHARGE/HEADBUTT: (R)



Spyro can saunter, move at a steady clip, or—when the situation calls for it—run like the wind. Hold down (R) to send Spyro off at a mad gallop, but be wary of falling from high places or running into ill-placed obstacles. Either event renders him easy prey for an opportunistic Rhynoc.

If he runs at full gallop into enemies, gem-hiding pots, or fodder, however, Spyro can deliver a knock-out blow to most with one crack of his diamond-hard head.

FREE LOOK: (L)

Spyro's view is confined to the edges of the screen, but quickly clicking and holding (L) expands his field of vision and lets him scope out the road ahead. Note: He can't move while he's looking.



CHANGE BREATH WEAPON: **SELECT**

Spyro starts out with the power to spew only a frigid brew of snow and ice. He quickly regains his ability to breathe fire, and caps that off with lightning. Power-Up Gates allow him to upgrade his fire and ice attacks for a short period. A quick flick of **SELECT** lets you toggle through his available attacks.



MAP: **L** + **SELECT**

Lost? Don't know which part of the level you've already traversed? Need to reference a landmark for navigation? The handy map function can be a lifesaver. Press and hold **L** and **SELECT** to bring up the map. All your completed journeys are uncovered.



ATLAS/PAUSE/OPTIONS: **START**

Suppose you want to save the game, change some game settings, or check out your Atlas to see where you stand in your firefly-gathering exploits. That's the time for a pause: Press **START**.

STRONGER, FASTER, BETTER

In addition to his athletic gifts and ability to spout fire, ice, and lightning, Spyro acquires additional strengths in the course of his adventure. Grateful fairies, rescued from the vile Rhynocs, bestow upon him numerous gifts.

HARDER THAN DIAMOND?

This fairy gift increases the strength of Spyro's headbutt attack, letting him shatter the previously unbreakable boulders that litter the Realms. You must break these boulders to achieve 100 percent completion and unlock a nice extra.

STRONG, LIKE WOOD

This fairy blessing increases Spyro's life bar one notch, by way of Sparx. Spyro can take one more hit from an enemy before he goes down for the count.



SPARX: A DRAGON'S BEST FRIEND (AND NIGHT LIGHT)

Sparx has accompanied Spyro through all his trials and tribulations, and is always glad to stand, er, fly stoically at his friend's side. Not only is he an ace at picking up gems and butterflies in Spyro's vicinity, but Sparx also serves as our hero's life bar.



Sparx's varying colors represent Spyro's health status. Gold is good; red is nearly dead. If Sparx disappears, Spyro has only one more hit till he's KO'd.

Likes: Gems, butterflies

Dislikes: Getting hit, bug zappers

AGENT 9: THE MONKEY ON RIPTO'S BACK

The gun-toting Agent 9 has helped Spyro on past adventures. He's armed with the latest in combat gear, and packs a mean punch as he cavorts through the side-scrolling levels, collecting ammo, armor, and, of course, gems and fireflies.

He does his part to stop the nefarious Ripto from carrying out his fiendish plot. It's too bad he has no bananas today.

Likes: Bananas, particle lasers

Dislikes: Spikes, wobbly platforms



JUMP/DOUBLE JUMP: (A)



As he picks his way across precarious pits and spike-filled chasms, Agent 9 can leap from place to place like a ... well, monkey. Press (A) once to do a standard jump (hold it for more air). Hit (A) once more for a double jump to get what's out of reach of Agent 9's four opposable thumbs, or to soar safely across a gaping hole.

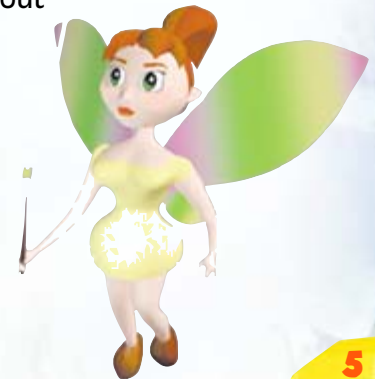
SHOOT: (B)



Agent 9 is a chimp packing heat. Squeeze (B) to fire a few rounds into an unsuspecting enemy's leathery hide. That'll teach 'em to mess with one of Spyro's friends. Now, about those bananas....

CHANGE AMMO: (L)

As he cuts a swath through Ripto's insidious band of Rhynocs, Agent 9 has access to both regular and extra-deadly ammo. Extra-deadly is scarcer, but its rapid fire makes short work of even the hardest villain.





SHEILA: HIGH BOUNDARH FROM DOWN UNDAH

Like Agent 9, Sheila has been a faithful companion of Spyro in earlier adventures. This marsupial's karate-kicking antics and superjumps make her perfect for tackling the high-altitude ambitions of Ripto's revolting reign.

Likes: Shock absorbers, karate kicks
Dislikes: Bandicoots, messy pouches



JUMP/DOUBLE JUMP: (A)

Even Agent 9's primate powers can't take him to the hairy heights that Sheila regularly attains. Press (A) once to jump, and again for an extra high-flying double jump to reach even the most daunting peaks.

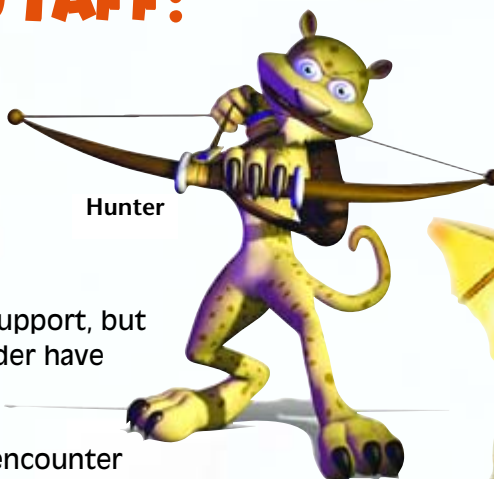


KICK: (B)

Spyro has his dragon breath; Agent 9 has his bullets. Sheila has a devastating, ninja-style, superkick. Press (B) and she executes a kick that'll knock the stuffing out of all but the most heavily armored enemy.

THE SUPPORT STAFF: DRAGONS, LIONS, AND BIANCA—OH, MY!

They may be there mostly for moral support, but sometimes Bianca, Hunter, and the Elder have something important to say or give to you (such as an always-welcome firefly). Stop and talk every time you encounter one of them.



Hunter



Zoe



Dragon



Money Bags



Bianca

And don't forget that ol' penny-pincher, Moneybags. As usual, he charges you a hefty sum—this time for access to Sheila's stages.

Likes: Warmth, friends
Dislikes: Ripto, Rhynocs

THE DASTARDLY VILLAINS: BOO, HISS!!! RIPTO AND THE RHYNOCS: THE WRONG KIND OF BAND



Ripto

The master of disaster, the lord of lies, the count of crooks: Ripto is behind the scheme to filch the fireflies that fuel the flames of the Dragon Realms. Without fireflies, the dragons must leave the Realms forever, leaving Ripto and the Rhynocs to revel in their ill-gotten gains.

Likes: Mayhem, cold weather
Dislikes: Spyro, happiness

Speaking of Rhynocs, they're a surly bunch this time around (as if Rhynocs are ever anything but surly). Leprechauns, explorers, and knights are just a few of the unsavory characters in this chapter of the Spyro saga. But not to worry, you can keep the population in check.



Explorer



Scarecrow



Hippok



ITEMS

A DRAGON'S DELIGHT: BUGS, GEMS, BUFFET, AND MORE

LIGHT ME UP



The key to your advance is acquiring fireflies that Ripto and his cohorts have stashed throughout the various worlds. As you collect fireflies, you unlock subsequent levels. You find some loose in the levels, but most require a lot more effort.

Because this edition of Spyro is as much an adventure as an action game, you must complete several mini-quests within each level to snag all the fireflies. These quests range from rescuing the hapless mayor in Dreamy Castle to playing hockey against a rough-and-tumble Rhynoc goalie.

To see all this title has to offer, you must collect all 100 fireflies. Use your ice breath to freeze them first, then snatch them up while they're grounded.

FAIRY HELPFUL



Helpful little fairies scattered around each level mark Spyro and Co.'s progress. If you should stumble along the way, at least you won't be yanked back to the beginning of the level. The marker fairies are real lifesavers on Agent 9's levels.

DIAMONDS ARE A DRAGON'S BEST FRIEND...



...and rubies, and emeralds, and ... but you get the picture. As in all Spyro titles, a virtual fortune in gems is scattered throughout the Dragon Realms. This edition has a gem value of 8,000. Gems come in a wide variety of colors, each worth a different amount that counts toward the 8,000 total.

- Red: 1 gem
- Green: 2 gems
- Purple: 5 gems
- Gold: 10 gems
- White: 25 gems





POWER-UP GATES



This wouldn't be a Spyro title without handy Power-Up Gates sprinkled around. You can upgrade your ice and, when you get it, your fire breath with greater range and special capabilities. Upgraded ice breath freezes shallow water so you can access more of the maps. Upgraded fire gives you greater range on flame shots.

Last but not least, you have access to an electrifying lightning attack. But it comes with a 30-second time limit, after which it needs to be recharged.

VASES, BASKETS, AND WROUGHT IRON CHESTS



If you want to collect all the gems, familiarize yourself with the clay and iron vases and baskets scattered throughout the playing field. Vases and baskets always contain gems. All you need to do to free them is to breathe on a vase or headbutt a basket, or—if you're playing Agent 9—blast them to pieces.

Don't forget the chests squirreled away in every Spyro-based subworld. In each case, the key to the chest is generally tucked away in some remote and foreboding corner. When you find it, it's usually a good idea to hightail it back to the chest. If you blow your chance, the key goes back where you found it.

MUTTON: IT'S WHAT'S FOR DINNER



Spyro works up a mean appetite after dishing out and taking all that punishment. It's good to know that he can count on his

friends the sheep—and other fodder located throughout the Realms—to keep his strength up.

To recharge Spyro's life bar with fodder, headbutt or breath-attack any of the critters scattered about the levels, then gobble up the butterfly they leave behind. How do you know what is and what isn't fodder? The fodder won't stand around and wait for you to eat it.

Hey, Spyro's gotta work for everything else. Why not his dinner, too?





PEDESTALS



Every Spyro-based level in this game includes a series of pedestals that must be activated to earn at least one firefly.

These pedestals take on a variety of shapes and sizes, from the candles in Winter Mesa to the skulls in Gypsy Road. They range from devilishly hidden to outright obvious.

Don't fret if you can't find one on your own. We've included in this guide the location of every one. If you get stuck, look it up.

GENERAL TIPS AND STRATEGIES

FIVE LIVES TO LIVE

Spyro starts out with five lives. He can earn a whole lot more throughout his adventure by collecting butterflies in bottles. Don't worry about losing a life here and there to exploration and experimentation.

Even if you do manage to lose all your lives, you have at your fingertips infinite continues to pursue your quest against the Rhynocs.



MY KINGDOM FOR A GEM

We don't pinpoint every gem in the game, because—trust us—you don't want a guide the size of a phone book. About 95 percent of them are obvious and readily available. If you should get stymied, remember these simple rules of gem hunting:

- ◆ Smash all vases, both iron and clay.
- ◆ Defeat all enemies.
- ◆ Unlock all chests. There's one on each Spyro sublevel.
- ◆ Be vigilant on Agent 9's levels, where vases tend to hide behind background elements.



SPYRO'S SHADOW: YOUR LIFELINE

In many instances, you make precise jumps onto small platforms. Keep in mind that your shadow tells you exactly where you will land. This is a life-or-death matter in several cases, so don't hit that Hover button unless you're sure that you're going to land on solid ground or that you need that extra push to make a jump or glide safely.



The same goes for stepping onto floating platforms—verify that your shadow is on the platform, so you don't inadvertently step into space at the last minute. It's a long way down, Bub.

WHICH WAY IS UP?

You view the action in Spyro 2 from a top down, angled perspective (except for Agent 9's side-scrolling levels), so we'll refer to north, south, east, west when giving directions.

For reference purposes, north is the upper right corner of the screen, south is the lower left, east is the lower right, and west is the upper left. We include a handy compass with each level walkthrough for reference.

Turn to the next page now, and prepare to dive headfirst into the world of Spyro 2: Season of Flame. We're gonna have a blast!





SUNNY PLAINS

OH, SUNNY DAYS

Welcome to Sunny Plains, home of the Dragon Elder and the launching point for our quest. This level hones your dragon-based skills through a bevy of tutorials courtesy of Sparx, Hunter, and Bianca. It also holds its share of gems and fireflies, as well as plenty of unwary sheep for Spyro's dining pleasure.

There are also pedestals here, but you won't be able to activate them till you earn your flame attack in Country Farms.

Gems:	300
Fireflies:	6
Pedestals:	8

NOTE Don't forget: You need a predetermined number of fireflies to unlock each portal. But you don't need to collect all the fireflies to head to the next major world, Celestial Plains.



FIREFLIES ● **PEDESTALS** ● **PORTALS** ● **POWER-UP GATE(S)** ●

- | | | | |
|-------------|------------|--------------------|-------|
| A Pyro | 1 Pedestal | 1 Country Farms | 1 Ice |
| B Brimstone | 2 Pedestal | 2 Shamrock Isle | |
| C Smoky | 3 Pedestal | 3 Temple of Dune | |
| D Magma | 4 Pedestal | 4 Tiki Tropics | |
| E Incendio | 5 Pedestal | 5 Minty Mines | |
| | 6 Pedestal | 6 Canyon Hop | |
| | 7 Pedestal | 7 Alpine Adobe | |
| | 8 Pedestal | 8 Celestial Fields | |

Start Point ★ Key ☆ Treasure Chest ☆ Checkpoint ☆ Extra Life ☆



FIREFLIES



Pyro **A** is a quick and easy score. After chatting it up with the Elder, walk north into the main part of the field and speak to Bianca. She talks your ear off, then hands you Pyro the firefly. That's one!



Head northwest from where you got Pyro and chat with Hunter. He fills you in on the beneficial aspects of fodder (sheep, etc.), then tosses you Brimstone **B**. Woo hoo! Two for two!



The next firefly **C** is the first wild one, flying all by himself, west of Brimstone. He won't just stand around and let you scoop him up, so chase him down, freeze him, and add Smoky the

firefly to your collection. That's three!



Go west again and climb the stone slabs, heading north. You encounter Hunter again. Follow him through his little jumping/gliding/hovering tutorial and he rewards you with praise and the fourth

TIP You can't be harmed by falling into the water on hub worlds, so don't get too worked up over some of the trickier jumps.



firefly, Magma **D**. Ignore the glowing portal nearby for the moment and move on to the next firefly. After dealing with Magma, head to the southeast corner of the map and mosey over to Bianca, who's standing by the Power-up Gate. She regales you with all the nitty-gritty details on how important the gates are and reminds you that you have boosted abilities for only a limited time (30 seconds). After your education, you get firefly #5, Incendio **E**.

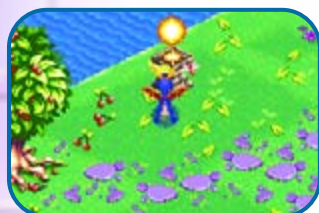
In Sunny Plains there are 7 pedestals that you need to hit, but you can't until you regain your fire breath. When you hit all the pedestals, you gain the last firefly. For now take a trip to Country Farms. Make your way back to Hunter's little jumping test (where you gathered Magma) and hop through the portal a little to the east.

THE PEDESTALS



After you complete Country Farms (see "Country Farms" section), come back with your fire-spitting prowess, and hit the pedestals of Sunny Plains.

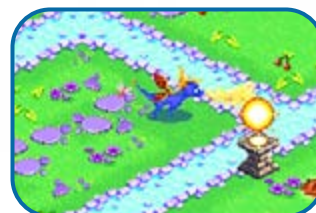
Start by the Dragon Elder's side. Away we go!



Upon leaving the Dragon Elder's side, follow the road past the portal to Shamrock Isle, and trot northwest. That's one.



Pedestal #2 lies dead northwest of the first. Meander straight up the coastline and you can't miss it.



Sprint to the northeast and you gallop across the third pedestal. Light it up!



Continue northeast and trip over the next pedestal. That makes four.



A quick jaunt to the northwest nets you pedestal #5.



To get to #6, start loping due east, then follow the stone wall over to it.



Run south, from #6 to the second turn to the east. From there hit the Power-Up Gate, freeze the water, and run over to hit pedestal #7.



Head back to the mainland, then take a quick jog to the southwest to get to the eighth and final pedestal.



ONE MORE FIREFLY

The final firefly in Sunny Plains is released when you light all the pedestals with your flame breath. Snag Tracer, the last firefly, and cap off Sunny Plains.





COUNTRY FARMS

THINGS THAT MAKE YOU GO MOO

Welcome to Country Farms. Here you meet Henrietta and her friends and collect your next batch of fireflies. You also burn plenty of haystacks looking for those elusive needles (this level's pedestal), and use your trusty ice breath to keep some milk from turning into curdled cheese.

Gems:	300
Fireflies:	7
Haystacks:	8



COUNTRY FARMS

FIREFLIES ● **PEDESTALS** ● **PORTALS** ●

- A Welt
- B Parch
- C Zap
- D Blush
- E Shock

- 1 Haystack
- 2 Haystack
- 3 Haystack
- 4 Haystack
- 5 Haystack
- 6 Haystack
- 7 Haystack
- 8 Haystack

- 1 Sunny Fields



Start Point ★ Key ★ Treasure Chest ★ Checkpoint ★ Extra Life ★

THE WALKTHROUGH



Henrietta: Oh! What a cute little dragon! I wish my poor sister, Daisy, were here

find her. That's what heroes do, so off we go.

First things first: Hop down and collect all the gems, then head over and chat with Henrietta. Those nasty Rhynocs have run off with her sister and Henrietta wants you to find her. That's what heroes do, so off we go.



THE FIRST OF MANY

The very first Rhynoc you run across is the scarecrow Rhynoc in Country Farms. Like most Rhynocs, he's a coward, so run him down with a headbutt.

As the game progresses, the Rhynocs get more intelligent and more devious. By the time you hit Tiki Tropics, you'll itch to do them in before they do the same to you.



After taking out the scarecrow Rhynoc, you run smack-dab into Welt **A**. He's loose, so run him down, put him on ice, and snap him up. That's your first firefly.



The first pedestal on this level (a haystack) is just north of Welt, but you have to take the long way around. First go east of Welt, then due north, take a sharp left to the west, and you'll see your first

haystack. As with the pedestals in Sunny Plains, alas, you have to return to them after you get more fuel for your fire.



Come back down to the main road (just east of Welt), then take the next northbound path—which takes you to...



...haystack #2. File that one away on your to-do list and head back to the main road.



The first treasure chest is on the next northward spur (east and north of haystack #2), up a series of steps.



You won't be able to access it until we come across the key, but keep it in mind at the end of the level.



Head down the steps and travel down the south road, hanging a right to head west at the wizard Rhynoc.



Up the ramp to score haystack #3.



Jump the gap west and grab the free life.





Head east across the gap. Go down the ramp, then dip south. You run into Parch **B**. Snap up your second firefly.



Just east of Parch lies haystack #4. Note it for later.



Jog over to the fairy and say howdy so that if you lose a life, you restart from here.



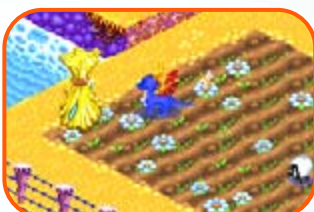
From Parch, head southwest, then up the ramp to your north.



