

# Spyro: Attack of the Rhynocs FAQ/Walkthrough

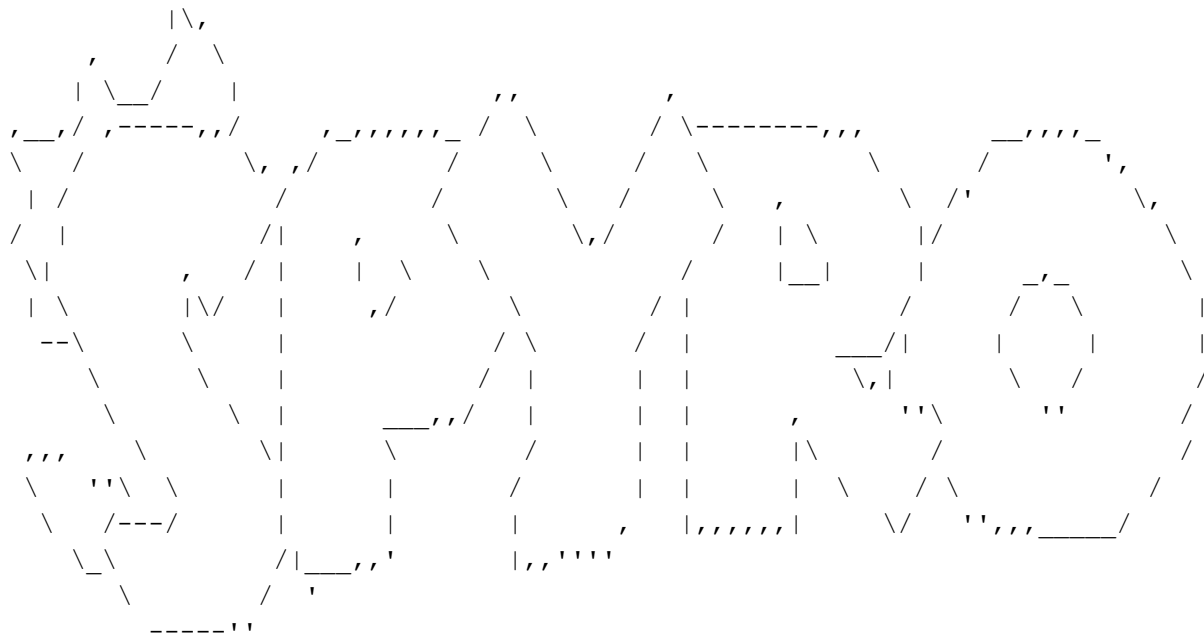
by dark52

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Introduction  
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Welcome to my brand new guide to Spyro: Adventure. I have written this guide shortly after completing the game to 100% so all of the stuff in this guide should cover the whole game.

This guide is here to help you through the game and does so by providing you

with the locations of all of the items you need to pick up in the game. It will also give you hints on how to complete some of the trickier challenges in the game and help you to complete this game to the 100% level.

And just as a warning for anyone who doesn't like spoilers, this whole guide is full of them so I would advise you not to read much further.

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Latest Updates  
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Version 2.5 - 18th of November 2004

Added a bit to the Agent 9 Stealth Mission in Moneybags Mansion as it seems to be causing a lot of people some trouble.

Version 2.4 - 3rd of August 2004

Added some info on the multi-player games and sort out the table of contents. I also added an extra FAQ to that section so check it out before sending an email to me.

Version 2.3 - 10th August 2004

Made a few alterations to the guide, nothing to write home about though. Though I have now changed the title of the guide to coincide with the title of the game where I live. It might be an inferior name, but it is still the one I should be using. Unfortunatly I have been unable to complete what I intended to do a long time ago, so I thought I'd get rid of references to that as well.

Version 2.2 - 16th March 2004

Resorted the guide around again, added a new ASCII picture at the start and attempted to make the guide easier to read as I got confused myself with what I was writing. I have also gone through the guide with a SpellChecker and have gotten rid of most of the mistakes I made whilst typing previously so the guide should be easier for you to read now.

Version 2.1 - 15th March 2004

Updated a few bits with more accurate info as well as resorting the walkthrough to getting 100% on defeating Ripto as it seemed a bit messy to be doing all the rest of the Hearts after beating him.

Version 2 - 12th March 2004

Done some more today, bringing the guide pretty much to full completion. I don't really think that there is much more to add now so this may be the final version of the guide! Finally I have finished this thing!

Version 1.2 - 11th March 2004

Finally, finished the complete walkthrough all of the way to 100%. Now all I've got to do is finish off the other sections of the guide. Hope to get this done by Sunday as well.

Version 1.1 - 10th March 2004

Sent the guide to GameFAQ's now, it's still incomplete as I have only so far written up to Cheetah Spot Spa with 56% of the game completed. Although the guide will be complete in a shorter amount then twice the amount of the current content as most of the % will be Hearts of the Lands.

Version 1.0

Started the guide to Attack of the Rhynocs and have put it onto my website for the viewing public.

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The Contents  
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~~~~~  
(1) - The Basics  
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This game is set in a isometric world which basically a 3D world and will require you to be able to control the characters with skill if you are going to be successful in beating this game. The controls of the game are as follows:

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|SPYRO'S CONTROLS|  
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- START - Pause Menu
- SELECT - Switch Breath Type
  - A - Jump
  - B - Flame
  - R - Charge
- L+R - Show map of area
- L+A - Use Phoenix Glasses
- L+START - Go straight to Journal

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|SGT BYRD'S CONTROLS|  
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- START - Pause Menu
- A - Tap repeatedly to fly
- B - Primary Guns
- R - Drop Missiles
- L - Drop Missiles

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|AGENT 9'S CONTROLS|  
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- START - Pause Menu
- A - Jump

B - Use gun  
R - Fire grappling device  
L - Hold to look around  
Down - Duck/Crouch

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|GENERAL GEM LOCATIONS|  
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This Spyro game is no different from any previous version as they still are hiding the gems away in all the same places. For those who have yet to experience a Spyro game before, here are the types of locations that gems will be hidden in:

#### Lying on the ground

Most gems are situated just lying around on the ground for anyone to come along and pick up. These are generally the easiest to spot and gather as they are rarely out of the open and will only require Sparx to go pick them up for you.

#### Flammable Baskets

These baskets are orange in colour and are flammable, making them simple to break open with little risk of you losing your life. These can contain all values of gems but they will not ever contain items. They are also chargeable meaning that you can go on a charging rampage and still collect gems from these baskets.

#### Chargeable Vases

These blue vases are flame resistant meaning that the only way to break them open will be with a charge attack. This kind of way to open them leaves them in a more dangerous situation as it is easy to miss them and charge right off the edge of the levels. These again, will only contain gems.

#### Ripto Banners

These are blue banners with Ripto's face on. They are found hung on walls all around the Dragon Worlds. To get the gems out of them, all you need to do is flame them with the fire breath. You cannot charge these down so will require you to be going a little slower to be able to pick up the gems hidden inside.

#### Locked Chests

These chests are of four different colours. Gold (more of a yellow colour in the actual game though), Purple (again, it looks more of a pink then purple), Green and Red. They can only be opened when you have won both halves of the corresponding key. They can be got in special missions involving Sgt Byrd and Agent 9. These chests cannot be flamed or charged to open. They can also hold special items that you will need to gather, but they will only hold either an item, or plenty of gems.

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|Saving the Game|  
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To save the game, simply press the START button to access the menu, then move the selection down to Save Game, then select Yes to confirm that you want to save the game, wait for it to save, and then either carry on with your game, or switch off your GBA.

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|Loading a Game|  
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When you turn your GBA on, go to Continue Game, and then select your save file which you are currently using to load it up. It won't load you in the exact

position as before, but rather at the start of the current map.

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|Starting a New Game|  
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To start a new game, turn your GBA on and when it gets to the main screen, select Start New Game, and then select which of the three places you would like to use as your game. You can also overwrite old games from here as well simply by selecting them as the save destination for the new game.

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|Options|  
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The game has only three options for you to alter:  
Music: On/Off - turns the music on or off  
Sound FX: On/Off - turns the game sounds (such as your fire breath) on or off  
Speech FX: On/Off - turns the squeaking known as speech on or off

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|Credits|  
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Selecting this option will roll the credits for who made the game.

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|Byrd Rescue|  
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This option has three different types of missions for you to do. Head to Head where you compete against another player, Cooperative where you work together and Single Player where you work by yourself, and isn't a multiplayer game. These will only become playable after you complete the game so you may have to wait a while before you can start playing these. To play them you will need two GBAs and a link cable.

As far as basics go, that's very basic, but there is very little more that you may need to know on your journey.

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(2) - The Walkthrough  
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This section of the guide has been made to allow you to complete the game all the way through. You can start from the start here or skip on to the part that you are stuck at and you should easily solve any problems you have in completing this game. Right then, here we go with the walkthrough:

1) The Professor's Secret Lab

Taken blindfolded to the Professor's Secret Lab you begin the game. He shows you the Peephole machine and tells you about another thing which isn't quite ready to be shown yet. He points you in the direction of his Virtual Playground which will get you through the basics of gameplay and get you used to the controls of the game.

Basically the challenges train you how to breathe fire, how to charge, how to jump, how to glide and how to get that last little bit of height at the end of a jump. The challenges may be slightly more difficult if you aren't quite used

to Spyro on the GBA but they should be quite easy anyway. Once completed return to the Lab to continue the game.

The Professor will now show you what wasn't ready before, his robot Butler. The robot still doesn't work so this will be your first boss battle in the game. Quite a basic one this though as all it involves is luring Butler to the electrical machine to the south of the room. This will trigger the Peephole machine to malfunction and expand. The Professor will tell you about Hearts of Lands and to collect them to enable him to take control of the machine again and close it up. He also tells you of a warp machine of his which will allow you to travel to all the different lands with ease.

But before you can do anything Ripto comes through the hole and steals it. He then tells you his entire plan and warps you off to Dragon Shores away from him and his evil plan. Luckily though this will now allow you to start the real adventure...

- 2) Dragon Shores
  - a) Dragon Nests Region

Now you can fully explore most of the Dragon World. There are gems aplenty in this area and several Quests for you to complete, all of which will take most of the game to complete so don't worry about the finer details of the Quests given to you.

The first Quest will be given to you by Elder Terry; he's a big pink dragon with yellow wings and stomach. If you look on your map (L+R) he is found just north east of a pineapple on the green bit. He will give you a quest to find lots of toys that have been stolen by Rhynocs. In return for finishing this quest he will give you the Heart of the Dragon Shores.