This takes you to the key. Now the chest has some company!



After you get the key, drop south to find Zap **C** frolicking with a wizard Rhynoc. Tag him and bag him; that's firefly #3.



Heading southwest from Zap, you come across haystack #5. Again, you can't torch it yet, but the moment is near. Head up the ramp to get your groove back.



Uh-oh! Looks like a wizard Rhynoc has Daisy trapped.



Teach him a quick lesson in how to treat a lady.



Collect not only Blush the firefly **D**, but also your flame breath—courtesy of Bianca. Now you can torch those haystacks and the pedestals back in Sunny Plains!



Truck a bit west, ignoring the portal, and torch haystack #6.



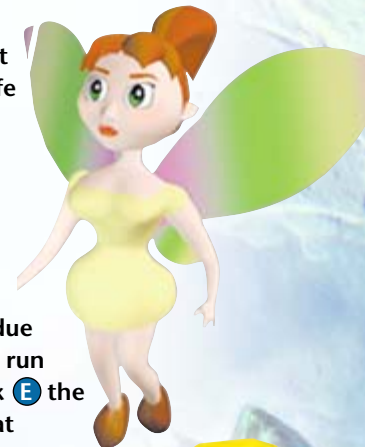
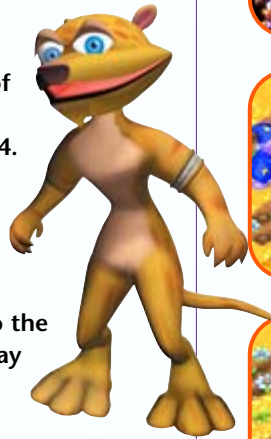
After you burn haystack #6, head east and down the ramp. Make a quick turn south to burn haystack #7.



Jam over and collect the free life waiting nearby.



After haystack #6, head due north and run into Shock **E** the firefly. That makes five.





The final haystack is west of Shock—behind the portal, next to the well. Torch it and head to the portal.



The next firefly is within the first Challenge Portal. Head into the portal you passed a second ago.



There, you meet Mabel. She has a problem keeping her milk adequately refrigerated.

Mabel: You! Little dragon! Is there any way you can help me? I've got to keep all



Each container has a counter, which starts at 5 and counts down to 0.



Use your ice breath to keep the containers cool until they can get to market. If the counter reaches 0, try again. When you succeed, Mabel gives you Crimson **F**, your sixth firefly. At that point, hop back through the portal.



You get Scald the firefly for burning all the haystacks and freeing all the needles from their itchy prisons. Scald is the seventh and final firefly you collect on this stage.

OFF TO THE EMERALD ISLE

If you missed any haystacks along the way, or you haven't unlocked the chest, go back and take care of these. If all is complete (did you collect all the gems?), press **START**, exit back to Sunny Plains. If you haven't collected the pedestals in Sunny Plains, do that first with your newly acquired fire breath. Then head to the portal by the Dragon Elder for a journey to Shamrock Isle.





SHAMROCK ISLE

BLIMEY!

Top o' the day to ye, lads and lasses, and welcome to Shamrock Isle, home of the four-leaf clover, lucky horseshoes, and a normally happy band of leprechauns. Sadly, Ripto's gang of miscreants has started a row with the little green men, and they need Spyro's help to sort things out. So put your head down, boyo, it's time to take the fight to 'em.

Gems:	300
Fireflies:	7
Fountains:	8

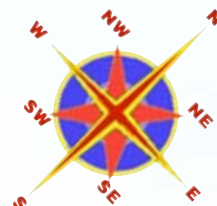


SHAMROCK ISLE



FIREFLIES ● **PEDESTALS** ● **PORTALS** ●

- | | | |
|-----------------|-------------------|---------------------------|
| A Scorch | 1 Fountain | 1 Challenge Portal |
| B Beam | 2 Fountain | |
| C Ashley | 3 Fountain | |
| D Kelvin | 4 Fountain | |
| E Loomy | 5 Fountain | |
| F Shine | 6 Fountain | |
| | 7 Fountain | |
| | 8 Fountain | |

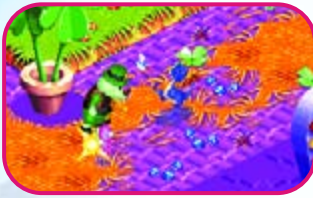


Start Point ★ Checkpoint ★ Extra Life ★ Horseshoe 🍀

THE WALKTHROUGH



First things first: Chat with Brian as you enter the world. He asks you to get back the dancing horseshoe that those pesky Rhynocs stole. And away we go....



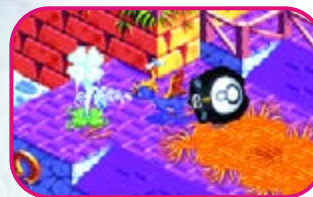
The first firefly, Scorch **A**, is directly east of Brian, floating near a leprechaun Rhynoc. Get the Rhynoc first, then snag Scorch. That's one.



On this level, pedestals take the form of fountains. The first is due north of Scorch. Use your ice breath to freeze the H₂O into a lovely ice shamrock.



Head southeast of the fountain, then due west near the second Rhynoc.



Pass the eight-ball Rhynoc and go to the second fountain.



South of the second fountain, you see your first unbreakable rock. You won't be able to break it yet. Make a note to come back after you're powered up.



Just northeast of the big rock is fountain #3. Add a nice frost glaze to it and off we go.



Head south of fountain #3, and make three leaps (add some gliding to be safe) across the islands.



As you head south, you run into a fairy. Chat up the fairy to save your progress to this point in case you take a nasty spill.



After meeting the fairy, head northeast. Make a long glide northeast, first using the Look function to make sure you're lined up correctly.



Glide once more, this time northward, to the next isle.



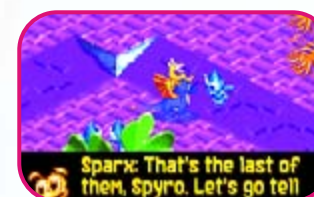
After those smooth glides, jog over and deal with the fountain in the northwest corner.



After fountain #4, leap again north. Use your hover on this jump for extra boost. Darby the leprechaun, over by the portal, needs your help dealing with some fire pixies, so through the portal you go.



Play freeze tag with the three pixies. Corner one and freeze him, then pick off his friends when they come to his aid. Go back to Darby to collect Beam **B**, the second firefly, and speak to Darby again.



This time, play tag with four pixies. Follow the same strategy as above, then head back to Darby to collect Ashley **C**, the third firefly.



Head to the southwest corner of Darby's isle. Make a jump directly southwest to the little island with the fence (use the Look function to be safe).



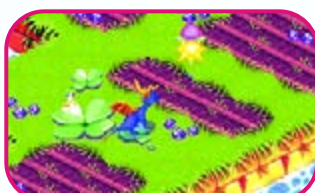
Then head south once more to the fairy, then west, past the horseshoe and across the gap.



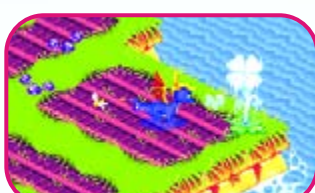
Finally, traipse over to the northwest corner of the island for fountain #5.



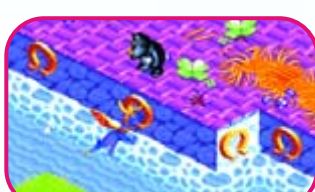
Go south till you see the cauldron. Turn west and leap to the next isle.



Head north to snatch up Kelvin **D**, firefly #4.



You can find fountain #6 in the northeast corner of Kelvin's isle. Freeze it, and get along, wee dragon.



Next, head west, then make a leap north to the next isle—hover, just to be safe.



Upon landing, go west to fountain #7. Grab the nearby extra life.



Just north of fountain #7, over the fence, is big rock #2. Note it, as you did big rock #1, and return to it later.



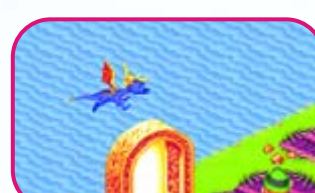
Head east, then north, then west till you spy Loomy **E**, the fifth firefly. Grab him and march onward.



From Loomy, go due west to one of the big flashing horseshoes. Turn south to see fountain #8, freeze it, and claim Simoom, the sixth firefly.



From Simoom, head north past the big horseshoe again, then turn northeast. Deal with the Rhynoc in your path, and claim the leprechauns' dancing horseshoe!



After grabbing the dancing horseshoe, head behind the nearby cauldron and fly north, then east, to land at Brian's feet.



He gives you Shine **F**, the seventh and final firefly, for returning the horseshoe.

IRISH EYES ARE SMILING

That wraps up Shamrock Isle. Make sure you collected all possible gems (big rocks #1 and #2 contain the chest and the key, respectively, so be sure to return for those after your noggin' is a bit harder).

Now it's forward to the Temple of Rune, northeast of Shamrock Isle on the Sunny Plains map (portal #3).

SHAMROCK ISLE

TEMPLE OF DUNE

NEARLY RUINED

Danger is afoot in the Temple of Dune. A band of Rhynoc explorers has an insidious plan to blow the temple sky-high. They've placed bombs strategically so they can unearth all the dazzling gems.

Spyro must headbutt each of these bombs into the water to defuse them. Beyond that, there are glasses of lemonade to be chilled (the pedestal of the level) and, naturally, many gems to collect.

Gems:	300
Fireflies:	7
Lemonade:	8
Bombs:	6



FIREFLIES ● **PEDESTALS** ● **PORTALS** ●

- | | | |
|-----------------|-------------------|---------------|
| A Rocket | 1 Lemonade | 1 Bomb |
| B Dynamo | 2 Lemonade | 2 Bomb |
| C Butane | 3 Lemonade | 3 Bomb |
| D Blaze | 4 Lemonade | 4 Bomb |
| E Hibana | 5 Lemonade | 5 Bomb |
| | 6 Lemonade | 6 Bomb |
| | 7 Lemonade | |
| | 8 Lemonade | |



Start Point ★ Key ☆ Treasure Chest ☆ Checkpoint ☆



NOTE



You must defuse all the bombs without losing a single life, or they're all back in place when you restart the level. If you have trouble, defuse the bombs first, then go back for the lemonades, gems, and other goodies.

THE WALKTHROUGH



Christopher: I say, old boy! Those miserable Rhynocs have been planting bombs

First off, talk to Christopher at the entrance. He fills you in on the details about the bombs and those "miserable Rhynocs."



Sparx: Try charging these bombs to knock them into the water. That should

The first bomb is north of Christopher. Sparx tells you what you need to do, so headbutt that bomb.



After you deal with the first bomb, go southwest and climb the stone steps to lemonade #1. Beware the sneaky boomerang Rhynoc waiting for you.



The next bomb is across the chasm to the north. Glide across the chasm and send that bomb to the briny deep.



The first firefly you stumble across is Rocket **A**. After dealing with bomb #2, head east, down the steps, then north, straight into him.



Next to Rocket is bomb #3. Put your head down and drive this short-fused fiend into the sea. Watch out for the mummy Rhynoc. Freeze him, then headbutt him to send the mummy crying to mommy.



West of bomb #3, go up the hill to a shiny treasure chest. Make a note of it, and come back after we find the key.



If you leap directly northeast of the chest, you fly right over lemonade #2. Drop in and put it on ice.

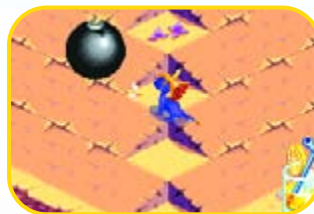


You captured Dynamo!

Dynamo **B**, the second firefly, is in the second pond, east of the second frosty glass of lemonade. Add some ice to his life.



Just north of Dynamo, you spot lemonade #3. Apply the usual, and chill out that tall glass.



Apply unyielding force to bomb #3, immediately to the west at the foot of a great, gem-covered, pyramid. Collect those gems, too!



Directly southeast of bomb #3 is a helpful fairy checkpoint. Check in, then move on.

TEMPLE OF DUNE



Southwest of the fairy is bomb #4. Dunk it in the water with a quick charge and headbutt.



South of bomb #4 is lemonade #4. Cool it off with a quick blast of icy-cold air, then head through the doorway just to its side.



Inside the small shrine is Butane **C**, the next firefly. He does his meager best to escape your frosty kiss, but his heart isn't really in it. Snap him up, then head back outside.



Head due east, all the way to the end of the map, and you run into lemonade #5. Cool off that beverage and head northwest, up the steps.



The steps lead to bomb #5. Punch that puppy into the surf and go south.



Stop when you get to this small pool.



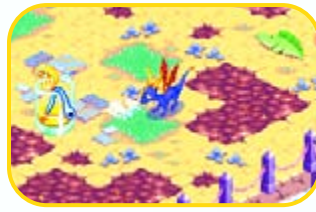
Turn west and glide across to the island to deal with the sixth and final bomb. Be wary of the boomerang Rhynoc lurking there!



After dealing with the bomb crisis, head back east, then turn and continue south till you see a road leading east. Follow it as it turns north to the key. Now you can open the chest!



After collecting the key, return to the main road. Just south lies lemonade #6. Give it a blast of ice cool air, and move along.



Journey, with a spring in your step, westward to lemonade #7. Dispatch this liquid confection in the usual manner.



Blaze **D** lurks just to the west of lemonade #6. Chase him down and pounce on him with a dragon-borne ice storm. That makes four fireflies.



Head south from Blaze and climb the steps leading westward. Lemonade #8 awaits you in the southwest corner. When you cool that one off, you free Matches the

firefly, your reward for bringing relief to the sweltering desert.



Head west of Blaze, then north. Leap the gap, grabbing the gems hiding there, then drop to the east and land in front of a big rock. As was the case in Shamrock Isle, you need a return trip to deal with this stone.



Retrace your steps to the chest and grab those gems, then make your way back to Christopher at the level's beginning. For defusing the bombs, he rewards you with Hibana **E**.



DESERTING THE DESERT

Now that you have six of seven fireflies (you'll get #7, Fuse, after you get your noodle upgraded), it's time to head over to Tiki Tropics.

Exit through the portal by Christopher or via the Pause menu, then head to portal #4 in Sunny Plains, which lies to the northeast of the Temple of Dune.

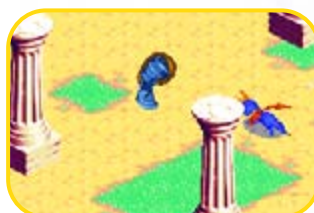
TO CATCH A THIEF



You can't snag Fuse the firefly until you've sufficiently upgraded your skull (see "Crush"). When you have, head back to the big rock and smash through it.



Inside, you find the remaining gems and Nigel. Nigel is having some trouble with an unruly thief. Help him recover his property by heading through the portal.



Once through the portal, you have to chase down the thief. Chase him into a corner and around one of the columns. As he exits the corner, be there to meet him. He's nimble, but shouldn't pose too much of a problem.



After you nab him, return to Nigel and receive Fuse, the final firefly.

TEMPLE OF DUNE





TIKI TROPICS

TOUGH TIKI

Far and away the grandest of the Sunny Plains levels, Tiki Tropics is a lush jungle paradise. It's a series of temples watched over by a group of pink elephants. Unfortunately, the Rhynocs make life difficult for everyone involved, including Spyro.

- Gems: 400
- Fireflies: 7
- Tiki Heads: 8
- Vines: 32



FIREFLIES ● **PEDESTALS** ● **TORCHES** ● **VINES** ● **POWER-UP GATE(S)** ●

- | | | | | | |
|------------------|--------------------|-----------|-----------|------------|--------------|
| A Flicker | 1 Tiki Head | T1 | V1 | V8 | 1 Ice |
| B Twinkle | 2 Tiki Head | T2 | V2 | V9 | |
| C Burner | 3 Tiki Head | T3 | V3 | V10 | |
| D Gleam | 4 Tiki Head | T4 | V4 | V11 | |
| E Glitter | 5 Tiki Head | | V5 | V12 | |
| | 6 Tiki Head | | V6 | V13 | |
| | 7 Tiki Head | | V7 | V14 | |
| | 8 Tiki Head | | | | |

Start Point ★ Key ☆ Treasure Chest ☆ Checkpoint ☆



WALKTHROUGH

First off, say hello to Ben. He fills you in on the bad news and notes that the temple has been overrun with vines, making it impossible to pass ... unless you happen to be a self-contained flamethrower. The first four clusters of vines are dead in your path, so burn them as you head east. Watch out for boomerang-tossing Rhynocs!



After you pass the first three sets of vines and approach the fourth, you find the first tiki (this level's pedestal). Hit it with your fire breath and brighten up its day.

THE GOING GETS ROUGH



To this point, the Rhynocs have been fairly well behaved—more pest than problem—but with the start of Tiki Tropics, the honeymoon is over.

Explorer Rhynocs now have perfect timing with their boomerangs, and the big tiki pictured here can mess things up in a hurry by burning you with his own flaming breath. It's time to take the Rhynocs more seriously. Advance with caution.



After lighting up the first tiki, head northeast to the upward-sloping ramp. Instead of going up the ramp, take the low road to the right.



Squirreled away in the corner, in a cul-de-sac, is tiki #2.



Now head back to the ramp you skipped and deal harshly with the big guy. You come upon a few more vine clusters. Watch out for the boomerang Rhynoc in between.



After you deal with another cheeky tiki warrior, you come upon Flicker **A**. Switch breath weapons and freeze him solid. That's one firefly.



Head west and jump the gap, then burn the vine cluster and the rowdy Rhynoc after it.



As you continue north, you run into a fairy checkpoint. Check in, then head west and give vine cluster #8 the napalm treatment.



A bit farther, you meet up with cluster #9.



After nuking cluster #9, head north to the base of the pyramid and to a pathway guarded by a geeky tiki.



Deal with him, then head northwest to tiki #3. Follow a path that juts off to the northwest.



Head back to the pyramid after you get tiki #3, and continue west to its summit. Stay alert for Rhynocs! Light up tiki #4 and, just southeast of it, vine cluster #10.



Keep trucking to the southeast (watching out for baddies). You bump right into tiki #5.



Jog southwest from tiki #5 to vine cluster #11 and raze it.



Dispatch another unfriendly warrior and make kindling out of cluster #12 just behind him.



With those clusters tamped out, hang your first right and head north. You surprise Twinkle the firefly **B**. Dispatch the warrior first, then add Twinkle to your collection.



On the rise just to the west of Twinkle is tiki #6. Do your duty and make that sucker smile. Also note that the treasure chest is just above the tiki, so when you get the key....



Now head back down to the south, hang a right and head west right into the next vine cluster. Burn them.



From that fire trap, head south and straight into Burner **C**, your third firefly.



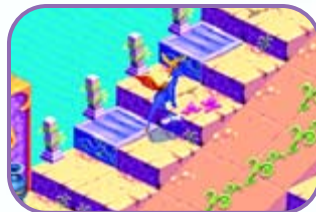
In the same neighborhood as Burner is tiki #6. You can't miss him: He's at the base of the pyramid. Brighten up his day with some flame.



Mosey west to the 14th and final vine cluster. It's time to go see an elephant about a firefly.



Luckily for you, an elephantine fellow happens to be just to the south of the last vine cluster. Chat Linus up and he rewards your stoic efforts with Gleam, the fourth firefly **D**.



This gem is difficult to find. Hike up the pyramid where you received Gleam.



See that gap in the fence?



Launch yourself into space and glide back south to alight on a rooftop and claim a diamond.





Drop off the roof to the east, and down to the key, which is directly across from a portal.



Gallop east of the key and you see tiki #8, the last one on this level, which means you've just freed Scarlet the firefly.



After bagging Scarlet, head north and then follow the path east and right into Glitter the firefly. That makes six, so one is unaccounted for.



Now it gets tricky. Tommy needs help getting his torches lit so the big parade can go on, but there's one problem: He can't swim ... but neither can you. Spyro must use the Power-Up Gate to juice

his ice breath and freeze the shallow patches of water (the lighter-colored areas) so that he can light the torches for Tommy. Sound simple? Well, it isn't entirely....

TIP



You have only 30 seconds of enhanced ice power, so always recharge your breath after you light each torch.



This first one is a piece o' cake. Run through the Power-Up Gate to enhance your ice breath, then breathe on the pool of water directly above the gate. Once it's frozen, run

straight across the ice, switch to flame, and light the torch. If necessary, re-freeze the pond and barrel back across to the Power-Up Gate.



The second one isn't too bad, either. Power up and head southwest to the second patch of shallow water. Freeze it and book south to the next island. Light that torch and get back to the Power-Up Gate fast.



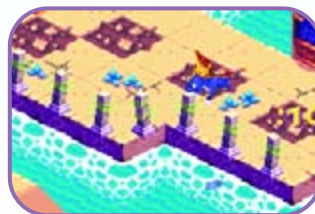
The third is nearly as simple as the first. Hit the Power-Up Gate, then head straight southeast to the next patch of shallow water. Freeze as usual, run south to the torch, light it, and return.



This one is tricky. First, power up your ice breath. Next, run due east of Tommy till you see a series of orange steps to the north.



Climb to the highest one, then glide east to an orange block.



Now glide south to the island with the torch.



Light the torch, freeze the shallow water to the south, and run back across. Do a test run to make sure you have the timing down, then go for it!

TIKI TROPICS





This one is devilish as well. As usual, power up, then head back up the orange blocks. This time, fly east rather than south, and make sure you hover at the last part of the glide.



Keep moving east till you drop down to the lower level (near tiki #2).



From there, head south to a patch of shallow water leading east.



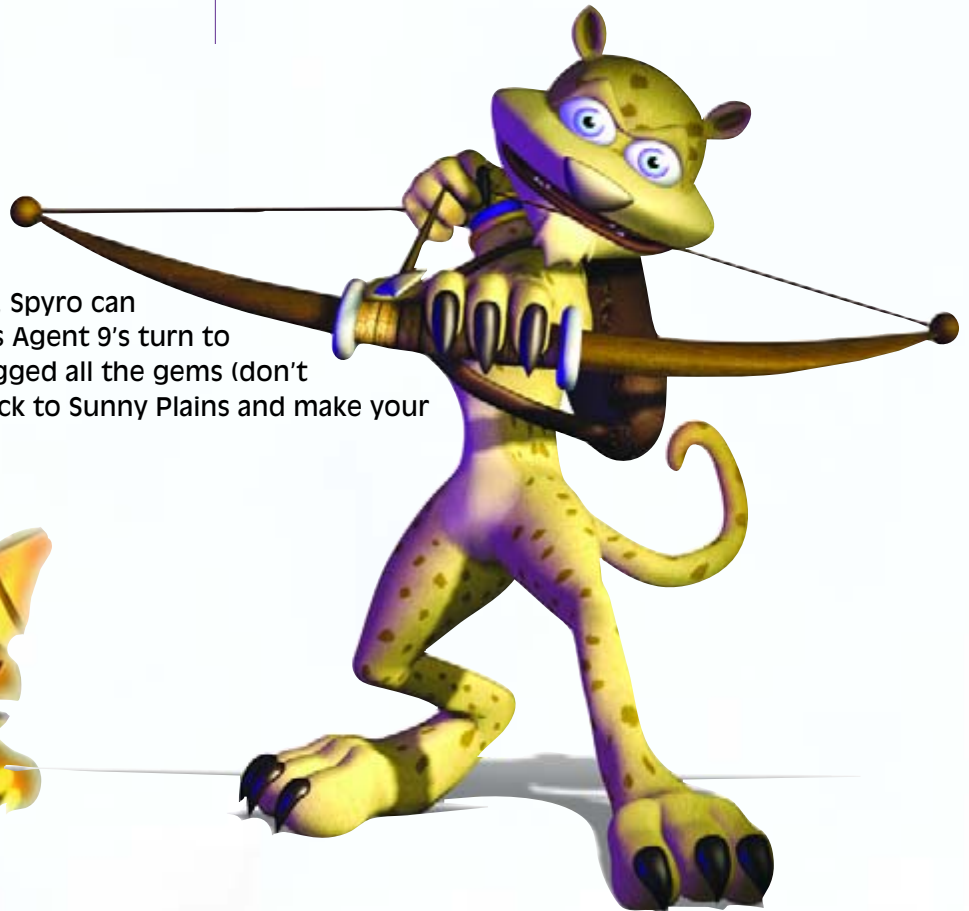
Freeze it, run over and hit the last torch, and run back.



After lighting all five torches in a marathon session, head back to Tommy. He is so thankful that the party can go on that he gives you Swelter, the final firefly for Tiki Tropics.

WORKING IN A MINTY MINE....

With peace returned to the tropics, Spyro can now take a well-deserved break. It's Agent 9's turn to shine! After you're sure you've snagged all the gems (don't forget the treasure chest), head back to Sunny Plains and make your way to the Minty Mines.





MINTY MINES

MINTY FRESH



Allowing Spyro a well-deserved break after tackling the tremendous Tiki Tropics, Agent 9 steps into the breach. He's armed to the teeth, ready to take the rancid Rhynocs down a notch, collect some gems, and rescue a lone firefly.

Gems: 300
Fireflies: 1



FIREFLIES ●	AMMO ●	ARMOR ●
① Nameless	① Ammo ② Ammo ③ Ammo ④ Ammo	① Armor ① Armor
Start Point ★	Checkpoint ☆	

MINTY MINES

NOTE

In addition to being able to tackle side-scrolling levels, Agent 9 differs in a few other respects from Spyro. He not only wields manmade (or is it monkeymade?) weapons, but he also has access to body armor that allows him three hits before he's put out of commission. He can replenish both armor and ammo as he crisscrosses levels, entering doorways along the way.

Also, Agent 9 is much more straightforward than Spyro. He collects gems and saves one firefly on each of his levels, but has no pedestals of any sort. This section of the guide walks you through all of Agent 9's gem collecting.

Finally, in contrast to Spyro's top down, angled perspective levels, directions are given as up, down, left, and right rather than north, south, east, and west.

THE WALKTHROUGH



Move to the right, grabbing up the first few gems, then double-jump straight up and collect more. Cap that with a double-jump to get the last purple gem. Running gem total: 10/300.



Keep moving right across the bridge, alternating between the two levels and collecting gems as you go. Lay waste to a group of Rhynocs, who quickly think that they should've called in sick. Running gem total: 37/300.





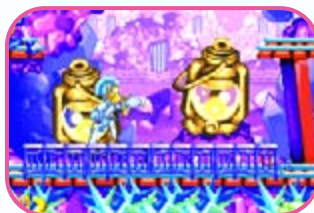
Grab the first ammo cache, then jump up and destroy the first set of vases and baskets. Running gem total: 53/300.



Next, double-jump to the right for a gold gem. Drop on two more vases, then drop on the red gem on the next level down. Head left and grab the armor if you need it. Running gem total: 70/300.



Head right from the armor cache and you come to some worried-looking signs. Watch out for the giant falling gem! Running gem total: 76/300.



Once you're safely past the falling gem, you run across a vase between two giant lanterns. Blast the vase, then double-jump up a level and grab a string of gems leading down. Running gem total: 107/300.



Moving right from the two lanterns, continue grabbing gems. Keep going right till you hit the second ammo cache—the first one with rapid-fire ordnance. Now you can run and gun at high

speeds. Running gem total: 163/300.



Head left from the second ammo cache and double-jump up to the first ledge you spy. There is body armor here if you need it. After grabbing the second armor, head left and double-jump up to the next

ledge. Another standard ammo cache awaits you here.

A WORD ON RHYNOCS



The enemies on Agent 9's levels are more devious than run-of-the-mill Rhynocs—they know how to duck! When possible, crouch and shoot so they can't avoid your righteous wrath. Keep in mind that the janitors are just as unfriendly as the bazooka-wielding fellows.

The enemies on Agent 9's levels carry no gems of their own. Not only are they evil, but they're also underpaid. That makes for an especially volatile combination.





After grabbing ammo #3, keep heading left, alternating between levels to get all the gems. At the next lantern, double-jump left to meet the fairy. Running gem total: 177/300.

Press up and down on the D-pad to scroll the camera up and down. This is perfect for checking out the lay of the land or hunting for gems (not to mention enemies, ammo, and armor) without risking life and limb.



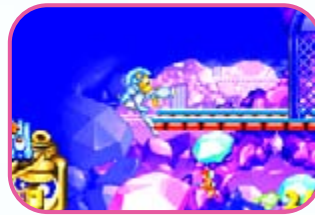
TIP



Continuing left from the fairy, wait for the falling gem once more, then double-jump to the left and out to a floating platform. Gauge your jump so that you leave the ground at the very edge of the platform.



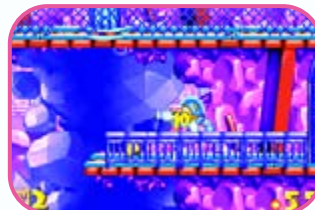
One more double-jump left takes you to a vase and ammo cache #4. Running gem total: 209/300.



After grabbing ammo #4, head right, double-jumping back toward the fairy, then up to the next ledge.



Continue all the way to the right, then drop to the next level and head left. Running gem total: 240/300.



Keep going till you see a couple of baskets. Blow them apart and collect the gems they graciously give up. Running gem total: 264/300.



After collecting the baskets, return to the right. At the edge of the platform, you see another series of falling gems. Drop down a level and run back left, collecting the gems in a cul-de-sac. Running gem total: 283/300.



Head right after emptying the dead-end of gems, and run by the falling gem into a Rhynoc double team. Dispatch them, free the firefly, and find out, strangely, that he has no name ①. Grab the last gem and holster your pistol, soldier. You've completed Minty Mines! Running gem total: 300/300.

MINTY MINES

OVER AND OUT

Now that Agent 9 has had a chance to flex his monkey muscles (and a very itchy trigger finger), it's time to hand it off to Sheila at Canyon Hop for the first of her missions. Take a trip to portal #6 and head down undah. After that, it's back to the Simian of Slam.

CANYON HOP

HOP TO IT!

Now it's Sheila's turn for some hip-hopping action. First, though, you have to pay Moneybags the toll of 500 gems so he unlocks the gate for you—hey, what are "friends" for?

Step through the gate and let Sheila take the high-flying reins in her quest for a pile of gems, one caged firefly, and a series of flowerpots—which serve as her pedestals on this level.



Gems:	300
Fireflies:	1
Flowerpots:	10



FIREFLIES ● **PEDESTALS** ●

A Bernie

- ① Flower Pot
- ② Flower Pot
- ③ Flower Pot
- ④ Flower Pot
- ⑤ Flower Pot
- ⑥ Flower Pot
- ⑦ Flower Pot
- ⑧ Flower Pot
- ⑨ Flower Pot
- ⑩ Flower Pot



Start Point ★



NOTE



Unlike Spyro, Sheila travels only north, south, east, and west. This makes for some interesting maneuvering. Her double-jump helps her climb steep hills, and her kick knocks the stuffing out of all but the hardiest, helmet-wearing Rhynocs in one swift blow.

For the walkthrough, all of Sheila's instructions are in list form, a step-by-step account of how to get from one flowerpot to the next. Collect all the gems along the way, and take out all the foes!

FLOWERPOT #01



For the first flowerpot, Sheila should follow these steps.

1. Eight blocks west
2. Two blocks north

Once you're on top of the flowerpot, do a double-jump and then kick. Voila, flower #1.

TIP



Gather up any gems in the area after you stomp the pots. Then head back to the flowers and use them as reference points to reach the next.

FLOWERPOT #02



Follow these steps to find flowerpot #2.

1. Four blocks north
2. Three blocks east
3. Three blocks north

A quick double-jump and a sharp kick gets flower #2.

SO TELL ME WHAT YOU WANT



This Rhynoc is a Spyro wannabe—he appears to be dressed up in a Spyro suit. Worse yet, his flame attack hits all the blocks around him, causing havoc in the process.

He isn't much trouble now, but in later levels, with multiple foes running around, it can get hectic while this guy gums up the works.

Stay clear till he vents his anger, then move in for the kick to the skull. This is one case where imitation isn't flattering. You have to do some flattening.

FLOWERPOT #03

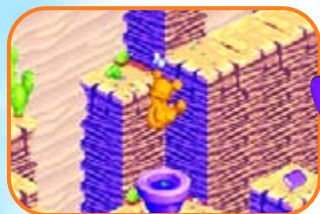


To reach flowerpot #3, take this path.

1. Two blocks south
2. Four blocks east

Deal with the Rhynocs along the way to get all the gems you're due.

FLOWERPOT #4



Follow these steps for flowerpot #4.



1. Two blocks east
2. One block south
3. Three blocks east
4. Two blocks north

That nets you four flowers.

FLOWERPOT #5

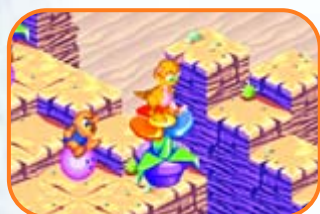


Now you're humming. To reach flowerpot #5, take:

1. Seven blocks north
2. Two blocks west

Deliver a nice kick to wake up that lazy flower.

FLOWERPOT #6



Flower #6 is not so tough:

1. Four blocks east

That wasn't particularly taxing, now was it?



FLOWERPOT #7



Pot #7 is just down the road:

1. One block north
2. Six blocks east

Watch out for the Spyro Rhynoc. This guy doesn't know when to quit.

FLOWERPOT #8



Moving along to flowerpot #8:

1. Four blocks east
2. Four blocks north

And watch out for incoming boulders!

FLOWERPOT #9



For #9, you have to deal with a boulder-tossing bully who's out to make life hard—rock hard—for Sheila. Time your hops between rocks.

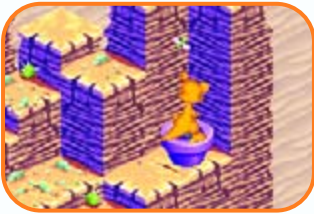
1. Three blocks north
2. Two blocks west

After you've secured flower #9, drop between the rolling stones (move fast!) and deliver a swift kick to the stones.



FLOWERPOT #10

Pot #10 is located:



1. Two blocks east
2. Two blocks north

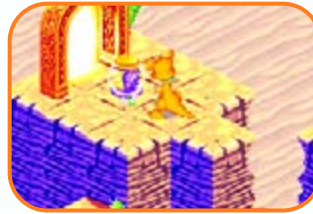
Freeing this flower from its earthen grave unlocks the level's firefly. Collect it and get out of Dodge.



Just before you claim your firefly, take a few steps south from him and grab the gold and purple gems hiding below. The Sunny Plains portal title has a nasty habit of covering them up.

BERNIE THE FIREFLY

You can reach Bernie ^A by taking these steps.



1. Four blocks south
2. Six blocks west

He's trapped in a jar, but a quick hop takes care of that. He's the first and only firefly on this level, so head through the portal to Sunny Plains, unless you need to collect some gems.



MONKEY'S PAWS

Now that you've successfully completed Canyon Hop in record time, check in again with Agent 9 over in Alpine Adobe. Head back to Sunny Plains and make your way to the Power-Up Gate. Once there, get juiced, then head over to the shallow patch of water (just like Tiki Tropics) and bounce across to the other side. Meet up with the stellar simian, and away we go!





ALPINE ADOBE

MORE MONKEY BUSINESS

It's up to the monkey to complete the Sunny Plains sublevels, by any means necessary. Clean your weapons, strap on your armor, it's time to take a trip to Alpine Adobe.

Gems: 300
Fireflies: 1



FIREFLIES ● **PEDESTALS** ● **ARMOR** ●

A Nameless

- 1 Ammo
- 2 Ammo
- 3 Ammo
- 4 Ammo
- 5 Ammo
- 6 Ammo
- 7 Ammo

- 1 Armor
- 2 Armor



Start Point ★ Checkpoint ☆



For starters, double-jump to the ledge directly over your head and grab the gems. Head right, collecting the gems scattered about, and pop off the first grenade-toting Rhynoc—he

apparently doesn't know that ducking is a good idea. Running gem total: 14/300.



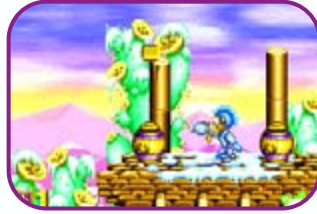
After dispatching your grenade-lobbing pal, you reach the first of many malfunctioning platforms. You can tell the difference from broken platforms from operational ones by

the shooting sparks. When you jump on these, don't dawdle. They drop out from under you very quickly. Running gem total: 15/300.



Bound across that wobbly platform and continue right till you reach the first ammo cache. Stop and load up your gun, then go up to the next ledge to get the gems

there. Running gem total: 25/300.



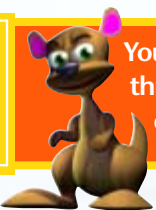
From the roof above the first ammo cache, you spot a series of platforms to the left. Hop across the three platforms leading left to another platform, collecting gems and vases along the way. Running gem total: 40/300.



As you head back to the right across the platforms, this time follow the platforms leading upward. You come to a second set of platforms and execute a

double-jump to snag a diamond worth 25 gems. Follow the cascade of red gems to the ground via another double-jump. Watch out for opportunistic Rhynocs. Running gem total: 91/300.

TIP



You can use the doors scattered throughout the landscape to hide from enemies, then pop out and plug 'em.



After dispatching the Rhynocs at your landing spot, head up and left to open a few baskets and grab some helpful armor. Running gem total: 116/300.



After collecting the armor, trot to the right and jump the gap. Snag the vase just above, then drop and walk till you run into some brambles. Hop up to the next platform and walk right to ammo #2. Running gem total: 138/300.



Once you've gathered the ammo, jump up to the ledge above and continue right to some busted platforms. Gather your nerve and bound across the gap, then walk up and check in with the fairy. Running gem Total: 153/300.



After talking with the fairy, blast the vases, then drop a level and collect the gems. Keep moving right. Double-jump to the almost hidden platform at the bottom of the other side, scoring a diamond and ammo cache #3. Running gem total: 187/300.



After snagging the ammo and diamond, backtrack to the fairy. From there, double-jump up to the gold gem, then double-jump straight up to see another diamond, just out of reach. Don't worry. You come back for it. Running gem total: 199/300.





Now head right and double-jump over the gap, grabbing the red gem as you go. This takes you into another armor and a fourth ammo cache. Suit up, soldier! Running gem total: 203/300.



Continue right, then drop down till you collect the vase. Head back up, sweeping left to right on each platform. In due course, this leads you to ammo cache #5. Running gem total: 225/300.



A quick sprint left takes you to ammo cache #6, which contains, happily, rapid-fire clips. Running gem total: 230/300.



A bit farther left, you come across a sharp drop. Crouch down and you see a pole to the left. Screw up your courage and leap out till you're even with the pole, then fall straight down ... onto that elusive diamond you saw earlier. Running gem total: 257/300.



Make your way back to ammo cache #5. From there, keep going up till you run into a very helpful fairy. Running gem total: 259/300.