Moving on, when you find Moneybag's Vault, you will be able to open it quite easily by stepping on the two red buttons before the time runs out. His vault is situated slightly north of the second beach area.

The next Quest (although it will never appear as a quest and you won't get a heart out of completing it) is to find all of the Dragon Toddlers which have gone missing. You should find these easily along your adventure so there is little point in concentrating on searching for these. This challenge will be given you by Elder Hedgewick who is slightly northwest of Moneybag's Vault.

Past Hedgewick you will find a new area with lots of room. Moneybags is around here willing to sell you a Spyro Action Figure, one of the missing toys, but it'll cost you 300 gems and you don't have that much yet so move on.

Petal the Toddler is located on the slope towards the Fairy Library and should be easy to spot, and if not you'll probably bump into her without noticing. She will also give you an item which is very useful as it will serve as part of a Quest in the next land you go to.

The Fairy Library is situated right in the top left-hand corner of your map and so shouldn't be too difficult to find.

- 3) Fairy Library
  - a) Foyer

A few Gems in this area but it's mostly just an area to pass through. To get through it you'll have to do a few things first. First flame the bug to get a lift and as soon as you are above your target area (the bugs cannot be controlled by you, they have a set course) press A and jump off. Repeat to the

second area and then fire up the boiler. Doodles will give you a spell book which will now allow you to use Ice Breath. To switch between Ice and Fire press Select. Then again use a bug and fly off to the exit of this part of the Library. But before exiting make sure you flame the Ripto banners to get a gem out of them.

#### b) Main Hall

Lots of Gems here. When you come in talk to the fairy on your right and she'll tell you about a load of books on fire and tells you to put them all out. She'll give you a nice prize for completing the challenge but it's not a Quest. Also there's no hurry so don't go running around looking for them. Just find them as you explore. Oh, and to put them out use your new Ice Breath.

#### Locations of Burning Books

- 1-In the bottom right corner of the platform you start on.
- 2-To the right of the starting platform near to the water.
- 3-To the left of the platform near a fairy who goes on about banners.
- 4-Just round the corner from #3.
- 5-On the third corner on the water edge from the right.
- 6-A bug ride up to a pink platform on the far left of the map.
- 7-Just south of Moneybanks' Vault in the Library.
- 8-A bit further on from Moneybanks' Vault and in the south corner.
- 9-During a bug ride that starts by a button for Moneybag's Vault drop off onto a platform with Gems and a Red Box on to get this book.
- 10-Above where you started and in the corner a bit.
- 11-Directly above the last book.
- 12-Southwest of the Green Box in the north of the map.
- 13-Dropdown from the location of #12 to get to this one.
- 14-Catch the bug from #12 across and it is on the lower platform on the right.
- 15-Just southwest of the Pink Box in the north of the map.
- 16-On the first long platform over water right at the south end of it.

Once you've got all of these, return to the fairy and get your reward of a Kangaroo History book. (At the moment called ??? in the Journal).

While you are getting the books, you can do other stuff. One is to get the Library Quest off of Zoe. She is in a section up on the big platforms which has only got access to by a green book and is right in the middle of the map. Her quest is to find bits for a machine to help with the upkeep of the Library. You should already have the Book-B-Gone Storage Unit from the toddler outside the Library.

To get into Moneybag's Vault this time will require a little more effort than in the Dragon Shores but not much. Go to the red button that's on a platform above the door to the vault and run off to the other button down by the door and around the corner. Simple. In his vault you'll find the Ripto Action Figure and a Red Chest. This one's locked for the moment but you'll be able to return with the Red Key later in the game.

Next leave the place and catch a bug ride part of the way to the next location and drop off onto a hidden section which is out of bounds by any other method. Another Red Box here and some more gems. Now go back to the bug and this time go all the way to the end of its trip and drop off there.

Here you'll find more gems, and more books along with a Green Box. You'll need a Green Key to open this one but that'll have to wait for now. And again catch the bug on a little hop across to another platform with yet more gems. Again flame the bug and go across to above Moneybag's Vault where you couldn't reach before. Another box, this time Purple (looks more like Pink to me) which you

can't open yet is here.

You should now be able to glide all the way down off of the big platform place and back to the main floor. Now go to the most southerly part of it and then jump off onto another platform across some water. Some more gems, Rhynocs and a book is over here, as well as something unreachable for most of the game. Another bug ride will take you to further away platforms to get more Gems and if you look carefully you'll see some footprints, remember where these are for later. And again take the bug over to the next platform.

It's now time for a big boss battle in the XYZ Section which is located on the ground floor right in the middle. It's through a door by a fairy so shouldn't be easy to miss:

#### c) XYZ Section

This is a boss battle for a spell book that will allow you to transport right back to the middle of the Dragon Nests Region. To get it you have to battle a big caterpillar thing which Ripto sends after you. This requires a simple bit of following and flaming. Then once you've beaten it grab the book and go grab the gems that are in this room. To get to them go by bug which is in the northeast section of the floor.

Up here you'll find a Red Box which is locked. This location will need to be revisited later when you get the red key. but since you don't have the Red Key yet collect the gems and leave the Library to go on to new lands.

#### 4) Dragon Shores

##### a) Dragon Nests Area

Back here again; you should now be able to pay Moneybags for the Spyro Action Figure for 300 Gems, he's just south of the exit from the Library.

Next go to your Start menu and select Quick Escape. This will now take you to a previously unreachable part of the Dragon Nests Region. Collect the gems there and move on to the next area which is located through the arch in the top left hand corner of the map.

##### b) Stormy Passage

If it wasn't for the Gems here you'd think this section was really pointless, well at the moment it is. Just go through after collecting the gems.

##### c) Dragon Coast Region

This area is basically a big area full of gems, but it does also have several exits to different locations. However there is also a Dragon Star which is a yellow plant growing right at the top of the most northerly section of this area. Collect it and go to the boat by the fairy which is located in the middle of the two big platforms in the water area.

Once you reach the destination, collect the few gems there are and go straight to the Yeti Serengeti.

#### 5) Yeti Serengeti

##### a) Frozen Hills Region

The door in the hill you come to can't be accessed properly yet as it's too dark inside so you'll have to wait a little while to get in. To progress a bit further jump up onto the big ice platforms, freeze the Springboks and move them



so that Douglas can get back to his dig site. Do this two times and follow him to get your reward of a Yeti Lamp, just the thing for that dark room before.

Go back to the room and grab the gems then go past Douglas this time and through the doorway to the next part of the Serengeti.

#### b) Frontier Region

Before getting to the main part of this section you'll have to go through a tunnel with lots of gems in. Also a nice Red Box which is still inaccessible. Exit the tunnel to get to the main area of the Yeti Serengeti.

Now is the time to start running wild! Well not really. Grab gems as you go past them and glide over to an almost blocked off section with a Moneybags button on as well as a Red Box! Ignore the button for now and carry on down to the icy part below. To kill the Rhynocs around here just flame them as they land. Manoeuvre the Springbok into place so that you can get up onto a higher platform just past the Vault. Collect gems and stuff there too. Up here you'll find the second Vault button, a Red Box as well as Bentley.

Talk to Bentley to get a brand new Quest in which you have to find loads of climbing gear. When you've done that press the button and jump down to the area where the other button was and press it to open the vault.

Inside the Vault you'll find loads of Gems, a Sheila Action figure and a Red Chest which is still ununlockable! Leave the vault and head back up to the top section. This time go southeast from where you jump up and jump down to another section with a Springbok. Freeze it to get to another area and gather the gems there and use the next Springbok to get up to the next section.

Up there you'll find a Purple Chest (Pink!) and loads of Gems. That's all there is in this north section (except for a doorway on the ground to the north but I'll cover that in a minute). Now head to the ground again and jump over the water onto some platforms in the southwest section of the map.

The first platform has an ice platform on which has some gems and some more footprints (useless for now), so again jump over to the next section and carry on with this trend until you reach the end and a Lettuce for a Quest.

The last part of the Yeti Serengeti for now is the Whistling Caves. They are in the northeast area on the ground floor, just go through the big black hole in the wall.

#### c) Whistling Caves

The order of the whistling statues must be remembered and charged in order for the door to open. The order for the first room is 1, 2, and 3. Charge them and go through to the next room.

The order here is: 3, 1, 3, 2 and 1. The next room is: 2,1,1,2,3,1,3.

Once through the third room you'll be in a bigger room with lava in. In the middle of the lava you'll find a nice medal for you. This is yet another item for yet another Quest you have yet to get. In the rest of the room there are some Gems and of 2 Red Chests and a Green Chest, and still you can't open them. That's all for Yeti Serengeti for now so leave and go back to the place where the boat landed, we're off to Byrd Barracks which is through the other doorway.

#### 6) Byrd's Barracks

#### a) H.Q. Perimeter

Go up to Private Flap and talk to him. He'll tell you to freeze the Walrus, do so. This is a very useful way of getting around, whenever you have to travel by Walrus you have to freeze him first with your Ice Breath and then while on him, manoeuvre him with your Wind Breath.

After getting him across (don't hit any of the ice at the sides!) he'll give you a Super Breath Mint which will allow you to use a more powerful version of your Ice Breath by holding down B and then as you power up letting go to fire a bigger blast. You can use this to freeze large patches of water that you are allowed to freeze; these are identified by their being a single colour rather than a water pattern on them.

To move on use the ability over the ice patch he tells you to freeze and move on to collect more Gems! Finish off this area by going through the door on the top of the platform to get to the next part of the game.

#### b) Camp Headquarters

Collect the Gems around here again, and to get yourself yet another Quest jump up to the platform right at the start and use the fish to get to the top of it. There you'll find Capt. Beek who will give you a Quest of finding loads of lost Medals, you should already have one of them.

After getting the Quest move on to the end of the platform on the ground level and freeze the Walrus that pops up every now and then. Use it to cross the water and when you land, go south and jump over some water to a larger island. As soon as you land you'll see a dark purple patch of water, Super Freeze it and run along it as fast as you can as this one is really long and by the time you get to the end it will be disappearing. You'll rescue a penguin (you'll be told why by someone a bit later) and also you should collect the flower that's lying nearby. Collect the gems and go back to where you ran from.

Now head south again and you should see two more purple patches. Go over them both after freezing them to rescue some more penguins. Once you've set them free head even further south and onto a large part of the island where a lot of tents are situated along with all the rescued penguins and if you talk to the one in the middle he'll give you the mission you are already doing. Head slightly north from there and cross another bit of water you need to freeze to get to another island. If you want from here you can jump to another small island which has some mysterious footprints on, but there is little reason for that yet so just head straight back. Now for the final penguin, on the far southeast side of the map. Freeze the water and free the penguin. Then head back to collect your reward of a nice uniform for use in a Quest.

Head back to the small island which was right after the Walrus. This time go north instead of south and jump over the water onto yet another small island. From here go west and use the Walrus for a ride over the water. Grab all the many gems around here and when you get to a place above Moneybag's Vault jump down to it. Right around here is an air vent for you to 'explore'.

#### c) Rescue Mission

This is your first adventure into an air vent, the prize for completion will be half a Red key! You now take the guise of Sgt Byrd and have to complete a small section of rescue missions. To fly you have to keep tapping A and to fire use B, to fire larger missiles press L or R. To heal, return to the tent and you'll get healed and receive a full load of missiles again.

First collect the gems flying around here then head down to the right. Shoot your first baddie with the B gun and go left shooting any other baddies as well as you go past them. When you get to the bottom you'll have to take out the next baddie carefully as one of the penguin cages will block you. When he's gone destroy the cages and you can now either take them out one by one or both at the same time. Your choice. To pick 'em up simply fly slightly above their hands and they should pick up. To get the other simply fly the one beneath you above the other one to carry each other. Return them to base camp (a handy arrow will help you if you are lost) and start out again.

When you go down this time go right instead of left and you should easily spot a penguin trapped, rescue it then return here. Now go right and get the penguin out of the cage. Fly up killing things and rescue another penguin as well. And if you shoot the flashing red button you can rescue a third as well. Take them all back to base camp and return to the bit where you rescued the third penguin so far. Now instead of going right, go down this time to where you will find yet more gems and more penguins along with more baddies.

When you meet the big orange guys hit them with the missiles from the L or R buttons for a faster kill. Search around this area for the last four penguins and all the gems and then take them back to base camp (two by two I would recommend as four at a time is a bit much) to complete the level. Then go talk to Sparx and he will give the newly found key half to Spyro.

#### d) Camp Headquarters

Now you're back in the real world, freeze a Walrus to get back, and then jump on the button, go across slightly north and then jump on the next button to open the Vault. Freeze a new Walrus and head back into the Vault. Inside there you'll find an item to help with the Library Quest along with Gems and two Red Chests which you still can't open, even with half a key.

Go back to where the second button was and get all the Gems, then talk to the penguin standing there to get yet another mission. This one requires you to fly around shooting things!

Basically you drop bombs on Rhynocs; I can't be bothered to tell you exactly where each one is but it just requires you to be able to see what is coming and to be able to drop a bomb using the B button. Oh, and don't press the Start button, it cancels the challenge while you're in it. There are a few tricky ones but it should only take you a few goes to complete this challenge. You get a nice Sgt Byrd Action figure for your troubles.

That's all you can do on this land so use your Quick Escape Option and head straight back to Dragon Shores.

#### 7) Dragon Shores

##### a) Dragon Nests Region

Nothing new here so just head straight up to the Stormy Passage section through the northeast doorway.

##### b) Stormy Passage

As soon as you try to get to the steps leading out of Stormy Passage, Butler will burst out of the wall and begin a new attack on you. To beat him this time requires you to lead him under three storm clouds to get electrocuted. However the clouds can also get you so watch out. This battle is a little more difficult than before as he needs to be got three times and the clouds aren't

always firing lightning so it may take some time.

As soon as you beat him the rocks blocking the way will explode and a new exit will be available to you. Go through the hole in the wall to get to the Thieves Guild.

#### 8) Thieves' Guild

##### a) Secret Cave

As soon as you get in you notice one of the toddlers with a thief. Chase down the thief to free the kid. He will give you a magic bag which changes your skin colour, pretty much useless for actual gameplay but nevertheless you can use it if you want. Collect the few Gems that are lying about and exit the cave via the southwest exit.

##### b) Main Guild Hall

To start off collect gems! They are everywhere, just pick 'em up. To get into Moneybag's Vault you'll have to chase down two thieves to get the buttons, the first is in the big yellow area near the start and the second is in the area right next to it (in the southeast direction). In the Vault you'll find the usual Gems along with a small jar containing a silvery powder which is used in a future Quest. There are also two Chests, one Green the other Red.

Straight out of the door of the Vault and a bit south you'll find a Thief Teacher and she will give you a racing challenge. This one requires you to take as many shortcuts you can possibly make and of course to beat the other two, they take about 1 minute to finish the track so you gotta hurry! My record so far is 57 seconds. She'll give you one of the Medals you need.

Move on back to the area where the second button was and carry on down the path there. Jump over some water in the south to reach a small island with a few gems on, and some footprints too. Then go back to the main island and carry on along the path collecting gems on the way. When you get to the end, near some giant steps of platforms, go left carrying along the ground level to get to the Master Thief who will give you a new Quest! You have to find his tools to open the safe the Heart is stuck in.

Go back to the steps, go up them and jump across the gap to another large platform. Jump across a larger gap to get to Moneybags. Pay him 600 Gems to get an item for the Library Quest. Then carry on past him to get to an air vent. Send Sparx down it to start a new mission.

##### c) Stealth Mission

This ones an Agent 9 mission requiring stealth. The controls here are shown in the Introduction + Basics section of the guide.

Replace the first two guards sneakily and then run up on the third whilst he's going the other way. To get the two that keep popping up and down, jump in between them when they are looking in opposite directions. Then just jump up and free the first monkey. The next guard requires a jump and fire to get him, then get the one on the level below as well. Grab the Red Key in this level and then go left and sneak up behind the guard. Hide behind the big apple until the camera has started to look the other way and then get that too with the gun thing. To get the flying guard, stay down until he turns round and goes back then jump up and fire on him. Again when the guard in the hole is looking the other way, get him.

Go up to the Red Gate and shoot the Guard right away. Set free the second

Monkey and save your progress via the fairy below it.

Hide behind the Pencil to wait for the flying guard to come along then get him. Then jump across the gap and sneak up on the guard. Then get the one in the hole the usual way, then use the Grappling Hook to get across the larger gap and get the one in a hole right away before he can raise the alarm. Then get across the next gap and get the sleeping guard and free the third monkey.

Go back to where you jumped over the gap and go down this time. Make sure to land on the left side of the large block as there is a guard patrolling the other side. As soon as his back is turned get him. Use the Monkey Bars to get across the next gap and then jump on the floating platform to get to the next Fairy. Get onto the next floating platform and grab the guard in a hole right at the end and jump off. Grab the flying guard and jump off after the Gem.

At the bottom, use the Monkey Bars to evade the mines on the floor which will kill you. They are the flashing things by the way. use the Grappling Hook again and then shoot the Gem Vase. Again use the Grappling Hook to get to the next Monkey. Be careful about the next leap as a Camera may see you. Use the looking feature (L button) to see when the camera is not looking. Also watch out for the Guard too. Get them both when you can and move on to get the next guard in a hole. Jump over to get the 5th Monkey and to get a nice welcome save from the fairy.

Jump down the hole to get to the bottom of the level. Get the flying Guard right away and grab the key at the far left. Then use the Grappling Hook again and watch out for the guard patrolling. Grab him and use the grappling hook again, and again watch out for a guard. When you've got him, move on, get the three final guards and release the 6th Monkey, and also grab the Green Key.

You'll now need to return most of the way back to the start until you get to the place with a Monkey behind a blue barrier. However, many people are getting stuck on the return journey. If you've encountered the problem, you'll know what I'm talking about, if not just ignore the next paragraph.

When you get to the part with the barbed wire to jump over, instead of using the platform that moves up and down, use the solid platform on the left. This gives you extra height despite being further from your target.

Anyway, once you get to the blue barrier, and when the camera is not looking open the gate and grab it, along with the Monkey. Then return all the way back to the start of the level and jump past the vent where Sparx is. Open up the locked Green Door and free the final monkey. He gives you half a Red Key for you to use. Now you have a full Red Key!

All Red Chests are available for you to open now! Once exited the Vent go to the Vault and open the Red Chest there to get a whole bunch of gems. Now head to the door that is located right in the middle at the top of the map.

#### d) Fast Eddie's Turf

All you have to do here is catch Eddie to get an Agent 9 Action Figure. That's all for this level so exit the level via the door you came in through and back out onto Stormy Passage. Head north out of this place until you get as far north in the Dragon Coast as is possible. Head down the rabbit hole there.

#### 9) Rabbit Habitat

##### a) Rabbit Hole

Another simple dark cave to go through, just collect the Gems.

#### b) Land of Wonder and Amazement

As you enter the main area, Uncle O'Hare will ask you to put him back together, but as soon he says this two Rhynocs come along and steal each side of him.

The first half of him is to the southwest of the place, by some giant carrots. The other half is in the top northeast part of the area. Take his head to his feet and he'll be back together. He'll give you a nice Spinning Top which will make your Wind ability stronger, and now known as a Tornado Ability for obvious reasons.

This new ability will help you through this level as it requires it! Collect any gems and kill any Rhynocs you find on the ground level. Now head to the northwest where there is a Thief standing. Don't bother talking to him, he'll just tell you that to get rid of the moles use your new Tornado ability, then to use them to get up to the next platform, you should jump into the hat and then it will shove you back up and out, then just glide to where you wanted to go.

Position the Hat there just below the platform above and use the tornado, jump up and open the Red Chest to receive one of Bentley's boots.

Next move on up the nearby ramp and kill the dancing Rhynoc whilst avoiding his attacks on you. Grab all the gems around here, and get the second Rhynoc and go talk to Bianca. She is standing next to a Pink Chest which is still unopenable. She'll give you a brand new quest to complete before she can give you the Heart of the Rabbit Habitat. You should already have about three of the list she gave you by now.

Afterwards, jump down to where you can see the gems and open up the Red Chest to get a part for the Fairy Library. Now jump down off here and move to the northeast of the place where there is a large platform place. Move a Mole as near to the corner as possible and use it to get up onto the platform. Use the next Mole to get right up to the top and grab all of the gems around.

Next go to the southeast part of the island and go through the doorway which is right at the bottom of the big platform there, you could probably go up there right now if you wanted but it's best to do that a bit later.

#### c) Rhynoc Infestation

This little minigame will require you to run around a little making sure that when each of the Jack-in-a-Box toys pops out you need to flame it as fast as possible. Do this fifty times to complete.

For completion the monkey outside will give you a Medal for the Quest.

#### d) Land of Wonder and Amazement

Back in the real world, grab the gems on the big platform now, getting up there via the nearby mole. When right at the top, walk over the button for Moneybag's place and run to the platform just a bit west of there using the second mole to get up to it. Jump on the button to open Moneybag's Vault.