Just left of the fairy is the start of a long string of platforms. First, get the gems to the left, then come back. Double-jump up to the first platform, then carefully pick your way left.



When you reach the breakable platforms (denoted by the first red gem), carefully execute a series of double-jumps to the left. Don't tarry, but don't panic, either, if you lose a little altitude as the platforms drop—the double-jump should compensate. Running gem total: 272/300.



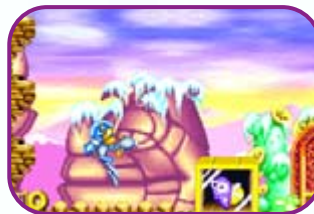
After that slightly harrowing episode, run over and grab the ammo. Running gem total: 272/300.



After grabbing that ammo, start climbing. Mind the grenadiers above and deal with them as you go. When you can climb no higher, look right for the series of busted platforms. Running gem total: 281/300.



Bound across the three broken platforms (normal jumps suffice) and collect the gems to the right. Mind the new jetpack Rhynoc: Duck when he disappears offscreen and blast him when he flies past. Running gem total: 298/300.



After dealing with the frequent flyer, walk off the ledge to the right—don't worry, you have strong knees. Head back left quickly to get the last two gems (one in a basket), then come back and unlock another nameless firefly **A**. Running gem total: 300/300.

BYE BYE SUNNY PLAINS

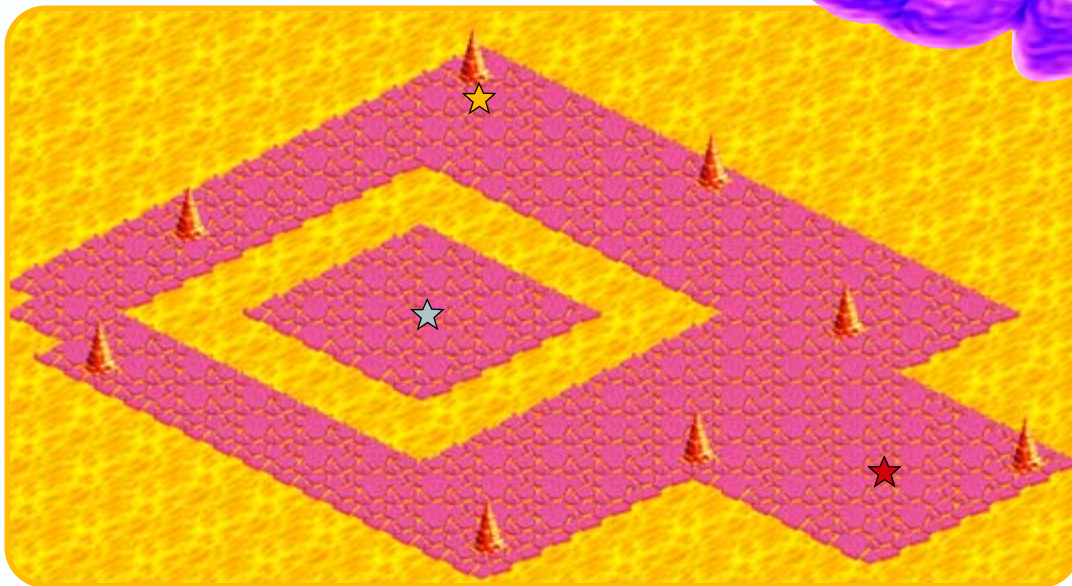
Agent 9 has cleared Sunny Plains. Congrats! That's the first third of the game under your belt. Now get back to Spyro. You head to the Celestial Plains after he deals with a little problem....



CRUSH

WHO'S THE BOSS?

It's time to head to Celestial Fields. Trot over to portal #8 and have a chat with Bianca. You have more than enough fireflies to power the portal, so she opens it for you. Now to deal with Crush....



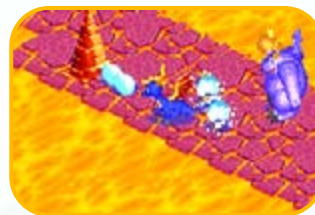
Fodder ★ Start Point ★ Crush ★

THE BOSS BATTLE



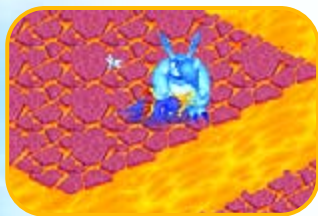
Crush: Gaaaah! I hate waiting! Why hasn't Ripto gathered up all of the

Crush is impatient for Ripto to complete his nefarious plot, but he waits like a good hench-creature. Let's give him something to do while he waits, shall we?



Head to the center of the stage to get Crush riled up. He belches ice balls at you. Leap back to the outer ring and wait for the ice balls to stop flying. If one hits you, Crush smashes you with

his club, so watch out! If you get injured, there's some fodder, in the form of a lone sheep, galloping around the northeastern edge of the map.

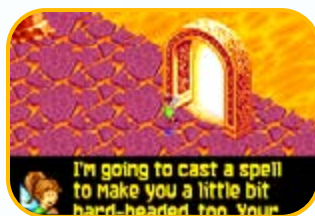


Now pick up one of his ice balls and throw it back at him, freezing him solid. Naturally you want to gloat a little at this point, but it isn't quite time to celebrate. Put your head down and

deliver a nasty headbutt to his body and his ego. Repeat twice, and he's toast.



Crush insists it isn't over. Ripto is still out there and will be victorious despite Spyro's best efforts, he says. We'll see about that.



After Crush finishes crying about being slapped around, Cleo appears and opens the gate to the Celestial Plains. Before you go through, she also grants you your first upgrade: a

thicker skull for more powerful headbutts. Now you can go back and smash all those rocks in Shamrock Isle and Temple of Dune!

TO THE CELESTIAL PLAINS

You've completed the first leg of your journey, but don't get complacent. Spyro still has a long way to go and much to do, so buckle up and step through the portal to the Celestial Plains.





CELESTIAL PLAINS

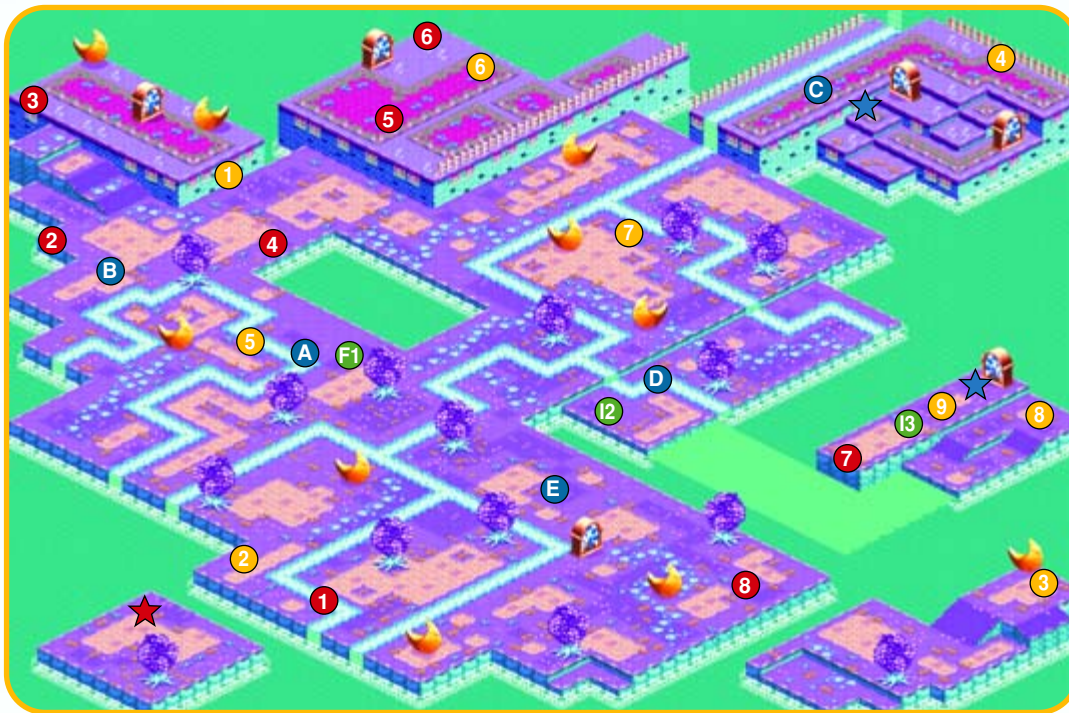
MOONED

Now that you've completed Sunny Plains and all its sublevels, it's time to tackle Celestial Plains. Like Sunny Plains, this hub is devoid of enemies. It's impossible to lose a life. But a clutch of gems, fireflies, and pedestals need your attention, so let's get to it.



Gems:	300
Fireflies:	6
Pedestals:	8

CELESTIAL PLAINS



FIREFLIES ● **PEDESTAL** ● **PORTALS** ● **POWER-UP GATE(S)** ●

- A Glow
- B Brule
- C Toasty
- D Phospho
- E Sparkle

- 1 Pedestal
- 2 Pedestal
- 3 Pedestal
- 4 Pedestal
- 5 Pedestal
- 6 Pedestal
- 7 Pedestal
- 8 Pedestal

- 1 Candy Lane
- 2 Haunted Hills
- 3 Winter Mesa
- 4 Watertopia
- 5 Rumble Jungle
- 6 Lunar Ledges
- 7 Arctic Outback
- 8 Starry Plains
- 9 Sunny Plains

- 1 Fire
- 2 Ice
- 3 Ice



Start Point ★ Extra Life ★

THE WALKTHROUGH



The very first pedestal is just northeast of the level's start point. Bop over there and give it a blast of frigid air.



hands over Glow **A**, your first firefly.

After dealing with your first pedestal in the cosmic Celestial Plains, head dead northwest. You bump into Bianca and your first fire Power-Up Gate. She regales you with all the pertinent details, then



Brule **B** is the second firefly in Celestial Plains. Head southwest from Bianca, and you run smack-dab into him. Then head west to pedestal #2.



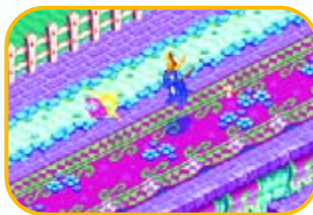
Continuing northwest, you come across a series of boulders. Use your new thicker skull to smash through them to pedestal #3.



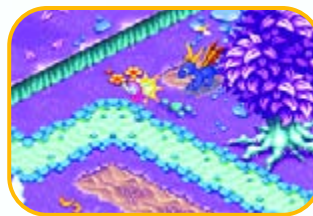
After lighting up pedestal #3, head to the eastern edge of the rooftop and fall off. You land near the portal to Candy Lane (don't go in yet!). Continue farther east to pedestal #4 and light it up.



From pedestal #4, go back up above the portal to Candy Lane and trot to the northeast corner. Glide north across the gap to pedestal #5, then take a quick jog northwest to pedestal #6.



It's time for another firefly. Head to the north corner of the map. You see a waterfall, and just east of it, a gap. Glide across the gap to the land on the other side, using your hover move to get some hang-time. Snag the extra life, then trace the fence, heading first west and then south—right into Toasty **C**



Trace a straight line to the southeast from the base of the waterfall south of Toasty. That sends you barreling into Phospho **D**, firefly #4.



Immediately to the south of Phospho is an ice Power-Up Gate. Take a gander to the east, and you should see a shallow patch of water. You know what to do. After freezing and crossing the shallow ice, you spy pedestal #7 and an extra life. Bounce back to the mainland now.



A hop and a skip south of the first ice gate, Hunter waits to teach you how to break rocks. You're already a pro, so smash the rock and talk to Hunter. He rewards your efforts with Sparkle **E**, the fifth firefly. Only one to go!



Following the coast east then south from Hunter leads you to the eighth and final pedestal. Make the moon rise, and you are rewarded with the level's final firefly, Pepper.

I WANT CANDY

Now that the Celestial Plains hub has been conquered, move on to the first sublevel: Candy Lane. Head back over to pedestal #4 and hop through the portal. See you on the other side!



CANDY LANE

TOOTHBRUSH REQUIRED

Candy Lane, the first sublevel within Celestial Plains, is a kid's dream come true and a dentist's worst nightmare. Lollipops, candy hearts, and piles of sugar line the highways and byways. It's a glutton's Eden and a dieter's Waterloo.

Gems:	300
Fireflies:	7
Cupcakes:	8
Elves:	6

CANDY LANE



- | | | | |
|--------------------|--------------------|----------------|--------------------|
| FIREFLIES ● | PEDESTALS ● | ELVES ● | PORTALS ● |
| A Twilight | 1 Cupcake | 1 Elf | 1 Challenge Portal |
| B Star | 2 Cupcake | 2 Elf | |
| C Cal | 3 Cupcake | 3 Elf | |
| D Shimmer | 4 Cupcake | 4 Elf | |
| | 5 Cupcake | 5 Elf | |
| | 6 Cupcake | 6 Elf | |
| | 7 Cupcake | | |
| | 8 Cupcake | | |

Start Point ★ Key ☆ Treasure Chest ☆ Checkpoint ☆



THE WALKTHROUGH



Bert: Psst! Spyro, we've got to keep our voices down or those Rhynocs will get us.

As you enter Candy Lane, you meet Bert, who has a very serious problem: The Rhynocs have imprisoned all his pals. He needs your help to bust them out of their small iron prisons.



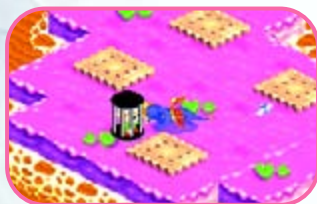
The first elf is a stone's throw south of Bert. Apply cranial pressure to free him.



Note that directly to the east is an island with a treasure chest.



Cupcakes serve as the pedestal of this level. The first one is due south of Bert. Add your ice breath to the candles' dancing flame and poof! No more fire.



Two hops to the west from the cupcake, followed by a hop to the southwest corner of the map, garners elf #2.



He's guarded by a cowardly Rhynoc, who must be discreetly dispatched first.



For your first firefly in this sugar-coated level, head northwest to the next isle and continue till you run across Twilight **A**. Send a chill breeze his way to trip him up.



To Twilight's west lies cupcake #2.



After snagging your first firefly, head northwest till you reach a forking path. Take the western path onto the cream-filled wafers and follow their sugary trail to elf #3.



Once you've freed elf #3, drop to the east and you'll practically fall on Star **B**, the second firefly.



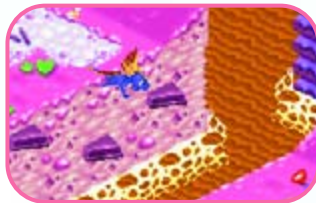
Afterward, look directly south for cupcake #3.



To reach cupcake #4, head directly north of Star and follow the trail as it twists eastward. This leads you right to a cupcake placidly overlooking the sea. Make like the wind and blow.



You reach the checkpoint with four cupcakes and two fireflies down. Say hi to the nice fairy, and soldier on.



Head east and across the gaping void. Hover at the end of this jump, and beware the opportunistic Rhynoc waiting to knock you down.



When you land, you spy elf #4.



A stone's throw north from elf #4 is Cal **C**. Swoop down and snap him up.



Then make your way to cupcake #5, just north of Cal.



Head due west, up the steps, and through a Challenge Portal.



Robby wants to make a birthday cake for Bert, but those party-pooing Rhynocs keep eating it.



Keep the Rhynocs at bay till he can finish by patrolling the perimeter around the cake. Bake a cake of your own if any Rhynoc gets too close.



Collect Glisten, the fourth firefly, as your reward.



Once you finish lending Robby a hand, head south, back toward elf #4. You'll have to make a tough glide to the south, so be sure to hover.



Once you safely land, head east to elf #5.



Due north of elf #5 is cupcake #6. Climb the wafer steps and snap up the key as you pass it by on your way to deliver some arctic air.



Reverse directions and head south from the cupcake down to the southwest corner of the island. Peer southwest and you see another isle just within glide-and-hover range.



Make the leap and head west to snag Shimmer **D**.



Then over a bit farther to capture cupcake #7.



Travel north of Shimmer and cupcake #7 to find cupcake #8, elf #6, and Aurora, who's been freed from the final cupcake. That's the final elf, so head back and have a chat with Bert.



When you meet Bert once more, he's so thankful to you for freeing his friends that he gives you Flash, the final firefly.

BOO!

Candy Lane is safe again, so bid Bert and his band of elves adieu and head off to the creepy climes of the Haunted Hills. Go back to Celestial Fields and troop over to portal #2, just north of the level start point.

HAUNTED HILLS

GHOULS N' GHOSTS A GO-GO

After the sugary savannah of Candy Lane, take a walk on the haunted side. Haunted Hills boasts ghosts and goblins galore, the most talkative disembodied skull you've never met, and some serious obstacles to your success.

Gems: 400
 Fireflies: 7
 Jack o' Lanterns: 7



- | FIREFLIES ● | PEDESTALS ● | PORTALS ● |
|-------------|-------------------|--------------------|
| A Charcoal | ① Jack O' Lantern | ① Challenge Portal |
| B Fizzle | ② Jack O' Lantern | |
| C Crispy | ③ Jack O' Lantern | |
| D Red | ④ Jack O' Lantern | |
| | ⑤ Jack O' Lantern | |
| | ⑥ Jack O' Lantern | |
| | ⑦ Jack O' Lantern | |

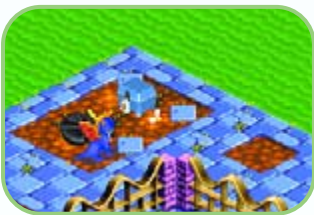
Start Point ★ Key ☆ Treasure Chest ☆ Checkpoint ☆ Extra Life ★



THE WALKTHROUGH



For starters, have a conversation with Chatter. His pal Yoric is missing, and Chatter needs your help finding him. The only description he provides of Yoric: "He's short and chatty."



This level's strongbox is at the very beginning—very convenient, indeed.



The first lantern (pedestal) of this level is just north of the first open coffin you pass on the pathway. Arm your fire breath and scare up some flames.



Now head southwest from jack o' #1 and down the ramp.



At the bottom, follow the path west, taking out the ghosts in the ground.



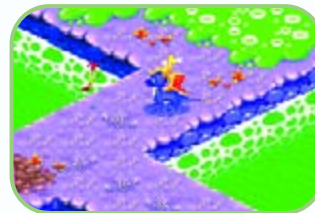
You run straight into lantern #2. Set him alight with flames.



Continue on, and you find a big rock and a cave that houses the key.



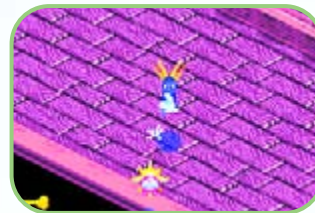
Head back the way you came, directly east past the ramp, and into the gruesome grin of lantern #3.



Duck south and hit the fairy checkpoint.



Duck down the path west of the fairy, and you come across jack o' lantern #5. Go back to the fairy and head south, then west to the big rock.

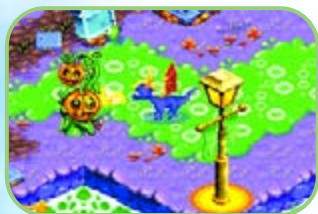


The first firefly is in the room behind the big rock. Collect the gems encased in vases, and cool Charcoal **A** with a whiff of cold air.



To reach Fizzle **B**, take the up-ramp to the side of Charcoal's cave. Watch out for a dive-bombing witch, and find Fizzle.

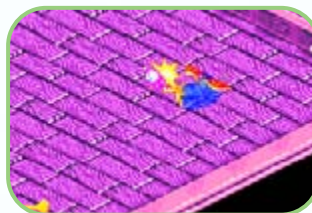




Once you nab Fizzle, head southeast then down the south road past the lamp post to hit jack o' lantern #4.



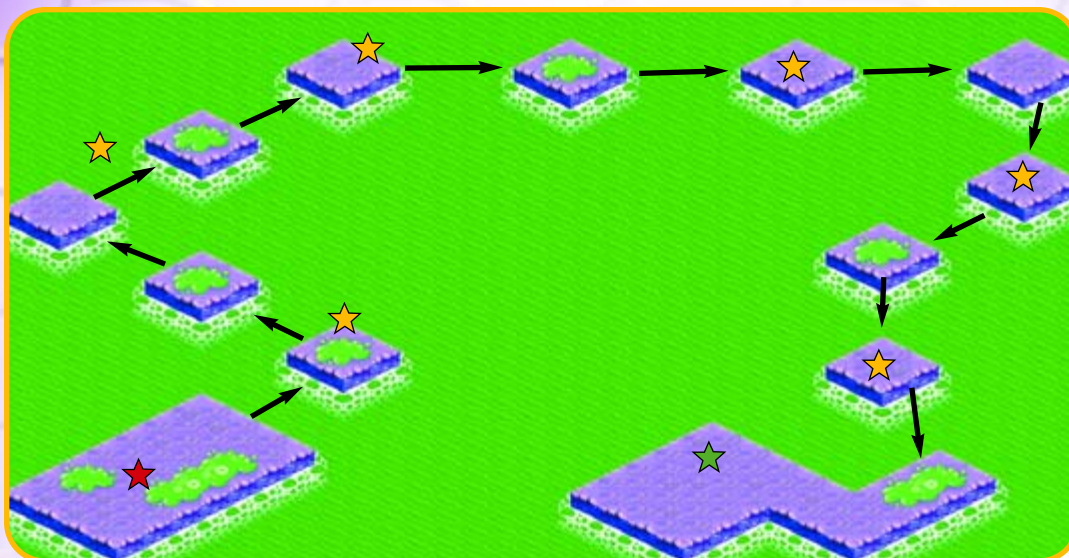
If you lope to the southwest, you run across jack o' lantern #5.



Go a little farther and break the big rock to free Crispy C, firefly #3, from his makeshift cell. Climb on the roof of his cell and enter the Challenge Portal to attack Chills' Obstacle Course.



CHILLS' OBSTACLE COURSE



Rhynoc ★

Start Point ★

End Point ★

Follow the arrows on the map to reach your goal in record time. Be careful: The jumps are fairly simple, but be wary of witches. When in doubt, look ahead. Beat his course and you end up with Candle the firefly.



Time to run the gauntlet! Chill hands over a firefly if you can beat his obstacle course in under 60 seconds.



Things go pretty smoothly till the witches show up. Burn them at the stake.



After returning victorious from the obstacle course, glide west past the portal.



Head northwest to grinnin' jack o' lantern #6.



After stoking the fires of jack #6, head to the northeast corner and take a look in that direction.



A pillar out there has two extra lives and a diamond. Line up your approach with the Look function, then launch yourself into the air. Watch out for the witch!



After collecting the extra lives and a diamond, drop south and go to a big rock to the southwest. Break through it and collect Chatter's pal, Yoric. Return him to Chatter quickly.



After gathering up poor, decapitated Yoric, head southeast to jack o' lantern #7, which nets you Ember the firefly. Just east lies Red **D**.



Return Yoric to Chatter and you receive Cauldron, the final firefly of the level.

CAUTION: BLACK DIAMONDS AHEAD

Winter Mesa is up next. It's getting a bit chilly, so take mittens and a cap—a scarf might not hurt, either. Reach Winter Mesa from Celestial Plains by traveling through portal #3 in the southeast corner of the map.



WINTER MESA

GLIDING IN A WINTER WONDERLAND

Winter Mesa is handled a bit differently than other levels to this point. We recommend you achieve many of the goals in reverse order. It's best to eliminate all the Rhynocs first for reasons that become painfully apparent as we progress.

- Gems: 400
- Fireflies: 7
- Trees: 8
- Candles: 5



FIREFLIES ● **PEDESTALS** ● **PORTALS** ● **POWER-UP GATE(S)** ●

- | | | | |
|---------------|-------------------------|-----------------|---------------|
| A Dawn | 1 Christmas Tree | 1 Candle | 1 Fire |
| B Soot | 2 Christmas Tree | 2 Candle | 2 Fire |
| | 3 Christmas Tree | 3 Candle | |
| | 4 Christmas Tree | 4 Candle | |
| | 5 Christmas Tree | 5 Candle | |
| | 6 Christmas Tree | | |
| | 7 Christmas Tree | | |
| | 8 Christmas Tree | | |

Start Point ★ Key ★ Treasure Chest ★ Checkpoint ★ Extra Life ★

THE WALKTHROUGH



Bring some holiday cheer to the droopy trees (pedestals) in this winter wonderland. The first is next to the first snowman, just after you float north past the conveniently placed treasure chest. Show it a little warmth, and it springs to life.



Andy needs an escort through the Rhynoc-infested streets to the other side of town, but taking him now would be a big mistake because of the troublemakers. You go first, clearing out the Rhynocs,

then escort Andy to safety. Don't leave him behind! Your reward will be Glint the firefly.



Let Andy down easy. You'll be back. Now head west and take the low road to the left.



You run into the second tree and the first candle. You need to hit the fire Power-Up Gate a little farther on before lighting the candle, so make a note to come back.



The first firefly in this carnival of lights is Dawn **A**. She can be found north of tree #2, but you have to walk around and climb up the ramps to get to her. Mind the icy Rhynocs in your path.



After dispatching Frosty the Rhynoc, head north to find Dawn behind the first big Christmas tree.



After rescuing Dawn from the bosom of winter by freezing her, head up the ramps and north as the fence comes into view. Scramble and climb north till you see the fire Power-Up Gate.



Get your flame on, then head southwest of the gate to light candle #2. Now would also be a good time to jog back and hit candle #1.



After lighting candles #1 and #2, head back toward the Power-Up Gate and ram through the big rock to the north.

WINTER MESA

SPYRO ON ICE!

Darren has a problem: A stubborn Rhynoc doesn't want to let anyone else use the local pond. But he may relent if someone can score 5 goals on him in 60 seconds or less. Spyro's as good as hockey-playing dragons get, so he's just the reptile for the job.

Follow these steps to do your best NHL impression:



Grab the puck and head to one of the two penalty circles painted on the ice.



Skate toward the upper-left or upper-right corner in a straight line (upper right if you're on the left and vice versa).



Just as you pass the midpoint of the goal, press **↑** and, in one smooth motion, launch the puck straight ahead with **Ⓢ**.



Revel in your victory.

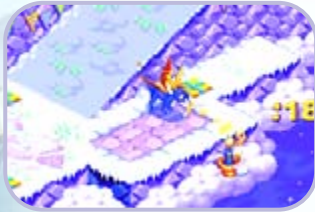
After you complete the first goal-scoring session, speak to Darren and he gives you Comet. Speak to him again and he informs you that the goalie won't leave until you score 8 more goals ... in 60 seconds. Use the same strategy, but watch your time because it gets tight. Beat him again and Darren gives you Stella.



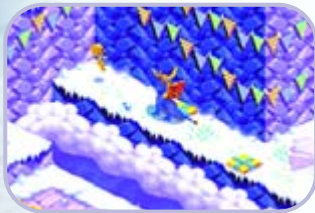
After putting that goalie in his place and collecting two fireflies, go up onto Darren's roof. You find a tree in the northeast corner.



Walk south off the roof and use the Power-Up Gate again. From there, sprint northeast till you see a slope heading down.



Trot speedily down the ramp, and you come across candle #3 just to the east.



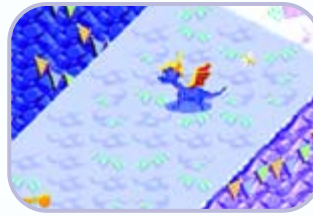
The always-useful key lies to the southwest. Snap it up.



Now head up the slope and continue north till you see the big rock. Smash it to score some gems. Go outside and clamber up the steps to the west to the next tree.



For the next tree, head northeast, then due east. When you barrel into it, fire it up, then head south down the slope.



Trot to the bottom of the slope, but don't jump off!



Turn east and drop a step to deal with tree #6. Beware of the ice ball-tossing Rhynoc lying in wait just below. Roast him first, then light up the tree.



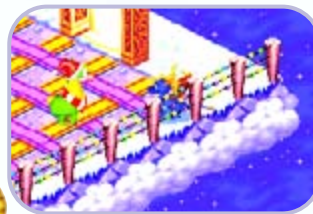
Now you can drop to the south and continue over till you see Soot **B**. Put him on ice and note the candle just to the east. Head west, up the slope. Watch for snowmen!



Once you get to the top of the slope, head to the southwest corner to check in with the fairy.



Carefully drop to the south, just in front of the fairy, to pounce on tree #7. Use the Look function to be certain you're standing in the correct position.



After trimming tree #7, head east until you come across Luc. He's curious about Andy's whereabouts. Make a note of Luc's position, then head south.





You stumble across another Power-Up Gate and Pierre, who bemoans the fact that his flame can't reach the candles.



You've already dealt with the rest, so power up and hit the candle southwest of Pierre, then double back for the candle northwest of Luc.



After lighting up the last two torches, head back to Pierre and collect your reward: Sunny the firefly. Then trot northwest to grab an extra life.



The final tree can be found on a ridge north of Pierre and northeast of the extra life. String up some lights and collect Gloaming—your reward for trimming all the trees.



WINTER MESA

WATERLOGGED

Before embarking for Watertopia, escort Andy to safety and get Glint. Then head back to Celestial Plains, to the northern corner of the map and portal #4.





WATERTOPIA

WET AND WILD

This is the last Spyro-oriented level of Celestial Plains and features an epic leap and unfriendlier-than-usual Rhynocs. Deal with the big stone Rhynocs by hitting them with a freeze blast followed by a quick headbutt. No worries—you should be a seasoned pro by now. So buckle up and prepare to help a mermaid in distress.

Gems: 400
Fireflies: 6
Fountains: 8



FIREFLIES ● **PEDESTALS** ● **PORTALS** ●

- A Hydra
- B Ishtar
- C Agni
- 1 Fountain
- 2 Fountain
- 3 Fountain
- 4 Fountain
- 5 Fountain
- 6 Fountain
- 7 Fountain
- 8 Fountain
- 1 Challenge Portal

Start Point ★ Checkpoint ☆

THE WALKTHROUGH



The Rhynocs have overrun Watertopia, and Steffi needs your help to rub them out. Seeing as how you need their gems, this is a pretty easy deal to make.



ROCK AND ROLE

This big stone rhino Rhynoc is a pain in the boulders. To take him out of action, you have to freeze him first, then headbutt him. He has a tendency to thaw a lot quicker than Rhynocs you've encountered previously, so smash him immediately.



After chatting with Steffi, head east and freeze the first fountain (the level's pedestal) into a pretty flower.



Glide east after frosting the first fountain, and you run into Hydra **A**, the first firefly. Turn him into an icicle and snap him up.



Turn your attention south and deal with fountain #2.



North of the second fountain lies the third. Sculpt it, then head to the southwest corner of the island.



Leap from the southwestern tip of the island to the next isle over.



You practically land on Ishtar **B**, the second firefly. Freeze him, and watch out for the sneaky Rhynoc to the south.



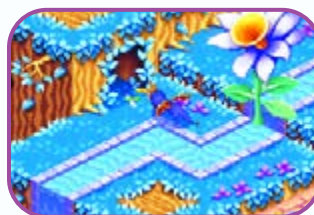
Say hi to the fairy just southwest of Ishtar.



Gushing from a terrace directly behind the fairy is fountain #4.



Jog south, then west, and go up this structure to deliver a frosty surprise.



Directly west of the fountain is a big rock blocking a cave. Smash it to bits.

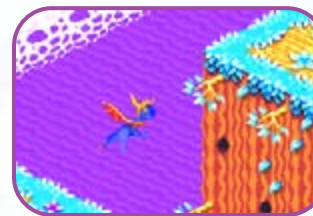


Inside, collect a clutch of gems, an extra life and Agni **C** the firefly.

NOTE Eliminate every enemy you encounter. You don't need all the gems, but you do need to stomp all the enemies to get a firefly from Steffi.



This is one of the longest leaps in the game, so square up correctly and don't forget to hover at the end of the glide. It's a long way down into some deep, dragon-unfriendly water.



Be on your toes! On the other side, a stone Rhynoc is just waiting to smash you.

WATERTOPIA



After making that death-defying leap, point yourself west, and glide to the next island. This one's all downhill.



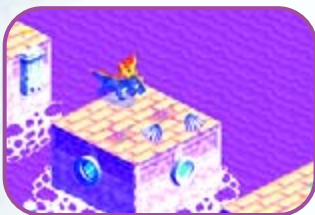
Chat with Queen Stacey, who confides that a thief—the same thief who menaced the Temple of Rune a while ago—has stolen her crown.



You must lead him a bit as you chase him, as you did in Temple of Rune. He's at a disadvantage in that he takes very wide turns. If you shave just a few feet off his lead each turn, you can catch him quickly. As you approach a turn, cut it as close as possible. The crown will be yours in no time. Return the crown to Stacey to receive Chili, firefly #4.



Northwest of Stacey is fountain #5. Put it on ice and head northwest.



You head straight to fountain #6. Add it to your burgeoning portfolio of ice statuary. Cut northeast from fountain #6 and take two hops to get to the next major island.



THE RUMBLE IN THE JUNGLE

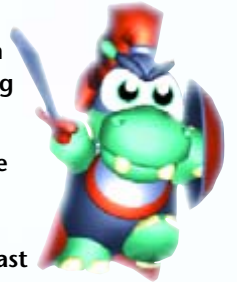
That wraps up Spyro's tour on the Celestial Plains. Now it's time to take Agent 9 out for some monkey business in the Rumble Jungle. Head for the southwest corner of the Plains, and look for the main monkey (he's by portal #5 on the map).



When you alight, head to the northwest to fountain #7 and make it another ice statue.



Race to the eastern edge of the island, then make your way to the northwestern corner, crisscrossing as you go and wiping out all the Rhynocs that cross your path.



Toward the top of the island, you meet the last of the Rhynocs you need to help Steffi.



The last fountain is in the northwestern corner of the island. Rain frost on it and collect Phoenix for completing all the fountains.



Now that you've eliminated all of the Rhynocs on the island, you can go back to Steffi to collect your reward. Head to the southeast corner of the island and hitch a ride on one of the platforms to get back to Steffi's isle.



the platforms to get back to Steffi's isle.



Return to Steffi's side, and she hands over Smoulder to complete your quest for fireflies on this level.



RUMBLE JUNGLE

WELCOME TO THE JUNGLE

This is the only Agent 9 level in Celestial Plains, oddly enough. A quick peek at the map gives the (false) impression that this one is less complex than Alpine Adobe. Lots of cleverly hidden gems and unfriendly enemies are scattered about, including the new riot office Rhynoc. So let's get going, shall we?



Gems: 400
Fireflies: 1



FIREFLIES ● **PEDESTALS** ● **ARMOR** ●

A Nameless

- 1 Ammo
- 2 Ammo
- 3 Ammo
- 4 Ammo
- 5 Ammo
- 6 Ammo
- 7 Ammo

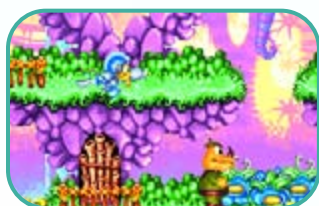
- 1 Armor
- 2 Armor
- 3 Armor

Start Point ★ Checkpoint ☆

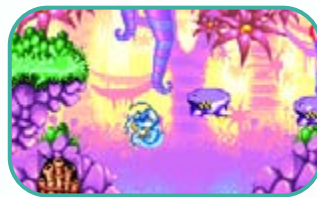


RUMBLE JUNGLE

THE WALKTHROUGH

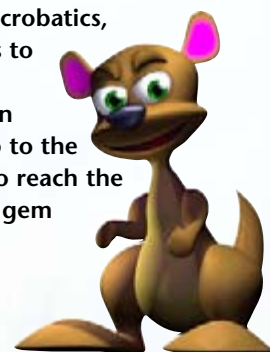


To start, jump directly up and collect the vase, then head right. Go forward till you see a grenadier below, then drop in and do him in. Running gem total: 16/400.



Continue right till you come across a bazooka Rhynoc, then jump straight up. On the right edge of that platform, you spot a floating platform. Double-jump out to it, then jump left to collect the gems. Running gem total: 40/400.

After that agile display of acrobatics, bound across the platforms to the right. Let the broken platform fall so that you can collect the vase. Then jump to the platform floating at right to reach the first ammo cache. Running gem total: 50/400.





A happy flower here is baby-sitting a diamond in a vase. To reach it, make two very careful double-jumps to the right. Running gem total: 87/400.



After snagging the diamond, fall off the platform to the left straight down to the first armor. Collect the few gems scattered around it as well. Running gem total: 100/400.



Now that you've donned fresh armor, head right till you get to a vase. Blast it, then jump to greet the fairy. Running gem total: 107/400.



From the fairy, head left and make one jump to get ammo cache #2. Running gem total: 109/400.



After you grab the second clip, head right past the fairy again, and keep to the low road till you collect a red gem. Then jump up and hit ammo cache #3. Running gem total: 115/400.



Got ammo? Apparently Agent 9 has plenty, but let's get some more. Head right across the rickety floating platform. Drop down and grab the gems, then jump back up to collect ammo #4. Running gem total: 158/400.



After grabbing the ammo, drop back down and head right across a series of platforms to another happy flower. Not surprisingly, this one also possesses a vase with a diamond. Running gem total: 193/400.



Make your way back to where you collected ammo #4, and head up and right, wiping out Rhynocs along the way. You run into a mass of brambles. From there, jump up and to the left till you see ammo #5. Running gem total: 239/400.



From the ammo, make a leap left to a platform partly hidden by a waterfall. Continue to the left, guns blazing, till you hit another swath of floating platforms, some broken. Skip carefully across those to find another happy flower with a diamond. Running gem total: 264/400.



Make your way back across the platforms, past where you found ammo #5, and you run into armor #2. Running gem total: 264/400.



Head right from the armor and you see some partly hidden ammo. Collect the nearby gems first, then drop down and load up. Running gem total: 281/400.

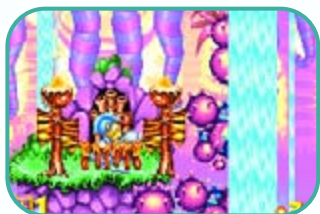




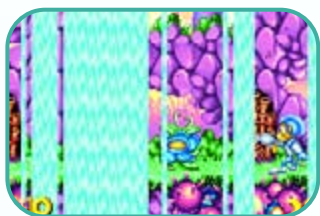
When you have more ammo, head all the way up until you see the falling rock signs.



Head right, over the gap and grab ammo #7. See the fairy while you're at it. Running gem total: 290/400.



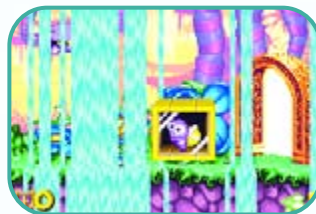
Continue a bit farther right and cross another gap to armor #3. Suit up and drop to the left, then go back toward ammo #6, collecting any gems you may have missed. Running gem total: 342/400.