Inside the Vault you'll find loads of Gems and a stethoscope for the Master Thief's Quest, and a nice Pink Chest as well. That's all for this level, it's time to leave! Use the Quick Escape for the level and return to the Dragon Shores.

#### 10) Dragon Shores

a) Dragon Nests Region

When back in the Dragon Shores, head south, if you look on your map, in the bottom left corner you may be able to see a slightly different coloured path in the water, head there and use you Super Ice Breath on it.

11) Banana Savannah

a) Jungle's Edge

Talk to the Monkey as soon as you get in to get a task to do to help you to get through the level. This is a simple training exercise and teaches you the ways of the jungle. To complete it, simply flame the large Smiley plant that is just round the corner. he'll leave a nice little prize for you over the other side. It is a nice Hot Banana Pepper which gives you Super Flame ability! You can now fire bolts of fire at things in the same way as you can use the Super Ice Breath ability.

If you go back and flame the Smiley thing again, the plant will take you to the platform above the smiley thing to allow you to collect up some gems. Flame the Smiley thing whilst up there and jump into the plant again to get to the entrance to the main area. When ready, go through...

b) Primate Plantation

As soon as you arrive talk to Albert the monkey to get a level-long mission to do. His mission will be for you to shoot all of the Rhynoweeds in the plantation to stop them interfering with the Banana Plants. You will need to use your newly acquired Super Flame for this one.

Locations of Rhynoweeds:

- 1 - Behind the monkey at the start of the level.
- 2 - At the end of the path on the first platform, near after a Rhynoc
- 3 - End of another path leading off the first platform going south this time
- 4 - Second platform using open flower on first platform in the NE corner
- 5 - South from the entrance to the third platform
- 6 - Right in the SE corner of the map just next to the jutting out bit
- 7 - Go as near to the middle of the map as possible
- 8 - South of where you first arrive on the fourth platform
- 9 - On the first corner on the fourth platform
- 10 - After the big plant on platform four

The only way off this first platform is the open flower, so jump in that and move on to the next platform. When you get there, grab the gems and flame the big plant to switch the plant you just came out of. Jump back into it and you'll get transported to a new platform.

This third platform is a load bigger then the previous two as it is the main land for this level. Flame the Rhynoweeds that are around and collect the gems.

When you reach a monkey standing next to a big flower, he'll give you a Quest for getting a Heart. His Quest will involve you getting some ingredients to help fertilize the bananas in the plantation.

Up by Moneybag's Vault, you will find a door which you can go through. In that room you will find several gems and a green locked chest.

Head back to where the Quest monkey was and use the flower just south of him to get to a fourth platform.

Collect the gems as usual and flame the big flower, then jump on the open flower that is just south of it to get transported up to the ledge above. Go

along to the big flower, flame it then jump to the small ledge below. Travel along and then jump in the flower to go up to the next ledge. Up here you will find the Ape Grapes for Bianca's Plant Quest. Also further along you will find a Red Chest which you should be able to open, it contains a Nail File for the Master Thief's Quest.

Now jump back down a ledge, flame the big plant and go into the flower that took you up a ledge before. This should now take you across to the third platform, but on the ledge above the Vault. Grab the gems and then take a look at the Green Chest, still locked. Now, before running off to open the vault, go inside the Air Duct to open an Agent 9 mission.

#### c) Stealth Mission

Agent 9 has again got to rescue 8 hostages:

From the start go right and grab the four guards sleeping there. Then hide behind the banana or grab the next guard straight away. Then free the hostage and jump up into the pipe.

Grab the guard there (hide behind the things there if you need to) and then Grapple Hook your way across twice and then hide from the camera. You won't be able to get this camera so just sneak past it and then swing across another gap, freeing a hostage as you land. Again jump up into the pipe.

Head left from where you land and let the fairy save your progress. Jump up onto the moving platforms and head left. Watch out for both the flying Rhynoc and the camera. Grab the Rhynoc as soon as you can and free the hostage, and grab the Green Key if you want.

Head back to before the fairy and swing across to the Green Door, which you can now open. Swing across the gap, then climb across the gap to get the Red Key. Now head back to the moving platforms and this time go right, and jump up the pipe.

From here, jump onto the moving platform and grab the two Rhynocs that hide. Then free the next hostage. Now jump down to the bottom and cross the gap via the moving platform. Go across another gap and then hide behind the banana and wait for the guard to be catchable. Next jump down at a time when the two Rhynocs are facing away from you so that neither will raise the alarm. Grab them. Now jump over the divider and get the next two in the same way. Proceed to the fairy.

Use the moving platform to go up, grabbing the guards up there and freeing the fifth hostage. Then go back to the platform and use it to go down. Cross the razor wires by using the platform and then use the vines to cross the minefield that you can see. Then free hostage number six. Cross another minefield and some more razor wire to free another hostage and grab a White Key. Then jump up into the pipe above. (The key may be blue, it just looks white)

Free the final hostage to get a key half, then open the blue door and talk to Sparx to give Spyro the Green Key Half. Not complete yet though.

#### d) Primate Plantation

Now you've got that key half, press the Moneybags button and then jump down and race off to where the other button is. You'll have to go north to get off the current ledge though.

When it opens, go into the vault where you will find gems, a Pink Chest and a ring, which will be useful later on. Now journey back to the start of the level



and talk to the monkey again. He will now give you an item for the Fairy Quest if you have completed his task.

Quick Escape the level and head north through Stormy Passage and Dragon Coast Region. Here, head to the pink beach and to where you can see a sign and a target in the water. Use your Super Flame on the target to raise a platform, now allowing you to get to Kangaroo Hoodoos!

Before you can actually get there though, you've got to take care of the mole, use your Tornado Breath on the hat and then jump in it to use it to fly up to the ledge.

## 12) Dragon Shores

### a) Underground Pass

Jump down from the platform here and you'll meet up with Ripto who seems to want a fight. He will then start attacking you with clocks. Dodge these and when he throws bombs, charge them into the playing cards blocking him. Do this three times and he will lose the battle and leave you the Heart of Rhynocs and Clocks.

To move on to the next level, jump onto the platform at the north corner of the room and jump onto the platform after it. This bit can sometimes be a bit tricky but all you have to do is jump three times while holding the direction. This should get you up there.

Now head out and into the Dragonfly Oasis Region.

### b) Dragonfly Oasis Region

Here, grab a load of gems and explore everywhere. There are several islands to the south. When you go through the doorway in the north, you will find several things; a Red Chest with gems in, gems, a toddler (Chip is its name) who will give you a mechanical arm for the Fairy Quest.

The next place to go will be Kangaroo Hoodoos, which is got to via an ice bridge. Use the Super Ice Breath on the dark blue water next to the SW most island.

## 13) Kangaroo Hoodoos

When you arrive, hit the targets in order to cross the water. Then help the kangaroo by hitting another target. Talk to her again to get a glowing kangaroo which will give you the 'Butt Slam' power, to use, jump then press L. Jump onto the platform beyond her and gather the gems. There is also a Green Chest here, but you still can't open it. Then leave the area via the door to the south.

### b) The Outback

As soon as entering the place, you get given a mission to destroy ten TVs around the level, do this by using your Butt Slam ability. Here are the overall locations of all the TVs in the level:

- 1 - Right next to the kangaroo who gave you the mission
- 2 - Next to Sheila after the first hedgehog
- 3 - Directly in the centre of the map, near a green hedgehog and just after Sheila
- 4 - Right next to number 3 but on a higher platform
- 5 - Directly above the entrance to the cave after Sheila
- 6 - Next to a giant R and kangaroo on the big platform above Sheila
- 7 - In a little corner behind a tree in the north most part of the platform

above Sheila

- 8 - On the platform above Sheila and up after the green hedgehog smashed statue
- 9 - Top right-hand corner of the map
- 10 - Southern island of the map, the middle, right next to as giant tyre

Okay, from the start you will have to jump over a small gap to continue on with the level so do that. Most of the way through this level, the broken-up road will guide you through.

Once you get to the next part of the level, collect gems! There are flying Rhynocs in this area so watch out for them as they throw bombs. To kill them, just jump up and flame them.

Whenever you see a green hedgehog on the ground, you can be sure that there is a smashable statue nearby. In this case, it will just require a simple flame, and charge into the statue on it's left. Jump up onto the newly open platform and go talk to Sheila.

She'll give you a new Quest to get the Heart of her land which will involve you gathering several artifacts for the Museum. You should already have a few of these by now.

From here, enter the cave to the right and gather the gems in there. There are also two chests, a Green Chest and a Pink chest. Both locked of course.

Continue past the cave now and jump down onto the next platform where you can see several Ripto banners. The green hedgehog here will require you to push it down to the right and then up to the right to get it to smash the statue. Gather gems and jump up onto the platform you just opened up.

Up here, go left to a huge area full of Rhynocs and TVs. The green hedgehog there will require you to hit it three times. Just hit it towards the pillars each time and then up towards the ramp to smash the statue. Explore this place and then jump up there.

On this next platform you will find a blue rose for your collection of Quest items as well as another TV and some gems.

Now head back to the place where you originally jumped up from and this time head right, use the hedgehog to get up to the next platform where you will find a TV and some gems. Nothing else.

Now you've done that, go back down to the wide open space on ground level and head south following the road, then go left and jump over the water. Here you will find the final TV to destroy as well as the second Moneybags button. Press it and run off back to the first button to open up the Vault. In there you will find the usual gems as well as a Pink chest and a Lava Lamp.

That's all of the main area finished, move on now to a new part of the level which is accessed by a doorway on the right-hand side of the map.

This small area plays host to a small puzzle which will require you to butt slam some tiles to make a picture. Use the following table to correspond the random sequence of letters afterwards, C being the square closest to the statue face:

```
|A|B|C|
|D|E|F|
|G|H|I|
```

DABC

Butt Slam those four tiles in order and the kangaroo head will spit out a nice new medal for you to wear.

That's all there is to this land now, move on back to the start to get your prize for smashing the TVs and head back out of the level to mainland. The prize being a Quest item.

#### 14) Moneybags Mansion

The only place to go now is to Moneybags' Mansion which is located in the top right-hand corner of the map when you exit Kangaroo Hoodoos

##### a) Foyer

When you get in, pay Moneybags 2000 gems and he will let you look around his Mansion. That is until you get an unwelcome guest! Butler attacks again!

This time you will have to short him out using the fountains nearby. To activate the just stand on the button next to them. To get rid of Butler this time, lure him to the fountains and then tread on the buttons. Repeat for each of the three fountains and you beat him. Moneybags will then give you a dynamo which will allow you to use Lighting Wind Ability. A super powered wind ability, use it just like the other two.

Now to make use of it...

Head into the newly made room. In here you should watch out for spinning Rhynocs which are generally hard to kill before you can kill them as they draw you in quite strongly. Anyway, make your way to the top of the room and use your new power on the yellow machine to power up Moneybags' door. For some reason a pick-axe will suddenly appear which is then added to your Quest for Bentley.

Head out of the door here to get to a previously inaccessible part of the main land. Here you will find gems, a Green chest and an air vent. Use it to access a Sgt. Byrd mission.

##### b) Dragon Realms - Rescue Mission

From the start head right and kill the robot thing, free the penguin and take him back to base camp. Head back to where you got that hostage and carry on further right this time. Take out the big red robot and carry on further. Eventually you will find another robot that is blocking passage to the second hostage. Wipe him out and rescue the hostage.

Go all the way back to where that hostage was and this time go down instead of into the place where the cage was. Right at the bottom is another cage, and just left of it is another, this time guarded, but you can take it out with a bomb this time. Take them both back (watch out for spikes on the roof).

This time go straight down from the base camp and take out the four robots there to free the caged bird. Then fly down to the right a bit to get another one as well. Take them both back to base camp. Four to go!

Go back down and head left to the edge and then go down further. If the red button is flashing fire at it to open the blocked passage below you, and head right down to the bottom and free the caged hostage. When you come back, instead of going left, go right at the bottom. Watch out for the big red robot and free another hostage. Leave it for now and head further right, kill all robots you come across as none of them are friendly. Carry on until you get to the end and can go down to free another hostage. Take them both back to base camp now. Just the one hostage left!

Head back to the area with the buttons (the bottom-left of the area) and shoot the blue button. Now head back to base camp. Go right until you get to the second drop down, go down here and through what was previously blocked. Free the hostage, then go up through the teleporter and collect the gems there whilst taking care of the robot. Go back through and take the hostage back to base camp. Now talk to Sparx to give a key half to Spyro. You will now be able to open Green Chests! (If you have the other half that is, which you should have).

As if just as a treat, there is a nearby Green Chest, open it to find out what's inside! It's an item for Sheila's Quest.

Head back into the mansion and this time go through the main doorway into the main part of the level. Talk to Moneybags on the way in though to be set a sort of Quest of getting 3500 Gems to get his Heart. This basically is the rest of the gems in the game so you won't be back for a while.

#### c) Hall of Majesty

The first room is just a gem room, so go through into the hall. When you get in here, just past the first spinning Rhynoc is a small island you will have to jump to, to get some gems. Go back to the mainland and carry on.

When you get to the area with Minibags in, use your Wind Ability on the white cat and lead it to sit on the button next to the spinning drill. To leave it there simply jump away or make it run into a wall. If it has worked, the drill should have vanished letting you go up to the next platform which has a Vault button on. Over to the right is another level in an air duct, yet another Agent 9 level for your fun.

#### d) Stealth Mission

As soon as you get started, move right and grab the three guards sleeping. Then move on again and when you get to the large gems, wait for the guard to return before running out and grabbing him. Move along here hiding and grabbing until you get to the fairy. Free the hostage there (not the one behind the red door) and grab the two cameras.

Next you will have to grab several of the popup Rhynocs and then a camera as well. Hiding from the camera works well so use the gems, the popups will not really require hiding from. Move along and swing across making sure to time it so the flying Rhynoc won't spot you. Then as soon as you can grab him.

Swing across to the fairy and use the monkey bars to cross the minefield and grab the popup Rhynocs. After that grab the sleeping Rhynoc and swing across again and free the hostage. Now grab the flying Rhynoc and jump down the hole.

To get the next Rhynoc you will have to get off the moving platform and wait for it to popup before you can grab it. Then carry on going downwards. Right at the bottom you will find a spiral of light which will turn you invisible for a short period of time, when invisible jump up into the pipe.

As soon as you land grab the guard and then move on to the next pipe. Grab the next guard and the gems and then go up the next pipe. On landing grab the popup guard, swing across and free the third hostage, then jump into another pipe!

You land on an open platform with two moving platforms on either side as well as a flying Rhynoc below you. Jump onto one of the platforms and grab the Rhynoc. At the bottom, go left and grab the patrolling guard there. Move on to the fairy who will save your progress.

The next platform holds a lookout Rhynoc with a telescope so use the monkey bars to get across and then grab him. Jump down to the bottom of this area to free a hostage as well as view another one of them behind a green door, along with the green key. Ignore it for now and head back up to the top and carry on going left. Watch out for the camera though as it may spot you. When it's not looking move across and past it making sure to grab the popup Rhynoc as well.

Another camera lies just past here so hide being the gems until you are ready to move. Jump over two gaps to get to free hostage number 5. Then head back slightly and jump down the hole with no wire in. Down here grab all of the popup Rhynocs grab the blue/white key. Carry one past it and grab all of the Rhynocs here as well. Another bout of invisibility is here, so use it and jump up into the pipe.

The first area only has a flying Rhynoc in so grab it and move on to the next pipe area. This too only has a flying Rhynoc in and so grab it and move up through the pipe system. Here jump onto the flying platform. Make your way over the razor wires using the platforms and monkey bars to get across and free hostage number 6 and to get the green key which will let you out of there.

Use the key and start heading back to the beginning of the level, but as you go through you will notice a blue doorway which you can now open with that blue key of yours. Cross the minefield using the grappling hook, free the hostage and pick up the red key. Now head back to the start of the level. When you get back to the part where the first fairy was, you will see a red door with a hostage behind it. Free that hostage. Now head all of the way back to Sparx to give him the Pink key half.

#### e) Hall of Majesty

Back in the real world. Use your wind breath on the cat and make it go onto the button nearby to stop the drill. Then use the next cat to get to the next part. Grab the gems up here as well as the Money tree for Bianca's Quest.

Go back down to the previous cat part and jump up the money to the next section of the level. Grab all the sneakily hidden yellow gems there as well.

Go down to the large area down the ramp and open the Green Chest to free a medal for a Quest.

Hypnotise the cat to sit on the button so that you can get rid of the drill which will now allow you to reach the Vault button, when activated run back to the Vault and jump on the button next to it.

In the Vault you'll find both a Yellow and Pink chest as well as a painting for a Quest.

That's all folks. Now exit this level and go onto the beach of the Dragonfly Oasis and fire up the boat using your Lightning Wind Breath!

#### 15) Cheetah Spot Spa

Jump aboard the float to get there. Grab the usual gems and head through the doorway.

##### a) Lobby

Help out the helpless cheetah by charging a bomb into the vending machine (kill the bird first) and he'll give you a free Health Bar which will increase your hits to four. When finished in here move on to the Fitness Centre

##### b) Fitness Centre

Go talk to Bruiser to get your level long mission, this time it's fixing exercise machines with your Lightning Breath Ability. As usual, here are the ten locations:

- 1 - Just past Bruiser but further on, in the south of the map
- 2 - Middle-left side of the map, ground platform
- 3 - Next to Moneybags' Vault
- 4 - On the platform just above Hunter
- 5 - On second tier platform, next to button directly above Vault
- 6 - Right in the middle of the map, on the second tier platform
- 7 - Next to the Agent 9 air vent
- 8 - Right up on the top level in the left-hand corner
- 9 - Up by Moneybags
- 10 - Past Moneybags and a statue

The challenges in this level are: Disappearing Rhynocs - these will turn into a small red circle, zoom past you, reappear and attack. To kill them use your flames! - Ripto Statues - to get rid of these, use the flying birds with bombs and move the bomb to the statue to blow it up.

Around the bottom platform is Hunter who will give you the Quest for the Heart of the Cheetah Spot Spa. Collecting cool stuff.

Use the bombs to get up to the next platform; the one I'll be using is the one furthest to the right on the map. Here you will find some gems, the 4th exercise machine as well as another statue to blow up. Blow it up.

Jump up to the next platform. Here you will find a couple of exercise machines and a button for the Vault which you should ignore for the moment. Also up here is another Agent 9 mission for you to complete.

#### c) Stealth Mission

Another eight hostages to free here.

Three sleeping guards to the left of where you arrive, grab them all! Now jump down the end and either hide behind the can as it tells you to or just grab that nosey Rhynoc! Use the grappler to get across the razor wire and jump up the first pipe. Not the second. The first.

Free the hostage and utilise the monkey bars to cross some more razor wire. Watch out for the lookout Rhynoc at the end though as well as the flying one. Jump down after the gems and the fairy will save your progress. Use the monkey bars there to cross the mines (grab the Rhynocs as well) and free the hostage at the end. Now head back over the mines and jump down the hole. This will take you right back to the start so get to the place with two pipes and this time use the second one.

Jump down two thingys and grab the popup Rhynoc there. Then jump up onto the middle platform bit and free the hostage as well as grabbing the flying Rhynoc. When jumping down the next bit, use the monkey bars to get over the barbed wire and get into the middle before dropping down. Get your progress checked by the fairy.

Watch out for the flying Rhynoc as well so grab him! As you do so, you will probably fall down onto a platform below (if you don't, do so) swing across the gap to the popup Rhynoc and grab both him and the red key. Now jump down to the left and immediately grab the guard there. Free the hostage and then go get the lookout Rhynoc as well. Now jump down the small gap and continue down to the start of the level. Now that you have the red key, go open that door and jump up the pipe there.

When you arrive get the gems and then swing across the wire and grab the flying Rhynoc. Then free the hostage by swinging across again. And then again to get the green key, then swing back to the start and jump back up the pipe and this

time open the green door and use that pipe.

A fairy will save your progress. Swing across to the gems then jump over to the hostage and free him. Jump down to the floor and grab the patrolling Rhynoc. Jump down the end and grab another one. Monkey bar over the mines and then jump down to the fairy who will save you again. Go across to the invisibility thing and then continue down. As you descend on the platform, grab the camera.

Jump across the gap and get the Rhynoc and repeat with the next one as well. Get onto the platforms and take out the cameras if you want to, it's not essential really. Get up onto that middle platform and ride the floating platform up. Free the hostage and get the white/blue key. Use the pipe.

Free the hostage and use the key to escape and now go back to the start of the level to talk to Sparx. To get back use either the first or second pipes.

#### d) Fitness Centre

You are now the proud owner of half a yellow key! Drag a bomb up to the nearby statue and move up to the next layer. Up here is a green chest which will give you a crowbar for the Master Thief.