Now pick your way back to the right, carefully. Pass another falling rock and you find a basket with a gold gem in the far lower left corner, behind some cascading waterfalls. Running gem total: 362/400.



Retreat to the left till you see the falling rock sign, then start climbing carefully, collecting gems along the way. When you can't go any higher, head right toward a floating platform shrouded by multiple waterfalls.



Ignore the platform for a moment and grab the nameless firefly (A), being watched over by a happy flower. Running gem total: 375/400.



Clamber onto the platform, and double-jump up and over to the happy flower for the final diamond. Hooray! Running gem total: 400/400.

THE LUNAR `ROO

And with that, Agent 9 conquers the Rumble Jungle. Now it's time for Sheila to wrap up Celestial Plains in the course of the next two levels. Head back to the hub and launch yourself onward to Lunar Ledges!



LUNAR LEDGES

SHE'S BAAAACK

You can't keep a good marsupial down, and Sheila is up for kicking some tail on the Lunar Ledges. First pay Moneybags his fee and dive through to tackle the next unsuspecting band of loony Rhynocs. They've covered the level's landing pads with rocks. If you don't clear the rocks away, incoming rockets will be destroyed!



Gems: 400
Fireflies: 1
Landing Pads: 10



FIREFLIES ●

A Kindle

PEDESTALS ●

- 1 Landing Pad
- 2 Landing Pad
- 3 Landing Pad
- 4 Landing Pad
- 5 Landing Pad
- 6 Landing Pad
- 7 Landing Pad
- 8 Landing Pad
- 9 Landing Pad
- 10 Landing Pad

Start Point ★

THE WALKTHROUGH



To start clearing rocks, hop:

1. One block east
2. One block south
3. Two blocks east
4. Three blocks north
5. One block west



Deliver a double-jump plus kick combo. That's one.





Retrace your steps to the level start. Then follow these steps:

1. One block south
2. Two blocks east
3. Two blocks south
4. Three blocks west
5. One block north

Shatter those stones with your feet of fury.



To unburden pad #3, go:

1. Two blocks south
2. Two blocks east
3. Four blocks south
4. One block east
5. Two blocks south
6. Three blocks east
7. Three blocks south
8. Six blocks east
9. One block north

After working up a sweat, take out pad #3.



With four down, watch for the Spyro Rhynocs on the six-block march east and the five-block march west. Your path:

1. One block south
2. Three blocks west
3. Four blocks north
4. Six blocks east
5. Two blocks north
6. One block west
7. One block south
8. Five blocks west

Stomp on that pad.



The next one is short and sweet:

1. Six blocks west
2. Three blocks north

Easy as pie!



As you complete the six blocks north, watch for a gauntlet of Rhynocs:

1. One block north
2. One block west
3. Six blocks north

Timed that correctly? Well, go back and stop them for their gems.



If pad #5 wasn't easy enough, how about this:

1. Three blocks north

Just watch for the pogo Rhynoc and his pal on your way over.



To give pad #8 the boot, head:

1. Two blocks east
2. Two blocks south

It's practically child's play!



LUNAR LEDGES



To get to landing pad #9, be wary of another Rhynoc-filled pass on the nine blocks east:

1. One block east
2. One block south
3. Nine blocks east
4. One block south

After weathering that storm, you should be ready for just about anything, except....

IRON ON



This little fellow is one of the game's most insidious creatures. He throws grenades that fragment into shrapnel that rain down for four blocks, and he wears a helmet that's impervious to kicks. Dastardly!



He throws a grenade where you were. Chances are, some of the shrapnel hits him. When it does, his helmet comes off for a few seconds.



Make the little wretch walk into some of his own shrapnel. Get next to him. When he tosses a grenade, hop away like the wind.



At that instant, pounce and send him packing.



To reach #10, leap:

1. One block west
2. Seven blocks north

You have to deal with an armored Rhynoc along the way.



After taking care of pad #10, you free Kindie **A**. Hop north and gather him up. You can either leave the level now or stay to root out the remaining gems, including two shiny diamonds—one to the west and one to the east.

BRRRR, IT'S COLD!

The lunar escapades are complete, so head now to another hospitable clime: the Arctic! Back in Celestial Plains, seek out portal #7, and bring some warmth to a frigid land.



ARCTIC OUTBACK

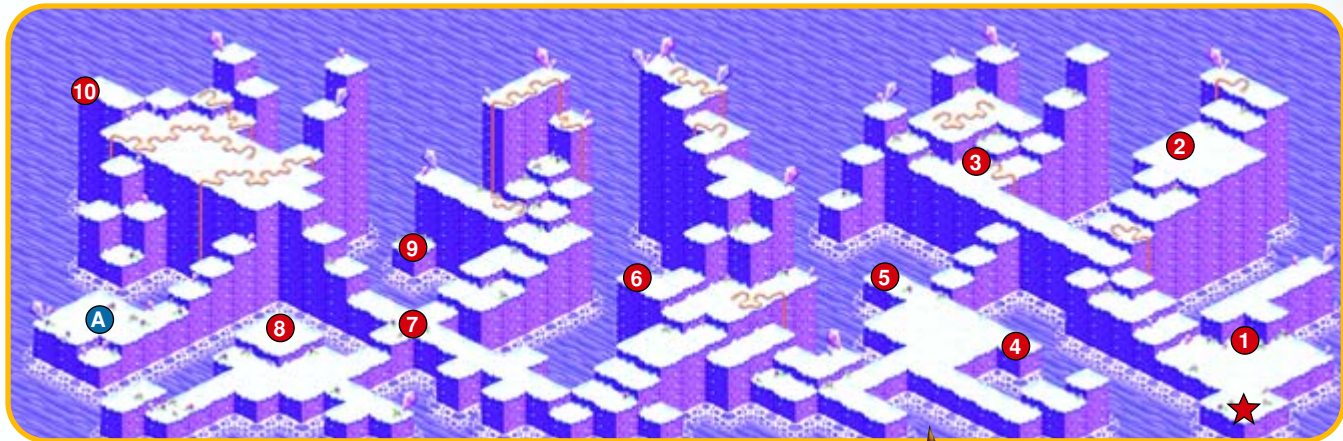
THE HEAT IS OFF

The furnaces aren't functioning in the Arctic. Sheila has to kick the heaters to get the heat on. You have to pass Moneybags his fee to gain access, but if it makes you feel any better, you have a chance of getting it back.



Gems:	400
Fireflies:	1
Space Heaters:	10

ARCTIC OUTBACK



FIREFLIES ●

A Cole

PEDESTALS ●

- 1 Space Heater
- 2 Space Heater
- 3 Space Heater
- 4 Space Heater
- 5 Space Heater
- 6 Space Heater
- 7 Space Heater
- 8 Space Heater
- 9 Space Heater
- 10 Space Heater

Start Point ★





To start the heat pumping, head:

1. One block north
2. Three blocks west
3. Two blocks north

Give it a boot, and watch some of the stalagmites blocking your path melt away.



Getting to heater #2 takes some fast moves. Those boulder-chuckers from an earlier sublevel are back in force. Juke, jive, and whale on

their heads, then hit the heater:

1. Two blocks south
2. Five blocks west
3. Six blocks north
4. Two blocks west

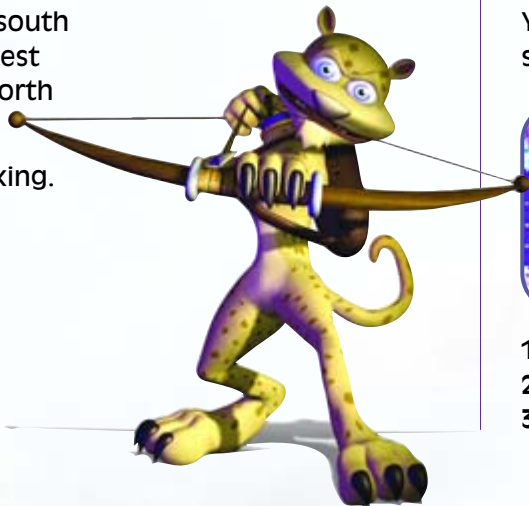
How was that for a workout?



Three blocks down, many more to go:

1. One block east
2. Five blocks south
3. Six blocks west
4. One block north

Time to do a little backtracking.



Back up a little and head:

1. One block south
2. Three blocks east
3. Four blocks south
4. Four blocks east

More stalagmites vanquished!



This one is simple:

1. Six blocks west

Just like we said.



Watch for more low-flying boulders as you head for the next heater:

1. Four blocks east
2. Six blocks south
3. Three blocks west
4. Two blocks south
5. Four blocks west

You can't get the boulder-tossing baddy yet, but soon....



You have to run a regiment of Rhynocs on the seven blocks west portion:

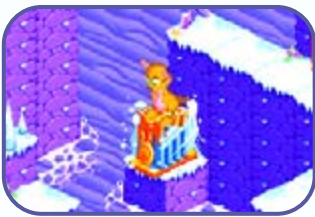
1. Two blocks east
2. Five blocks south
3. Seven blocks west



How about some 90-degree? Try this:

1. Three blocks south
2. Three blocks west

Some annoying Rhynocs lurk on this stretch, but the path is easy.



Heater #9 is at a dead end, so walk this way:

1. Three blocks east
2. Eight blocks north
3. Four blocks west
4. One block south

That also frees up more ice, so you can bag a few more gems.



The next heater is also the last:

1. One block north
2. Four blocks east
3. Five blocks south
4. Fourteen blocks west

That'll do, kangaroo, that'll do.



To pick up your firefly, bounce:

1. Eight blocks east
2. Seven blocks south
3. One block west

Snatch up Cole **A**. If you left behind any gems, now would be a good time to collect them. All done? Then head back to the exit.

IT'S FULL OF STARS

That's it for Celestial Plains! The next trip goes to the final hub world, Starry Plains. You're almost done, and you've done a good job thus far. If you missed any gems on the Celestial Plains (verify via your Atlas), hunt down the remaining stones before progressing. Next, you have to deal with (gulp) Gulp.



GULP

SWALLOW HARD

You've conquered Sunny Plains and overwhelmed Celestial Plains. Only one thing stands between you and the final leg of your journey: Gulp.

You've met him before, but this time he has a tough, armored hide and missiles that are designed to slay dragons—specifically little purple dragons. Get the picture?



Start Point ★ Fodder ● Gulp ★



THE BOSS BATTLE



You stumble into Gulp while he's gloating over the demise of Crush, and his own ascension to Ripto's second in command. Sadly for Gulp, you've come to rain on his parade.



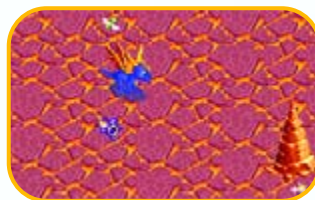
As you enter the level a sheep is off to the south, trapped on an island in a lake of molten lava. Glide out there if you feel the need to feed.



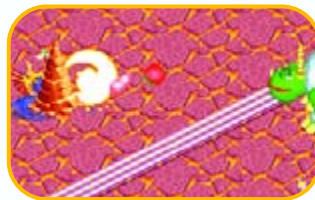
Frontal assaults won't do much more than get Spyro hurt. Gulp's massive suit of armor is impenetrable to fire, ice, and rock-hard headbutts. Ah, but what about missiles?



Gulp attempts to do Spyro in from his immobile position in the middle of the map by firing off dragon-seeking missiles. They can't be shot down, but they can be outrun.



Fortunately for Spyro, the missiles have a limited range. Run from them for long enough and they peter out and fall to the ground, just begging to be picked up. So pick one up.



Once armed with a missile, take cover behind one of the two stalagmites on either side of Gulp. Use the Look function to keep an eye on his missile firing. In a lull, fire back.



Repeat this process three times and send Gulp (and his overweening ambition) packing. It's awful to see a grown lizard cry.



Dispatching Gulp frees Calliope. She's so pleased that not only does she open the portal to Starry Plains, but she also gives you a second permanent upgrade: This time you get the ability to take an extra hit

before the good fight comes to an end.

TO THE STARS

Congratulations! You've vanquished your way through two-thirds of the game. Your toughest challenges lie ahead, but the way you've acquitted yourself to this point shows that you're more than up to anything Ripto and his vile cohort can hurl at you. Head through that portal and take the fight to him!



STARRY PLAINS

STARRY PLAINS

STAR LIGHT, STAR BRIGHT

Starry Plains is the home stretch—the third and final hub world. You've mastered control of Spyro, Sheila, and Agent 9, and now they face their toughest trials. As in previous hub worlds, there are no enemies. You cannot perish, but you must gather a stack of gems and fireflies before you move on.

Gems: 300
Fireflies: 6



STARRY PLAINS

FIREFLIES ● PEDESTALS ● PORTALS ● POWER-UP GATES ●

- | | | | |
|---|--|---|---|
| <ul style="list-style-type: none"> A Sear B Braise C Roasty D Griller E Sizzle | <ul style="list-style-type: none"> 1 Pedestal 2 Pedestal 3 Pedestal 4 Pedestal 5 Pedestal 6 Pedestal 7 Pedestal 8 Pedestal | <ul style="list-style-type: none"> 1 Moon Fondue 2 Gypsy Road 3 Dreamy Castle 4 Mondo Volcano 5 Volcano Vaults 6 Celestial Plains 7 Sunny Plains | <ul style="list-style-type: none"> 1 Lightning 2 Lightning 3 Lightning 4 Lightning 5 Ice |
|---|--|---|---|

Start Point ★



THE WALKTHROUGH



Find Sear **A**, the first firefly of the level, through Bianca, who is lounging north of the starting point, near an all-new Power-Up Gate—lightning! She explains

that you activate pedestals and deal with mechanized enemies on this level by using lightning breath—but it only lasts 30 seconds.

A LIVING THIRD RAIL



Unlike the other Power-Up Gates that enhance Spyro's native abilities, the lightning gate grants him a new power that can be used only for 30 seconds at a

time. Not only is it effective in dealing with pedestals scattered throughout the Starry Plains and its sublevels, but it's also very handy when dealing with robotic Rhynocs.



A short jaunt north of Bianca, you come across Braise **B**, minding his own business. Add him to your flock with a gust of chill wind.



Take a northwesterly track from Braise to another Power-Up Gate dispensing lightning. This gate is the starting point for dealing with some of the hardest-to-reach pedestals in the game.



The first pedestal on the Starry Plains is a stone's throw from the second Power-Up Gate. Get juiced with lightning and zap it.

Remember, all the pedestals on this level require lightning to be activated.



The second pedestal is southwest of the second Power-Up Gate. Take the nearby stonework steps to it.



For the third firefly, Roasty **C**, truck west of pedestal #2 and chat up Hunter. He regales you with some info about the floating platforms to his side, then coughs up Roasty.



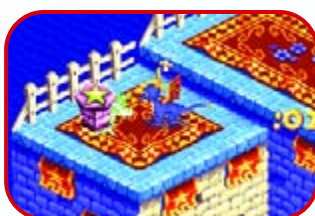
Now it gets tricky. Pedestal #3 is two islands away, across two floating platforms. Get charged up at Power-Up Gate #2, then head back to Hunter.



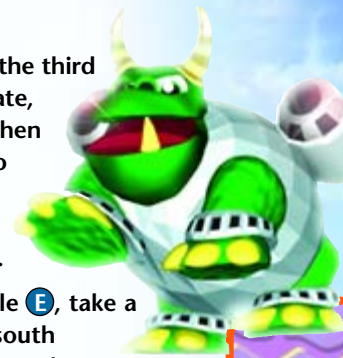
Now take the floating platform north from Hunter. When it reaches the next isle, run to the northwest corner.



From there take the floating platform west to the next island. Don't glide. You won't make it.



When the platform reaches the next isle (leap early if you're short on time), move quickly to the southwest corner and hit the pedestal with your lightning breath. Whew!



For Pedestal #4, repeat the first two steps you followed for #3. Then, instead of taking the platform west, take the one heading north.



When you arrive at the northern isle, don't stop to greet Sheila and Moneybags. Turn your attention immediately to the pedestal on the eastern side of the isle.

Got it? Congrats! You just nailed two of the hardest pedestals in the game!



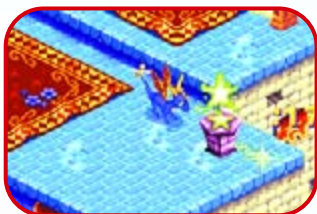
After the harrowing, time-pressured nature of the last two pedestals, #5 is a walk in the park. Hit Power-Up Gate #2, then bolt north to run smack-dab into it.



To pocket the next firefly, Griller (D), head east of pedestal #5. Throw some ice on the grill and snatch him up.



North of Griller is yet another lightning Power-Up Gate. Use it to nail two pedestals.



A quick trot northwest of the third gate (after you power up, of course), you spy a floating platform. Hitch a ride on it, heading northeast to pedestal #6.



Go back to the third lightning gate, power up, then head east to spark some life into pedestal #7.



To nab Sizzle (E), take a quick turn south from the seventh pedestal and surprise him with a sudden cold front.



Like pedestal #3 and #4, this one requires quick reflexes. First, head south-east from Sizzle till you come across an ice Power-Up Gate. Walk through it and freeze the patch of shallow water to the east.



When the ice is thick enough to support a purple dragon's weight, head northwest to yet another lightning Power-Up Gate and get juiced.



Dash back to the frozen patch of ice and directly across it to the small isle to the east.



Activate the final pedestal with a discharge of electricity, and claim Broil, the final firefly on the Starry Plains.

OH, FONDUE

Having cleared the Starry Plains in record time, you're off to tackle the first sublevel: Moon Fondue. Prepare to put your lightning breath to some offensive use. I hope you like green cheese....

MOON FONDUE

MICE IN SPAAAAACE!

Yes, the moon is made out of green cheese. And it stands to reason that mice would populate its pale green surface—space-faring mice, of course. Yes, it all makes perfect sense once you think about it. But Spyro won't be doing much thinking. This sublevel demands action, action, action!

Gems:	400
Fireflies:	6
Coils:	9
Dishes:	8



FIREFLIES ● **PEDESTALS** ● **POWER-UP GATE(S)** ● **PORTALS** ● **DISHES** ●

- A Ray
- B Wick
- C Steamy

- 1 Coil
- 2 Coil
- 3 Coil
- 4 Coil
- 5 Coil
- 6 Coil
- 7 Coil
- 8 Coil

- 1 Lightning
- 2 Lightning
- 3 Lightning
- 4 Lightning
- 5 Lightning
- 6 Lightning
- 7 Lightning

- 1 Challenge Portal

- 1 Dish
- 2 Dish
- 3 Dish
- 4 Dish
- 5 Dish
- 6 Dish
- 7 Dish
- 8 Dish

Start Point ★ Key ☆ Treasure Chest ☆ Checkpoint ★



THE WALKTHROUGH



A colony of space mice have been trapped on the moon by the Rhynocs, who have disabled the rodents' navigational systems (satellite dishes) so they're unable to fly away. Add "activate dishes" to your to-do list.



Lightning gates are especially important on the lunar surface, because the Rhynocs are all mechanized monstrosities unaffected by fire or ice. Visit the many gates scattered throughout the level as often as possible to stay constantly powered up.



The first satellite dish is north of Captain Whiskers. After powering up, hit it with a bolt of lightning to get it going again.



South of the first gate, you'll need this one to hit a bevy of pedestals and dishes, not to mention to deal with a number of unruly Rhynocs, so commit it's location to memory.



To reach the second dish, ride this platform to the southeast of the second Power-Up Gate.



The second dish is just south of where you disembark from the floating platform.



For the first coil (pedestal) of the level, head northwest. You also come across the key. How handy. Now where's that chest?



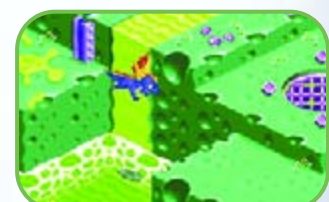
After heading back to the main isle, power up at the second gate, make a mad dash west, and glide across to the next isle.



Dispatch a couple of Rhynocs with your lightning breath, then head west, jump, and blast the second dish.



After starting up the second dish, dash to the north, where you see Ray **A**, the first firefly. Drop him to absolute zero, snatch him up, then switch back to your electrical attack.



Go north of Ray, leap across the chasm, then take another leap—this time east—across the next gap.



Turn north, hop onto the first step, then jump and blast coil #2.



Then head west, up two more steps, and zap coil #3. Pat yourself on the back.



Now head back down to the step from which you zapped coil #2, and hop up to the ledge with the coil. Hover for an extra boost.



Head west to Power-Up Gate #3, charge up, and board the platform directly northwest.



Board the platform heading south, then the platform heading west.



Clamber off the floating platform, being mindful of the nearby Rhynoc, and blast dish #4 before you run out of time.



After dealing with dish #4, drop to the southeast. Head in the same direction till you come across another coil. Just beyond it lies another Power-Up Gate.

Use the gate, then jump and blast the coil.



Head back to Power-Up Gate #3, charge up, and hop back on the platform to the northwest. At the top, board the platform heading east, then the one sliding north.



Deliver a sudden shock to get dish #5 back on line.



After bringing dish #5 back to life, drop to the southeast, where you immediately stumble across firefly #2, Wick **B**.



Near Wick, you see Power-Up Gate #5. Get electrified, then head east till you see coil #6 at the edge of the screen. Walk to the edge of the cliff and loose your electric blast. The electricity finds its target below. Neat.



After dispatching coil #6 with style, mosey north till you come across gate #6. Right next to the gate is dish #6. Fire it up with a bolt of green lightning.

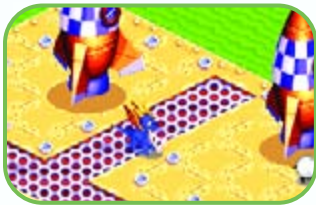




To deal with coil #7, power up at gate #6, then trot east till you come across the coil, overlooking a gorge.



Add a third firefly to your total by jogging straight ahead. You come across Steamy **C**. Unlucky for Steamy, a big fence blocks any chance of escape.



After you collect Steamy, head back the way you came, to gate #6. Power up and start moving to the northeast, climbing the steps in your path toward the two rockets.



Continue moving east, zigzagging on the path till you reach coil #8. Activate it, then continue zigzagging southward.



When you reach the bottom of the zigzagging steps, glide west and check in with the fairy fluttering nearby.



After checking in with yon fairy, head northwest, power up at gate #7, then head straight southwest to hit coil #9. Activate the final coil and you shake loose Shiny the firefly.



Just northwest of Shiny is the treasure chest. Jog over, unlock it with the handy key, and grab the gems.



Time is of the essence now: After collecting the booty from the chest, head back to gate #7 to power up. Then head south till you pass a rocket, and clamber up the orange structure to activate dish #7.



Board the platform on the eastern side of the structure and ride it into the sky, to...



...dish #8! That's the last dish. Head back to Captain Whiskers to share the good news.



Captain Whiskers is so happy that his dishes are back online that he hands over Bubble, the fifth firefly.

MOON FONDUE

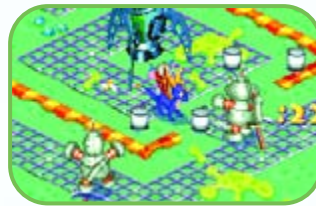




After collecting payment for fixing the communications network, lend the mice one last hand. Go back to where you found the first firefly, Ray, and leap through the portal.



Talk to Mousor. He tells you that, although the mice are ready to go, a bunch of Rhynocs keeps stealing their supplies before the goods can be loaded. You're more than willing to give him a hand.



Headbutting seems to work better than the lightning attack, so keep galloping around and ramming Rhynocs every time one wanders on screen. Don't let any get within spitting distance of the craft. When you defeat them, Mousor is so thrilled he gives you Kazan, the final firefly.

SEE YOUR FUTURE

After helping the valiant congregation of mice return to the stars, turn to more mystical matters. Return to the Starry Plains and make your way to the Gypsy Road—after you have all the gems on Moon Fondue, of course.





GYPSY ROAD

TAKE THE GYPSY ROAD

Tarot cards, crystal balls, spell books, and plenty of candles: It's a fortune-teller's paradise. I see a future where Ripto no longer menaces the world, where warmth is returned to the dragons, and where Spyro is hailed as a hero. But before that future arrives, Spyro must walk the Gypsy Road.

Gems:	400
Fireflies:	6
Candles:	8



GYPSY ROAD

FIREFLIES ●

- A Flame
- B Blister

PEDESTALS ●

- 1 Candle
- 2 Candle
- 3 Candle
- 4 Candle
- 5 Candle
- 6 Candle
- 7 Candle
- 8 Candle



Start Point ★ Key ☆ Treasure Chest ☆ Checkpoint ☆

THE WALKTHROUGH



After you pop into the level, jog over and have a talk with Laura. She cryptically tells you that she needs someone to save Madame Meow from the Rhynocs. Looks like you've got a job to do.



Light up the first creepy candle (pedestal) of the level directly west of Laura.



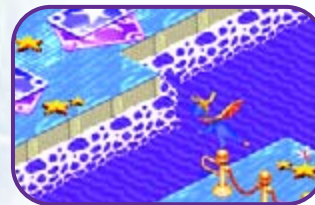
Head south down the path, and follow it till it turns west, up a set of stairs, then north to candle #2.



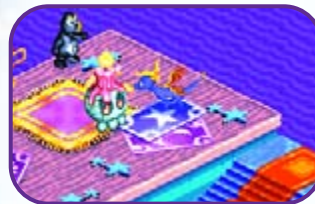
After igniting candle #2, you take a long glide north to another isle. Don't worry about hovering. You make it with room to spare.



After you land, follow the orange carpet northward and smack into candle #3.



Next, grab the diamond just to the southwest of candle #3, then glide west to the next isle over.



After alighting on the next isle, follow the path north and south till it spits you out—practically on top of candle #4.



When candle #4 has been fired up, head south. You stumble across a treasure chest. File away its location in the back of your mind.



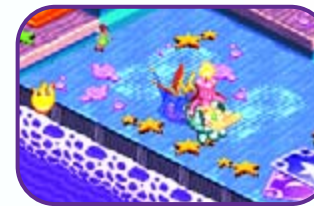
Continuing south, follow the path as it leads you west, then south again to candle #5. Watch out for the two spellcasting Rhynocs!



Flame **A**, the first firefly of the level, is just beyond candle #5 and the smoking remains of the two wizard Rhynocs you dispatched. Freeze him solid and scoop him up.



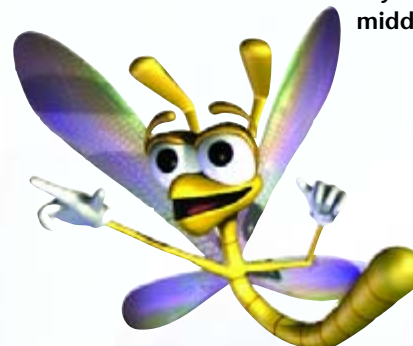
Continue south after extinguishing Flame, and you run into a handy fairy checkpoint.



Just behind the fairy, conveniently, is candle #6. Give the fairy some reading light with a quick burst of flame.



Due north of the fairy are three doors—two to the left, one straight ahead. The first room on the left has gems; the door to the north contains the key. But what about that middle door?





Siam is in the middle doorway and he needs your help to calm down the fire pixies so he can concentrate on his homework. Agree to help him. It's freeze tag—just like way back on Shamrock Isle.



Chase a pixie into the southern corner, freeze him, then wait for his buddies to try to free him. Let one get into the corner with the trapped pixie. Freeze him, too. Repeat twice more and Siam gives you Jewel the firefly.



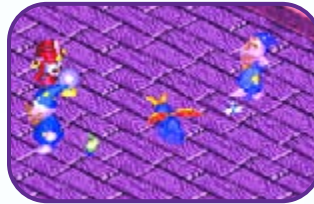
Talk to Siam again and he tells you that there are more pixies to freeze. Head back in, using the same strategy. If you take out all five in two minutes, he rewards you with Singe, the third firefly.



After you deal with those pesky fire pixies and have grabbed the key, head east of the fairy to the next isle. There you find a wizard Rhynoc and, more important, candle #6.



Continue east to the next isle and you fly right into Blister B. Watch for the rolling Rhynoc as you come in for a landing.



Head south of Blister, and you see a big rock blocking a doorway to the west. Smash through it to enter a room with four Rhynoc wizards menacing Madame Meow. Take them out and the Madame rewards you with Torch, firefly #5.



After lending Madame Meow a claw, climb up to the roof of her abode and come face-to-skull with candle #8. Light it up and you free Lava, the final firefly on this level!



WAS IT ALL A DREAM?

You've brought peace to the Gypsy Road, but now you must fold your wings and head back to the Starry Plains. Make sure you picked up the chest along the way, then prepare to catch some Z's.



DREAMY CASTLE

DREAM A LITTLE DREAM WITH ME

Welcome to the last fully Spyro-oriented level in the game. And what a level it is! Fluffy pillows, alarm clocks, and beds fill a land inhabited by pigs dressed as princesses and madcap mayors trapped on rogue hot air balloons. Sound interesting?

- Gems: 500
- Fireflies: 7
- Cuckoos: 8



FIREFLIES ● **PEDESTALS** ● **THE MAYOR** ●

- A Solar
- B Coalman
- C Haze

- 1 Cuckoo
- 2 Cuckoo
- 3 Cuckoo
- 4 Cuckoo
- 5 Cuckoo
- 6 Cuckoo
- 7 Cuckoo
- 8 Cuckoo

- 1 Mayor
- 2 Mayor
- 3 Mayor
- 4 Mayor
- 5 Mayor

Start Point ★ Key ☆ Treasure Chest ☆ Checkpoint ☆

THE WALKTHROUGH



As you enter the pretty-in-pink world of Dreamy Castle, you immediately run into Minda. She's beside herself because the Rhynocs have set Mayor Mooney afloat in an out-of-control hot air balloon. She needs Spyro's help to get him down.



This level's pedestal is a crazy cuckoo clock. The first one is just north of Minda. Roast it with a burst of flame.



Continue north for some more blackened cuckoo. That's two.



Drop a level, then hitch a ride on the platform sailing east.



After roasting cuckoo #2, climb aboard the nearby floating platform, ride it upward, then send a gout of flame at the mayor's balloon ... and watch him float helplessly away.



Now hitch a ride north on another platform.



Take note of the treasure chest as you head southeast from the mayor.



Finally, snag a lift on still another platform heading west, right into the waiting wings of cuckoo #3.



Just south of the treasure chest is the first firefly, Solar **A**. Put him on ice and snatch him up.



This shortcut can be tricky: Get back on the platform you rode to get to cuckoo #3. Launch yourself north as soon as you see the second red banner come into view. Hover at the end.



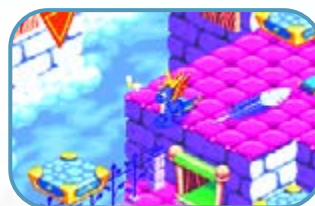
Heading southward from Solar, bowl over a few Rhynocs with your headbutt attack, then career into Coalman **B**, firefly #2.



This trick not only nets you cuckoo #4 with style, but also shaves some seconds off your time.



Head northwest, up two platforms and onto a tower where the mayor awaits. Send him on his way again with another blast of hot air.



Make your way back to where you last saw the mayor. Smash the rock nearby to get its diamond, then clamber back up. Instead of taking the eastbound platform, hop on the one going south.



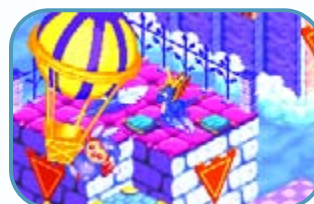
Then hop onto a westbound platform to reach the next cuckoo on your list, #5.



After dealing with the fifth cuckoo, hop a platform heading north. Toast the Rhynoc waiting there and grab the key.



After snatching the key, head southeast to commiserate with the fairy at her lovely, and always helpful, checkpoint.



Head west to the lower left-hand corner of the stage, climb aboard the platform. You see the mayor, worse for the wear as usual. Give him another shot of heat to keep him aloft.

DREAM KNIGHT COURSE



Rhynoc ★ Start Point ★ End Point ☆

As you did in Chill's Obstacle Course in the Haunted Hills, follow the arrows on the map. You have two chances at the course, each success earning you (what else?) a firefly. You must complete the first run in 90 seconds, the second in 80. Wizard Rhynocs are again out to make your life very difficult with their freeze magic, which eats up valuable time. One more tip: When in doubt, hover!



Head north, rub out the Rhyloc knight, then head west and repeat the deed on another Rhyloc. Oh, and fry cuckoo #6.



Head north once more, then hang the first sharp left west. Torch the cuckoo, then head through the Challenge Portal to see Shirley and tackle the Dream Knight Course.



After finishing both runs on the Dream Knight Course, head back down the ramp and go north. Hop on the platform and give the mayor another hot-air push to keep him going, then break the big rock below to get a diamond.



The mayor's balloon finally touches down on a pillowy rise to the northeast of his last location. He's overjoyed and, to show his gratitude, hands you Mirage the firefly.



Shatter the big rock just to the right of the mayor. Inside, you find Haze the firefly.



The final cuckoo is immediately east of the room you found Haze in. Roast him and he coughs up Brandy, the final firefly on this level.



SWEET DREAMS, SPYRO

That wraps up all but one of Spyro's levels in the game. Jump back to Starry Plains and let Sheila take one last crack at saving the world from the rancid Ripto. Head over to Hunter, then ride the two northbound platforms to Sheila and your pal Moneybags.

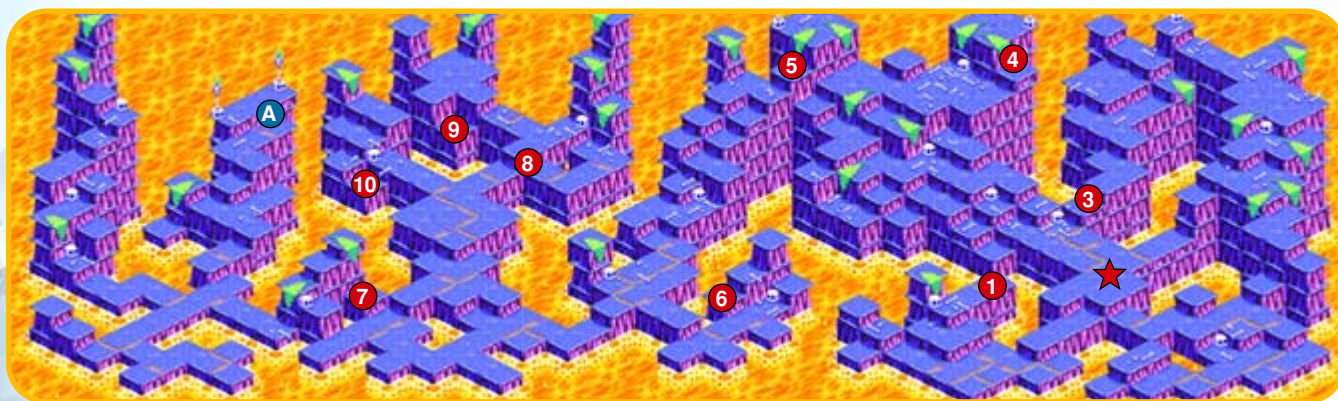


MONDO VOLCANO

THE LAST HURRAH

This is Sheila's last spot of action for the game. Parting is sweet sorrow, but it's a sure bet she'll be back in one Spyro game or another in the near future. For now, it's time to take out Ripto's collection of ... lava lamps!

Gems:	400
Fireflies:	1
Lava Lamps:	10



FIREFLIES ●

A Fume

PEDESTALS ●

- ① Lava Lamp
- ② Lava Lamp
- ③ Lava Lamp
- ④ Lava Lamp
- ⑤ Lava Lamp
- ⑥ Lava Lamp
- ⑦ Lava Lamp
- ⑧ Lava Lamp
- ⑨ Lava Lamp
- ⑩ Lava Lamp

Start Point ★



1. Two blocks south
2. One block east
3. Three blocks south
4. Three blocks west
5. Two blocks north

Take out that lava lamp and it helpfully burns some vines for you.



1. Two blocks south
2. Three blocks east
3. Five blocks north
4. One block west
5. Five blocks north
6. Three blocks east
7. One block south
8. One block east
9. One block south

Lamp #2 is a hike, so start moving:

Whew! Now stomp that puppy into the ground.



The next one isn't exactly around the corner, either:

1. One block north
2. One block west
3. One block north
4. Three blocks west
5. Four blocks north
6. Six blocks west
7. Four blocks south
8. Two blocks east
9. One block south
10. One block east
11. Two blocks south

Are your legs tired yet?



We're staying a bit more local. From #3:

1. One block south
2. Six blocks west
3. Three blocks north
4. One block east

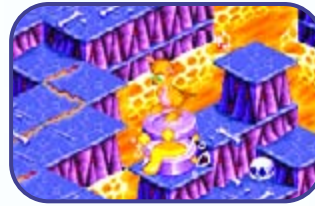
Watch out for incoming boulders. When you get within range, squelch the root cause.



The next one is just over yonder:

1. Four blocks south
2. Five blocks west
3. One block south

Now that's more like it.



Once more around the horn from lamp #5:

1. Seven blocks south
2. Two blocks east
3. Three blocks south
4. Four blocks east
5. Three blocks north
6. One block west
7. One block south

Not getting any closer together, are they?



Rolling, rolling, rolling:

1. One block east
2. Two blocks south
3. Three blocks west
4. Three blocks south
5. Two blocks west
6. Four blocks south
7. Three blocks west
8. One block south
9. Two blocks west
10. Two blocks north
11. One block east

Blisters, lots of blisters.



MONDO VOLCANO



Lamp #8 is just a few hops from #7:



1. One block east
2. Four blocks north
3. Three blocks west
4. Seven blocks north
5. One block east

Now that's more like it!



A hop, skip, and jump away is #9:

1. One block west
2. One block south
3. Three blocks west
4. One block south

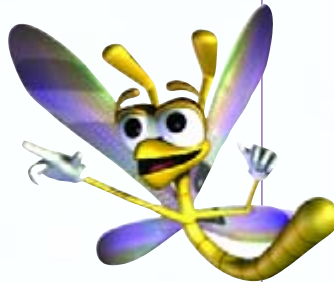
Which brings us to....



The home stretch!
From #9:

1. One block north
2. Three blocks east
3. Four blocks south
4. Three blocks west
5. One block south

And with that, the firefly is free!



To gather up Fume A, head:

1. One block north
2. Five blocks east
3. Three blocks south
4. One block east
5. Five blocks south
6. Two blocks west
7. One block south
8. Three blocks west
9. One block north
10. One block west
11. Two blocks north
12. Two blocks west
13. Two blocks north
14. One block west
15. Two blocks north

And that's a wrap!