As well as that, if you go right to the middle, there is a cheetah there just giving away a free mission for you. All you have to do is flame a load of Rhynocs whilst flying to collect a medal to add to your collection. This flying one is easier than the previous one as you use your own flame and therefore get a larger range of where your attack goes.

OK? Go over to the Vault button and jump on it, then jump down and jump on the next one to open the Vault. Go in there to find a few gems and a Pink chest.

Exit the Vault and head over to the left side of the map, blow up the statue and jump up onto the platform. Up here you'll be able to pay Moneybags 1000 gems for some dynamite! Pay him. Blow up the statue nearby to get up to the final bit of the level where you will find the final piece of Bianca's Quest items. That's all there currently is to do in this place so head back to the start to get your prize for fixing the exercise machines. A travel brochure for Sheila's Quest. Now just Quick Escape back to the main part of the world.

Head to the beach with the Training Pod on and use your Lightning Breath on the yellow thing next to a blue circle. Then jump down the hole.

#### 16) Professor's Secret Lab

##### a) Prototyping Section

When in here, just look around if you want, the hole is still there to Rhynocs and Clocks, but ignore it for now and jump down the other hole at the top.

##### b) Research Section

That was quick. Okay, the first part of this place is just running around collecting up gems so do that.

When you've got all you can be bothered to find, jump on the two Vault buttons to open, you guessed it, Moneybags' Vault! In the vault you'll find a boomerang for a Quest, gems and a Yellow Chest. From the exit of the vault, you can see a nice Red Chest which contains a dragonfly wing for a Quest as well as a Yellow Chest. There is also another Red Chest a bit further south of there which contains an item for the Banana Quest.

If you go to the top left corner of the room, you will find one of those yellow power things which needs a bit of Lightning Breath to get it started. So go through the door to the Zoo.

### c) Professor's Zoo

As soon as you enter, you will be told to rescue the dragon toddler. This is your challenge on this map! This level is designed to use all of the previous level's challenges on you in one go. The first show of this is the Walrus in the water, freeze it and use it to get to the middle of the map and jump off onto a platform with a green hedgehog on. Smash the statue with the hedgehog and move along.

Next up is a Springbok which you have to freeze and move to the north. Then comes yet another challenge, the bird and the bomb one. Jump on the button to let the dragon move down a little.

Next, jump onto the button and again let the dragon move a bit further down. Heat up the bug thing and it'll take you across to an area you couldn't get to before. Amazing, there's a Yellow Chest here as well. Now go back again and this time jump down to where there is a mole in a hat and use it to jump up to the platform at the opposite end.

Up here you'll find a Green Chest to open, it contains a sledgehammer for the Master Thief. Flame the big plant and then go back to the part with the bug. Now jump into the plant there and you will be teleported further along. Jump onto the button to free the dragon, who will leave a snowboard for you. Jump down off here onto the next layer. You will now need to jump around the drill bit to get off here and repeat with the second drill bit as well. Grab the snowboard!

That's all for this level at the moment. Head back to the first bit of the Professor's Lab and now jump into the vortex.

### 17) Rhynocs n' Clocks

#### a)

Upon entering the level, a dragon will request your help in getting down. To do this, run past him and up a slope to a bird with a bomb. Use that bomb to blow up the thing that the dragon is sitting on, you will need to do this five times to completely destroy the pillar. He will give you some new antenna for Sparx which will allow him to get gems that are further away. Now that that's done, go up the slope again and jump over the gap to collect the gems over there.

Now go through the doorway into the mainland.

#### b) Rhynoc Retreat

Now we're getting somewhere. There's another couple of green hedgehog 'puzzles' for you to 'solve' so do so. There is also a nice challenge of clearing out a room for you to do if you go up to the right-hand corner of the platform. There's only 50 things to clear out, shouldn't take too long to complete. Just stand in the middle of the six things and flame them as they popup. For your services to the monkey, you receive a nice, new medal. This medal should finish off your collection for you.

Jump aboard the flower over by the Vault button to get transported over to a platform. Use the hedgehogs to get up to the next level of this place again. Up there you will find a Pink Chest as well as an entrance to Chateau Ripto, which we will be ignoring for a short while. Up the hedgehog smashing statues you will find an air vent for a Sgt Byrd mission.

#### c) Rescue Mission

Head to the right to get a quick rescue for the first captive. Carry on past that bit again to find another two guarded by a huge gunship, which will



require a few more shots than usual to destroy. If you then head further up you will find yet another cage, then head left to find two more and the green button to open up the blocked green way. Take those three back to the camp and return to the place where the green thing opened. Go up there and take out the several huge robots that are flying around and take the one captive up there back to the camp.

Go back again and this time, go through the portal. Here shoot the robots and free the two caged hostages here before returning to camp. Now head back to the teleporter again and instead of using it, go further left. You will be required to shoot a red button to carry on past here now. Shoot it and proceed downwards to free the final hostage. Now check around to see if you have missed any gems, if not go and talk to Sparx to give him the final part of the pink key! Now you can open up Pink Chests! (Or rather 'purple' chests as they say in the game)

#### d) Rhynoc Retreat

At the top of the platform is a nice Pink Chest to test your new key out on. All it has in are gems. Jump into the flower and you'll get transported to the other platform again. There are two Yellow Chests here and one Pink One which holds some white powder for your banana Quest. Now head back through the flower again.

Flame the big flower and jump down to ground level. Jump onto the Vault button and then race over to the flower you used to get to this platform originally. Now jump onto the close by button and the Vault opens! Back through the flower with you and now into the Vault. In here you will find gems and a yellow chest.

Nothing more to do in this land for a while. Head through the door to Chateau Ripto.

#### 18) Chateau Ripto

##### a) Ripto's Main Gate

One of those impossible puzzles here again.

```
|A|B|C|
|D|E|F|
|G|H|I|
```

C = the north slab

Butt Slam them in this order: EDA

It will then open a door for you. Head through that very door.

##### b) Ripto's Grand Expanse

Collect the gems around here then use the flying bird's bomb to blow up the Ripto statue. Go up there and down to the left, following the path. Now drag one of the mole hats back up to where the statue was and use it to get up a bit further. However, you should first use it to get up to the air vent on the left.

##### c) Rescue Mission

The final Sgt. Byrd mission of the game. What a shame.

Head right from the start and up. Free the caged bird and take him back to base camp. Just left of the camp is another cage for you to destroy. Head higher then that one next and free the next two birds.

After that go up a bit from the last position and as far left as possible. You should then find the fifth bird to rescue and if you carry on up, you can get the sixth as well.

From base camp, head straight up and a little to the left until you can go no further. Destroy the big machine and shoot the green button to allow you to go left out of there to get the next two birds. Return to the green button room and use the red teleporter to transport across.

Destroy the big machine and smaller one and free the two remaining birds. Shoot the big red button and fly away with the hostages to the end of the level.

Talk to Sparx and give the yellow key half to him. All keys are now completed!

#### c) Ripto's Grand Expanse

Open up the chest in front of you and collect the colourful powder. Bring a hat back to the same area as before, but in front of the other platform this time. Open up the pink chest full of gems and then go jump on the Vault button, run off the platform again and down to the other button.

When open, enter the vault. In the corner is a pot made by kangaroos of the past. Also there are two chests, pink and yellow both containing gems. Head back to the hat place and this time use the bug to fly off to the next platform.

Jump over the water to get some more gems. Carry on along the path and up the slopes. You'll meet up with Moneybags again who wants paying 1600 gems. Pay him to get some bonus gold dust which turns you gold.

Next go into the doorway by the penguin. Defeat the monster by flaming it a few times. If you wish to fight Ripto now, and beat the game then skip past the following information right to the bottom of the walkthrough (part 36) for fighting Ripto, however if you want as much percentage as you can before fighting him, read on...

#### 19) Professor's Secret Lab

##### a) Research Section#

Back into the Research Section to finish up the level. I won't go through the entire levels anymore, just the locations of the chests and other stuff that you need to get to be able to complete the levels.

Pink Chest - In the bottom right corner of the island, brown powder inside for the banana Quest

Yellow Chest - Top right corner of the map, loads of gems inside

Pink Chest - Top middle of the map, lots of gems inside

Yellow Chest - In Moneybags' Vault, lots of gems inside

##### b) Professor's Zoo

Pink Chest - Directly in the middle, ignitable fuse for the Master Thief

Yellow Chest - Reachable by the firebug, Phoenix Glasses for getting more gems

Phoenix Footprints - Bottom right corner of the map next to the big glasses sign

Lab Complete

#### 20) Byrd Barracks

##### a) H.Q. Perimeter

Nothing in here, just pass through

##### b) Camp Headquarters

Heart of the Land - in the corner bit right at the start of the map, Captain Beek

Phoenix Footprints - on small island just off the middle right island

Red Chest - Inside Moneybags' Vault, lots of gems inside  
Red Chest - Inside Moneybags' Vault, lots of gems inside  
Red Chest - Middle of north most platform, Bentley's helmet

Byrd Barracks Completed

21) Rabbit Habitat

a) Land of Wonder and Amazement

Yellow Chest - right on top of the right-hand platform, colouring agent for banana Quest

Pink Chest - Next to Bianca, loads of gems inside

Pink Chest - platform in middle of map, Bentley's second left shoe

Pink Chest - inside Moneybags' Vault, loads of gems inside

Heart of the Land - from Bianca on left platform

Phoenix Footprints - Small island in bottom-right corner of map

Rabbit Habitat Completed

22) Dragon Shores

a) Dragon Nests Region

Phoenix Footprints - right-hand beach

We will return here once the Quest has been completed a bit later.

23) Fairy Library

a) Foyer

Nothing here, just pass through

b) Main Hall

Red Chest - Moneybags' Vault, loads of gems inside

Red Chest - middle of map reached by firebug, Bianca doll

Green Chest - right-hand platform, Yeti Rope

Pink Chest - left top platform, light organ for cheetah Quest

Red Chest - XYZ section on the platform, loads of gems inside

Phoenix Footprints - small island to south of map

Return to Fairy Library later

24) Yeti Serengeti

a) Frozen Hills Region

Nothing here, just pass through

b) Frontier Region

Red Chest - in opening cave, loads of gems inside

Red Chest - platform just out of the cave door, Hunter Action Figure

Red Chest - platform in middle, brush/vacuum for Fairy Quest

Red Chest - Moneybags' Vault, loads of gems inside

Pink Chest - furthest right most platform, green powder for banana Quest

Red Chest - inside Whistling Cave, loads of gems inside

Red Chest - inside Whistling Cave, loads of gems inside

Green Chest - inside Whistling Cave, loads of gems inside

Phoenix Footprints - island to the south, blue bit

We will return later for the Heart of the Land

25) Dragon Shores

Return for the Heart of Dragon Shores from the dragon near the right-hand beach.