G'DAY, MATE

That does it for Mondo Volcano and our lady friend, Sheila. If you didn't get all the gems, get crackin'—particularly on the western edge of the map. With that, we bid Sheila g'day and bring out Agent 9 for one last swing.



VOLCANO VAULTS

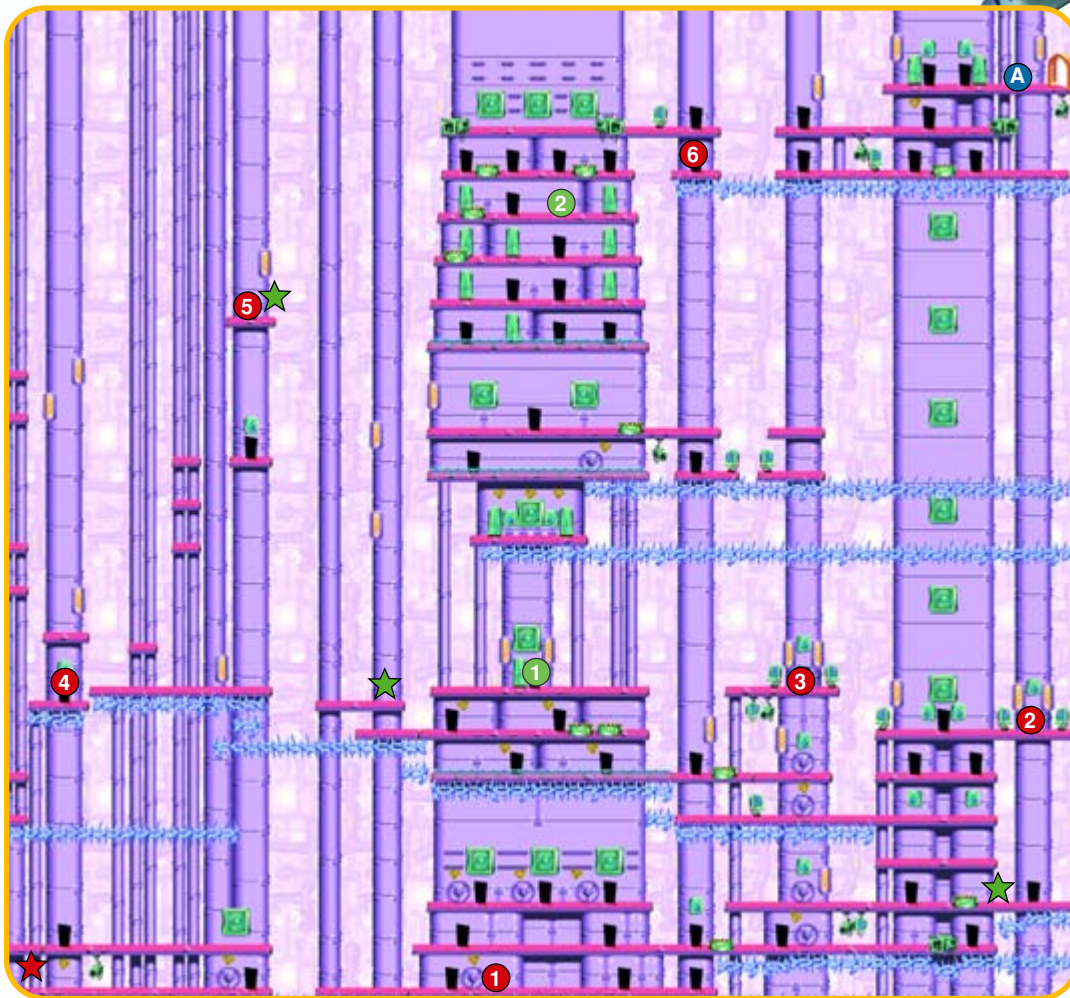
THE NINTH WARRIOR

Volcano Vaults is Agent 9's final showing in Spyro 2: Season of Flame, and it's a doozy. Strap on that six-shooter and body armor for one last go-round.

Gems: 500
Fireflies: 1



VOLCANO VAULTS



FIREFLIES ● **PEDESTALS** ● **ARMOR** ●

A Nameless

- ① Ammo
- ② Ammo
- ③ Ammo
- ④ Ammo
- ⑤ Ammo
- ⑥ Ammo

- ① Armor
- ② Armor

Start Point ★ Checkpoint ☆



Start out moving right, alternating between the two platforms and collecting gems as you move along. Double-jump across the first yawning gap.



That takes you smack-dab into ammo cache #1. Running gem total: 35/500.



From ammo #1, jump straight up, blast the baskets, and continue moving right, once again alternating between upper and lower platforms to get all the gems. Check inside the pipes for gems, too.



When you run into a set of spikes that prevents you from going any farther, hop up a level. Go just past the second pipe and check in with the fairy. Watch out for landmines from this point on! Running gem total: 66/500.



After chatting up the fairy, jump up four levels, obliterating baskets and collecting gems as you go. Jog to the right to grab ammo cache #2. Running gem total: 88/500.



After loading up on ammo, head back, drop off the ledge (watch out for the mine below), then continue left till you get to a spiked dead end. Jump up, then sweep back right, once again alternating levels to get all the gems.



This leads you to body armor #1. Step through the doorway and zip up the extra protection if necessary. Running gem total: 135/500.



After snagging the first suit of armor, continue to the right, bound across the floating platform, and collect ammo #3—the first rapid-fire rounds of the level. Running gem total: 137/500.



Head back to the left, past the point where the last spiked wall prevented your progress. You hit the second fairy checkpoint. Running gem total: 137/500.



Continue past the fairy, and skip over the mine. With a well-timed jump, zip across the malfunctioning platform. Careful! There are spikes below.



After that tricky leap, continue left, snapping up the gems along the way till you run across ammo cache #4. Running gem total: 167/500.





You have more ammo than you know what to do with, so continue to the left, skip over another mine, and head down from platform to platform till you fall onto a nice, shiny diamond. Running gem total: 194/500.



With that weighty diamond in your pocket, head up past ammo #4, then up and left across a couple of floating platforms.



This leads you to a series of nine floating platforms heading to the right, with one solid platform mixed in.



After barreling across all nine platforms, you come across another diamond. You've nabbed more than half the gems on the level. Running gem total: 272/500.



Truck back to the left across six of the floating platforms till you reach solid ground.



Now bound up two more platforms and follow the gems leading to the right. Be alert for a Rhynoc sneak attack as you make the first leap.



As you continue right, you again come across a series of floating platforms. Keep moving and collecting as you go.



To finish this leg of the level, keep heading right. Return to solid ground and, once again, alternate between platforms until you run out of room to the right. You know you're there

when a series of unfriendly spikes bar your progress. Running gem total: 343/500.

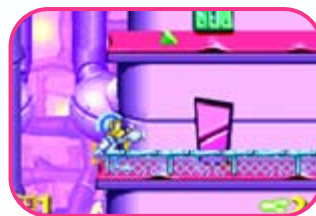


Backtrack across the floating platforms to the left.



When you hit the left side of the screen, start heading right and gradually upward by hopping across a series of floating platforms till

you come across ammo cache #5, a diamond, and a fairy checkpoint. Running gem total: 398/500.



Once you bag all three of those, get moving right again, across the floating platforms, and onto solid ground. Start sweeping left and right as you cross the floors, starting with the fenced floor at the bottom.





As you climb, be wary of bazooka-toting riot, grenadier, and janitor Rhynocs patrolling the floors above. Use the Look function to keep track of them so they can't bushwhack you.



Eventually you reach the next suit of armor. Chances are you need it, so suit up. Running gem total: 428/500.



Finish cleaning out the two floors above armor #2, then head right till you pass over ammo cache #6. Drop in and load up. Running gem total: 456/500.



After grabbing the final ammo of the level, head right across the wobbly platform, and continue to sweep the final two levels of all gems. Watch out for that mine at the far right.



Finally, head to the upper right corner, grab the last two green gems, and head to the right to claim the lone, nameless, firefly **A**. You've conquered Volcano Vaults! Running gem total: 500/500.

THE DAY OF RECKONING

Thus ends the adventures of Agent 9! It's finally time to bring the fight to the cause of all this trouble: Ripto. Go back to Starry Plains and make your way to Bianca in the northwest. It's Ripto-rending time!

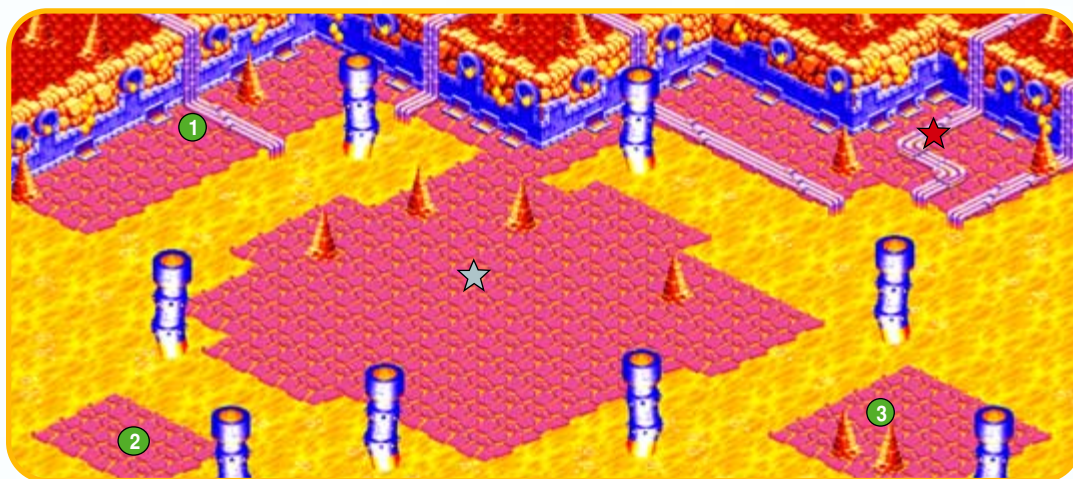




RIPTO'S MONDO VOLCANO

THE BOSS BATTLE

This is it: the battle royal, the final countdown, the end of the road. It's Spyro vs. Ripto in a no-holds-barred match for the fate of the Dragon Realms. Does the pint-size purple powerhouse have a chance against the red-skinned, ravenous reptile? Let's find out....

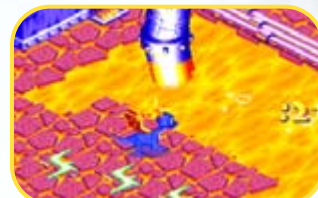


RIPTO'S MONDO VOLCANO

POWER-UP GATES ●

- ① Fire
- ② Lightning
- ③ Ice

Start Point ★ Ripto ☆



His fire and lightning attacks pack a nasty wallop. The fire attack is easily avoidable, but the lightning attack fans out across the floor and chases its target. Glide over it or escape to one of the islands.



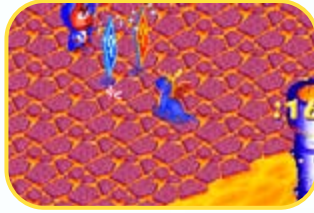
Ripto may not look terribly imposing, but he's no slouch in the combat department. Let's break it down, blow-by-blow.



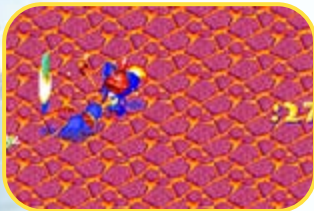
First off, Ripto is invulnerable to all standard attacks, including fire and ice.



Scattered around the level are three Power-Up Gates: fire to the west, ice to the east, and lightning to the south.



Head to one of the Power-Up Gates, get juiced up, come back, and zap the card that corresponds to the power-up: red for fire, blue for ice, green for lightning.



After you strip Ripto of his defenses, deliver a headbutt and watch Ripto cry in rage and fury. You have to repeat this process twice more to defeat him.



Ripto: Impossible! I had the best spells! The best armor! How on earth do



Thalia: Spyro, you did it! You beat Ripto! The realms should be a lot safer

With Ripto defeated, warmth can finally return to the Dragon Realms. Before you can return to the Dragon Elder to share the good news, a final fairy, Thalia, appears and grants you a super Atlas. Now you can skip to any level in the game without walking there! If you missed any gems or fireflies, this is a very welcome gift.

And with that, Spyro's second GBA adventure comes to a close—a great ending for a great game. Let's just hope that Sparx makes it out of that hairy little situation he finds himself in.

THE END



Spyro: Will these be enough to warm up the Dragon Realm?



Bianca: Oh, my goodness! They're so cute!



Hunter: Holy space cows, Spyro! How did you find so many?



Elder: On behalf of all the dragons and inhabitants of the Dragon Realms, thank



the Dragon Realms, thank you!



Spyro: Don't mention it.



Bianca: Hey, where did Sparx go?





SPYRO INTERVIEW

THE BRAINS BEHIND SPYRO 2: SEASON OF FLAME

Ricci Rukavina, creative director of the Spyro series, was gracious enough to sit down and answer a few of our questions on the game and the series, and perhaps the most important question of all: Where are those action figures?

Prima: What other games have you worked on?

Ricci Rukavina: Spyro: Season of Ice, Spyro: Year of The Dragon, Spyro: Enter the Dragonfly, Monster Force, and The Thing.

Prima: How many people are on the Spyro 2: Season of Flame team? What other games have they worked on?

R.R.: There were 15 people on the Spyro 2: Season of Flame team. It was quite a large team for a GBA game, but I think it shows. Everyone has worked on a large variety of games, everything from Xmen: Wolverine, Rayman GBA, Crash Bandicoot: The Huge Adventure, and Fallout to classic arcade emulations such as Atari Anniversary Advance. Everyone on this team passionately loves games and making them! We all had a blast making Spyro 2: Season of Flame.

Prima: It's unusual for a developer to spend the time and money to develop an engine from the ground up for a sequel-based product. What motivated the team to invest the extra effort?

R.R.: This is a great question! We were really happy with the way Spyro: Season of Ice turned out, but we were confident that we could improve on the game dramatically by creating better level-building tools and introducing new features such as particle effects, interior areas, animating tile sets, and other cool, fun gizmos.

We also received a lot of feedback from fans who loved the game but had great suggestions as to what they really wanted to see. We made sure to try to incorporate every last one of these comments into the new engine—not only for the fans, but for ourselves. We really wanted this game to go above and beyond most games.

We even ended up doing two bonus games rather than one, simply because we wanted to give a reward to those who got the first ending as well as a special reward to those hardcore gamers who found every single firefly and every single gem.

Prima: Sticking with the engine for a moment, there are some truly amazing effects in this game. How hard was it getting the GBA to perform at this level?

R.R.: The Nintendo GameBoy Advance is a pretty powerful machine if used properly. Our biggest problems had to do with collision and frame-rate slowdowns, which essentially meant a lot of programmer time spent optimizing code. Things that you may think difficult were actually fairly easy—such as some of the minigames like Hockey and Dragon Draughts. These really only took a few days to program and do the art for.

And, of course, things that you might think were pretty easy were actually harder than we thought, such as trying to get Spyro to swim. It just wasn't very fun. But the GBA is a really cool machine that just seems to have more potential every time we get the chance to do a new game.





Prima: Any plans for spin-offs? Maybe an Agent 9-centric title?

R.R.: We've been discussing some interesting opportunities with the other characters, and personally I would love to do something with Agent 9. He's one of my favorite characters, along with Sparx. Check www.spyrothedragon.com to get the latest news and information on all things Spyro.

Prima: Will there be a third chapter on GBA?

R.R.: Of course! I don't think Spyro is ever really going to get to go on vacation again. He's too busy saving the Dragon Realms, so you can be sure there's plenty of adventure waiting for Spyro in the not-too-distant future.

Prima: What's next for Spyro?

R.R.: We're currently working on Spyro's next Top Secret adventure. Stay tuned! I'd sure like to see Elora again and maybe even some Gnorcs!

Prima: How important was it that Spyro be housed on a much larger cartridge this time around?

R.R.: Very important. There were many technical reasons beyond the increased sizes of the levels, better sample rate for sound effects, and music. This time, there are three save slots for players to save the game, which was something that fans of Season of Ice had asked for. They wanted the ability to play multiple games and share with their friends, brothers or sisters.

We were also able to add a new mapping feature so that players could keep track of where they were in each level. This was a heavily requested feature that we weren't able to get in to the last game, not only because of size, but also time! It's a really cool feature in the new game, and I think Spyro fans are going to love it.

Prima: Anything that you wanted to include, but couldn't or didn't?

R.R.: With the deadlines we were under, I don't think we could have added anything further to push the quality of this game. We're all really proud of it. It's really hard to stop adding stuff, but you have to release the game sometime!

One of the things that I am most proud of is how well balanced and tuned the game is. We didn't have as much time as I would have liked the last time to balance the game, but this time, much care was spent getting enemies and controls and minigames to feel just right. Hopefully we did our jobs well.

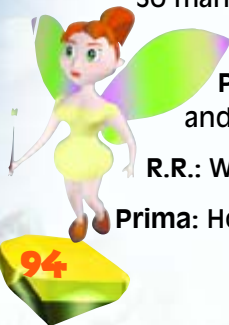
One interesting side note is that Spyro was actually supposed to swim in this game, and it was up and running for months and looked great. Spyro's swimming animation alone had more than 500 frames of animation, if you can believe that! But in the end, we just felt it really didn't add to the gameplay. We were putting something in that looked cool, but didn't do justice to the overall fun-factor of the game—so after the decision was made sometime in the final month, it only took a day to remove!

So many decisions are made to keep the integrity of the game intact, even cutting things—although it's never fun to cut, let me tell you! But if it makes for a better game, we do it.

Prima: Any chance of Spyro and Company venturing beyond the confines of video games and into cartoons, movies, etc.?

R.R.: We'll have to wait and see, but you can be sure we're working on it!

Prima: How does Spyro fare outside of North America?





R.R.: European gamers love Spyro. Season of Ice sold almost as well in Europe as it did in North America. Previous Spyro games have done just as well. It seems purple dragons are beloved all over.

Prima: And last, but certainly not least: Where are the Spyro action figures?!

R.R.: I don't know! Tell fans to write their congressperson, maybe that will help. I'd sure like some Spyro action figures of my own!

Prima would like to give a big thanks to Ricci Rukavina for taking time out of his busy schedule to chat with us, and we wish the entire Spyro family all the best in the future.

BONUSES

DRAGON DRAUGHTS

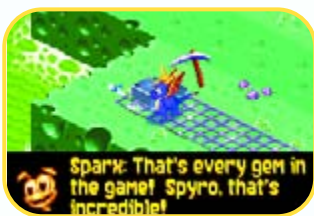


Up for a game of checkers? If so, you'll love Dragon Draughts. Beat the game and the Dragon Elder unlocks this entertaining diversion, replete with Spyro-themed playing pieces and "king me" gameplay.

You can access this game any time from the main menu when you have a finished game saved on your cart.

SPARX PANIC

When you get this...



...and this...



...you get this: Sparx Panic.



It's an old-school shoot 'em up patterned after classic arcade-style gameplay. In it, you assume the role of Sparx as you blast your way through wave after wave of insects bent on your destruction.



To enter the Sparx Panic minigame, collect all 8,000 gems and all 100 fireflies from every level in Spyro 2: Season of Flame, then go have a chat with the Dragon Elder to unlock.

You can then access the game any time from the start menu or from within Sunny Plains by entering a portal near the Dragon Elder.