Dragon Shores Completed

26) Fairy Library

Return for the Heart; collect from Zoe who is near the centre of the map

Fairy Library Completed

27) Banana Savannah

Green Chest - inside room next to Vault, loads of gems inside

Green Chest - platform above Vault, left glove of Bentley's

Pink Chest - Moneybags' Vault, lots of gems inside

Heart of the Land - Talk to Lance on the far left of the map

Phoenix Footprints - Platform above the Vault and next to air vent

Banana Savannah Complete

28) Chateau Ripto

Phoenix Footprints - small island

Chateau Ripto Complete

29) Rhynocs n' Clocks

Yellow Chest - Moneybags' Vault, loads of gems inside

Yellow Chest - top right hand corner of map, colourful bag

Yellow Chest - On top of the green platform, green bag

Yellow Chest - on top of the green platform, loads of gems

Phoenix Footprints - small island in the middle of the right side of the map

Rhynocs n' Clocks Completed

30) Kangaroo Hoodoos

Pink Chest - Moneybags' Vault, loads of gems inside

Pink Chest - platform at far left on map, loads of gems inside

Pink Chest - cave near Sheila, loads of gems inside

Green Chest - cave near Sheila, hand drill for Master Thief

Red Chest - top right-hand corner of map, Bentley's right glove

Green Chest - Outlook Region on the platform behind the kangaroo, loads of gems inside

Phoenix Footprints - top right-hand corner of the map

Return later to collect Heart off Sheila

31) Yeti Serengeti

Return to collect Heart off of Bentley.

Yeti Serengeti Complete

32) Thieves Guild

Pink Chest - dark purple platform on left side of map, electric trophy for the Cheetahs Quest

Green Chest - Moneybags' Vault, loads of gems inside

Phoenix Footprints - small island to the bottom left of the map

Thieves Guild Completed

33) Cheetah Spot Spa

Pink Chest - Moneybags' Vault, loads of gems inside

Phoenix Footprints - platform just above Vault  
Heart of the Land - Cheetah

Cheetah Spot Spa Complete

34) Moneybags' Mansion

Pink Chest - top right corner of the map, primitive drawing for Sheila's Quest  
Pink Chest - outside of the Vault, loads of gems inside  
Pink Chest - Moneybags' Vault, loads of gems inside  
Yellow Chest - Moneybags' Vault, loads of gems inside

Phoenix Footprints - top right corner of the map  
Once you have all the gems in all the lands, (which you may have now) talk to Moneybags and get the Heart of his Mansion for 3500 gems

Moneybags' Mansion Complete

35) Kangaroo Hoodoos

Return for final Heart off Sheila.

Kangaroo Hoodoos completed

36) Ripto's Throne Room

Time for the final battle with Ripto. Return to Chateau Ripto through the Rhynocs n' Clocks level and carry on past the place where you fought the Rhynopede.

Once you enter the room, a short speech by Ripto will occur and then the battle will begin:

To hurt Ripto, all you have to do is use the corresponding Super Breath next to each of the different statues. Red for Fire, Green for Lightning and Blue for Ice. By yourself you will be unable to actually hurt him, you have to get him to fire back at you, which he will do after being hit, and for him to hit the statue of the type of attack you just used. This will then take one hit off him and you will be well on your way to completing the game.

The story will wrap itself up with you picking up a Warp Device and the Heart of Chateau Ripto. Ripto will also attempt to kill the Professor but luckily Butler will save the day and trap Ripto. Spyro will then warp them both away somewhere.

You will then see the credits and when you go to the title screen, you will be able to access all of the Sgt. Byrd missions for multiplayer.

100% of game completed

You can also go back into the game, for no real point at all except to keep on sealing the portal, time and time again. Ah well.

Thank you for reading this walkthrough for the whole of the third Spyro game on the GBA.

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What follows in this section of the guide, is the full list of what all the items in the Journal entries are. They are listed from top left, to bottom right.

~~~~~  
|DRAGON SHORES - 900 Gems|  
~~~~~

#### Dragon Star

This is a beautiful and rare flower! We found it growing in the Dragon Shores. We gave this to Bianca in return for the Heart of the Rabbit Habitat.

#### The Roo Zetta Stone

This is a small stone tablet covered in carved writing. Probably a bunch of old tourist jokes. Heh. We found it inside a green chest in the Dragon Shores! We gave this to Sheila in return for the Heart of the Kangaroo Hoodoos.

#### Heart of the Dragon Shores

It's a small purplish statue of a dragon. Looks a bit like you, Spyro! Terry the Dragon Elder gave us this for finding the toddlers' missing toys. We gave this to the Professor so he could seal the warp hole.

#### Location:

Talk to the big pink dragon who gave you the quest to find all of the toys, he'll give you the Heart once you have completed the Quest.

#### Spyro Action Figure

Wow, Spyro! You have your own action figure! This is a really cool, fully posable toy! Moneybags sold it to us in the Dragon Shores for 300 gems. We gave this to the dragon elder in return for the Heart of Dragon Shores.

#### Location:

Moneybags will sell you this for 300 gems, he is south of the Fairy Librarian and slightly north of the Banana Savannah.

#### Heart of Rhynocs n' Clocks

This is a small clock with a Rhynoc on its face. His arms are pointing to the wrong time! Ripto dropped this after we clobbered him in the Dragon Shores! It's ours now! We gave this to the Professor so he could seal the warp hole.

#### Extenso-Grip Attachment

This is a long mechanical arm used for picking things up and manipulating them! Chip the Dragon toddler gave it to us when we found him in the Dragonfly Oasis. We gave this to the Fairy Librarian in return for the Heart of the Fairy Library.

#### Half of the Green Chest Key

This is one half of what appears to be some kind of chest key. Sgt. Byrd gave this to me after his rescue mission in the Dragon Shores! We have both halves of this key! We can open green chests now!

#### Book-B-Gone Storage Unit

This is a book storage unit with connectors for attaching to other components! Petal the Dragon toddler gave it to us when we found her hiding in the Dragon Shores. We gave this to the Fairy Librarian in return for the Heart of the Fairy Library.

~~~~~  
|FAIRY LIBRARY - 500 Gems|  
~~~~~

### Yeti Hair Climbing Rope

This is a long rope, made from Yeti hair! It's very strong! We found it inside a green chest in the Fairy Library. We gave this to Bentley in return for the Heart of the Yeti Serengeti.

### Hypnotic Light Organ

It's a light organ! Ooo, pretty colors! It's mesmerizing! We found this inside a purple chest in the Fairy Library. We gave this to Hunter in return for the Heart of the Cheetah Spot Spa.

### Ice Fairy Scroll

It's a spell scroll. The writing glitters in the light. Doodles the Fairy gave this to us after we lit the Hearth in the Fairy Library. This gives you Ice Breath ability. Press SELECT to switch to it, and B button to use it.

#### Location:

Doodles the Fairy will give you this reward when you fire up the boiler in the Foyer area of the level.

### Heart of the Fairy Library

This looks like a beautifully bound book with fairy writing on it, but it doesn't open. Zoe gave it to us once we recovered the Professor's maintenance machine for her. We gave this to the Professor so he could seal the warp hole.

### Kangaroo History

This is a very old, very dusty book all about kangaroo history! Bubbles the Fairy gave this to us after we put out the fires YOU started in the Fairy Library! Hee hee! We gave this to Sheila in return for the Heart of the Kangaroo Hoodoos.

#### Location:

Reward for putting out all of the books that are on fire in the Library.

### Ripto Action Figure

This toy is a Ripto action figure! It's small and ugly, just like the real thing! We found it inside Moneybags' vault in the Fairy Library! We gave this to the dragon elder in return for the Heart of Dragon Shores.

### Fairy Spell Book

We can't read any of the spells in this book, but it glows with magic! We got this from Ripto in the Fairy Library after defeating a... uh... Rhynopede? This book gives you Quick Escape ability, Spyro! You can select it from the menu to return to the Dragon Shores from anywhere!

### Bianca Action Figure

It's a little toy that looks just like Bianca! How cute! We found this in a red chest in the Fairy Library. We gave this to the dragon elder for the Heart of Dragon Shores.

~~~~~  
|YETI SERENGETI - 550 Gems|  
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### Yeti Lettuce

This particular lettuce is quite rare, according to Bianca's list! We found it growing in the Yeti Serengeti. We gave this to Bianca in return for the Heart of the Rabbit Habitat.

### Yeti Lamp

It's a simple, practical lamp that burns very brightly! Douglas the Yeti gave this to use for helping him get back up to his dig site in Yeti Serengeti. This

gives you Luminescence Spyro! You can explore dark places now!

#### Hunter Action Figure

This is a small Hunter action figure! It's even wearing shades! We found it inside a red chest in the Yeti Serengeti. We gave this to the dragon elder for the Heart of Dragon Shores.

#### Heart of the Yeti Serengeti

This looks like a tiny club made of snow, but it's hard and doesn't melt! Bentley got this for us in the Yeti Serengeti once we recovered his climbing gear. We gave this to the Professor so he could seal the warp hole.

#### Sheila Action Figure

This is a small Sheila action figure! She's wearing boxing gloves! Hee! We found this in Moneybags' vault in the Yeti Serengeti. We gave this to the dragon elder in return for the Heart of Dragon Shores.

#### Medal of Liberation

it's a medal awarded to penguins for rescuing other penguins! We found this in a room in the Yeti Serengeti after figuring out the whistling statues. We gave this to the penguin captain in return for the Heart of the Byrd Barracks.

#### No-Sneeze Dusting Armature

This is a mechanized brush with a vacuum attachment! We found it inside a red chest in the Yeti Serengeti. We gave this to the Fairy Librarian in return for the Heart of the Fairy Library.

#### Banana Ripening Agent

This green powder is a ripening agent for growing bananas more quickly! We found it in a purple chest in the Yeti Serengeti. We gave this to the monkey worker in return for the Heart of the Banana Savannah.

~~~~~  
|BYRD BARRACKS - 600 Gems|  
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#### Snow Lilly

According to Bianca, this flower is very rare! We're lucky to have found it! It was growing in the Byrd Barracks. We gave this to Bianca in return for the Heart of the Rabbit Habitat.

#### Super Breath Mint

This breath mint defines cool and refreshing! Private Flap gave this to use for helping him across the water in Byrd Barracks. This gives you Super Ice Breath ability, Spyro! Use SELECT to switch to it. Hold the B Button to charge it up, then release it for an icy blast!

#### Heart of Byrd Barracks

This is a gleaming, silver-green army helmet! it's too small to wear, though, even for a penguin! Captain Beek gave this to use in Byrd Barracks after we found all Sgt. Byrd's missing medals. We gave this to the Professor so he could seal the warp hole.

#### Totally Retro Uniform

This military outfit looks great! Everyone looks better in a uniform, don't you think? Lieutenant Peck demanded we take this after we rescued his men in the Byrd Barracks. We gave this to Hunter in return for the Heart of the Cheetah Spot Spa.

#### Eye-Spy Binding Scanner

I guess this device is used to scan book titles for organizing them! We found



it in Moneybags' vault in the Byrd Barracks. We gave this to the Fairy Librarian in return for the Heart of the Fairy Library.

#### Sgt. Byrd Action Figure

This small toy us a Sgt. Byrd action figure! He looks very heroic! Major Feather gave this to us for clearing all of the Rhynocs out of the valley in the Byrd Barracks. We gave this to the dragon elder in return for the Heart of Dragon Shores.

#### Half of the Red Chest Key

This is one half of what appears to be some kind of chest key. I got this from Sgt. Byrd after helping him rescue soldiers in the Byrd Barracks. We have both halves of this key, so we can open red chests now!

#### Lucky Climbing Hat

This large hat doesn't seem to have any practical use for climbing! We found it inside a red chest in the Byrd Barracks. We gave this to Bentley in return for the Heart of the Yeti Serengeti.

~~~~~  
|THIEVES' GUILD - 600 Gems|  
~~~~~

#### Hip Neon Trophy

Whoa! An electric trophy with blue neon trimmings! We found it in a purple chest in the Thieves' Guild. We gave this to Hunter in return for the Heart of the Cheetah Spot Spa.

#### Magic Rainbow Dust

This magic powder causes you to change to the same color as the last gem you collected! Cool! We got it from Flint the dragon toddler in the Thieves' Guild, after catching the thief that was carrying him!

#### Heart of the Thieves' Guild

This is a small black mask! It's very soft and light! The Master Thief gave this to us in the Thieves' Guild once we found his missing tools. We gave this to the Professor so he could seal the warp hole.

#### Agent 9 Action Figure

Cool! An Agent 9 action figure, complete with ray gun! Nicky the thief let us have this after we caught Fast Eddie, who took it from him in the Thieves' Guild. We gave this to the dragon elder in return for the Heart of Dragon Shores.

#### Magic Banana Dust

This magical silver powder helps bananas grow in some particular way! We found it in Moneybags' vault in the Thieves' Guild. We gave this to the monkey worker in return for the Heart of the Banana Savannah.

#### The Arctic Cross

This is a medal awarded to penguins in recognition of long-term service! We got this from Greta the thief for winning the circuit race in the Thieves' Guild. We gave this to the penguin captain in return for the Heart of the Byrd Barracks.

#### Half of the Red Chest Key

This is one half of what appears to be some kind of chest key. Agent 9 gave this to me after I helped him on his mission in the Thieves' Guild. We have both halves of this key, so we can open red chests now!

#### Quick-N-Quiet Motivator Unit

This is a transporting device with padded treads! Looks like it can carry lots of weight! Moneybags sold it to use in the Thieves' Guild for 600 gems. We gave this to the Fairy Librarian in return for the Heart of the Fairy Library.

~~~~~  
|RABBIT HABITAT - 600 Gems|  
~~~~~

#### Another Left Climbing Shoe

This is one of Bentley's shoes. I knew he was clumsy, but... two left feet? We found it in a purple chest in the Rabbit Habitat. We gave this to Bentley in return for the Heart of the Yeti Serengeti.

#### Magic Spinning Top

It's a spinning top with magical properties! It powers up your Wind ability! Uncle O'Hare gave this to us for reuniting both his top and bottom halves in the Rabbit Habitat. This gives you the Tornado Wind ability, Spyro! Use SELECT to switch to it and press the B Button to use it!

#### Heart of the Rabbit Habitat

This is a small top hat made of bronze. It has intricate carvings on it and feels a bit heavier than it should! Bianca got this for us after we found the plants she needed to unseal its container. We gave this to the Professor so he could seal the warp hole.

#### Master's Stethoscope

This is a very finely crafted stethoscope! It has the initials 'M.T' engraved on it! We found this in Moneybags' vault in the Rabbit Habitat. Why would he want this? We gave this to the Master Thief in return for the Heart of the Thieves' Guild.

#### Hero's Heart Medal

This medal is awarded to penguins for outstanding heroism! Mo the monkey gave this to us for clobbering all the Rhynocs in a cave in the Rabbit Habitat. We gave this to the penguin captain in return for the Heart of the Byrd Barracks.

#### Big Left Climbing Shoe

This is one of Bentley's shoes. It's big and soft, kind of like Bentley himself! We found it inside a red chest in the Rabbit Habitat. We gave this to Bentley in return for the Heart of the Yeti Serengeti.

#### Sup-R-Smart Sorting Module

This device has several storage niches in it. I guess it's used for putting items in order! We found it inside a red chest in the Rabbit Habitat. We gave this to the fairy librarian in return for the Heart of the Fairy Library.

#### Yellow Dye #5

This is a coloring agent for giving bananas that extra bit of yellow goodness! We found this in a yellow chest in the Rabbit Habitat. We gave this to the monkey worker in return for the Heart of the Banana Savannah.

~~~~~  
|BANANA SAVANNAH - 600 Gems|  
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#### Huge Left Climbing Glove

This glove is so big, it could only belong to a Yeti. We found it inside a green chest in the Banana Savannah. We gave this to Bentley in return for the Heart of the Yeti Serengeti.

#### Ape Grapes

We better not eat these grapes! They're hard to find, according to Bianca! We

found them growing in the Banana Savannah. We gave this to Bianca in return for the Heart of the Rabbit Habitat.

#### Hot Banana Pepper

This pepper is HOT! You can handle it, though. Right, Spyro? Hee hee! George the monkey gave this to us in the Banana Savannah for helping him get to work. This gives you Super Flame Ability! Use SELECT to switch to it. Hold to B Button to charge it up, then release it to fire away!

#### Heart of the Banana Savannah

This looks like a small banana but it's hard and shiny! Not good eatin'! We got this from Lance in the Banana Savannah after recovering all his missing fertilizer ingredients. We gave this to the Professor so he could seal the warp hole.

#### Dusty User Manual

This is the user manual for the Professor's library maintenance machine! Albert gate it to us in the Banana Savannah after we destroyed all the Rhynoweeds for him. We gave this to the Fairy Librarian in return for the Heart of the Fairy Library.

#### The Roo Jewel

If I look through this beautiful jewel, I can see the form of a kangaroo inside! We got this from Moneybags' vault in the Banana Savannah. We gave this to Sheila in return for the Heart of the Kangaroo Hoodoos.

#### Master's Nail File

This is no ordinary nail file! it's well-crafted and has the initials 'M.T.' engraved on it! Momkey gave this to us in the Banana Savannah after you helped her serve soup in her kitchen. We gave this to the Master Thief in return for the Heart of the Thieves' Guild.

#### Half of the Green Chest Key

This is one half of what appears to be some kind of chest key. I got this from Agent 9 after helping him sneak around in the Banana Savannah. We have both halves of this key! We can open green chests now!

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|KANGAROO HOODOOS - 700 Gems|  
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#### Master's Hand Drill

This hand drill looks well used! It's worn, but I can make out the initials 'M.T.' engraved on it! We found it in a green chest in the Kangaroo Hoodoos. We gave this to the Master Thief in return for the Heart of the Thieves' Guild.

#### Roo's Rose

A rare find, indeed! This rose has an odor only a kangaroo could appreciate! We discovered it growing in the Kangaroo Hoodoos. We gave this to Bianca in return for the Heart of the Rabbit Habitat.

#### Kangaroo Carving

This carving of a kangaroo glows with magical properties! We got this from Janice. She gave it to us for helping her get to the Kangaroo Hoodoos. This gives you the Butt Slam ability, Spyro! Jump in the air, then press the L Button to deliver a crushing blow!

#### Heart of the Kangaroo Hoodoos

This looks like a miniature didgeridoo, but doesn't look playable! It has nifty carvings all over it! We got this from Sheila in the Kangaroo Hoodoos after recovering all the stolen museum artifacts. We gave this to the Professor so he

could seal the warp hole.

#### Flavor Booster

This powder makes bananas twice as yummy! It's a new taste treat! Annie gave this to use for destroying all those TVs in the Kangaroo Hoodoos. We gave this to the monkey worker in return for the Heart of the Banana Savannah.

#### Medal of Honor

This is a medal awarded to those who exhibit an outstanding degree of honor! This fell out of a statue that crumbled when we solved the 9-square puzzle in the Kangaroo Hoodoos. We gave this to the penguin captain in return for the Heart of the Byrd Barracks.

#### Way Cool Lava Lamp

This is a lava lamp! I could watch these things for hours! We found it in Moneybags' vault in the Kangaroo Hoodoos. We gave this to Hunter in return for the Heart of the Cheetah Spot Spa.

#### Huge Right Climbing Glove

This right glove is so big, it could only be Bentley's! It was inside a red chest in the Kangaroo Hoodoos. We gave this to Bentley in return for the Heart of the Yeti Serengeti.

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|MONEYBAGS' MANSION - 800 Gems|  
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#### Money Tree

Bianca's list says this is a money tree! Must be out of season since there's no money on it! We found this growing in Moneybags' Mansion. We gave this to Bianca in return for the Heart of the Rabbit Habitat.

#### Digeri-doodle

This is a very old parchment! There's a primitive drawing of a didgeridoo on it! We found it in a purple chest in Moneybags' Mansion. We gave this to the Sheila in return for the Heart of the Kangaroo Hoodoos.

#### Mini Dynamo

This dynamo is small in size but can generate plenty of electricity! Moneybags gave this to us for helping him out when Butler fell on him. This gives you Lightning Wind ability, Spyro! Use SELECT to switch to it. Hold the B Button to charge it up, then release it to unleash a storm!

#### Heart of Moneybags Mansion

It looks like a shiny bar of gold with Moneybags' grinning face engraved on it, but it's not heavy like gold! We paid that greedy Moneybags a whopping 3500 gems to buy this thing! We gave this to the Professor so he could seal the warp hole.

#### Enormous Mountaineer's Axe

This climbing pick-axe must belong to Bentley! It's huge! We found it lodged in the generator in Moneybags' Mansion. We gave this to Bentley in return for the Heart of the Yeti Serengeti.

#### Groovy Painting

This is an abstract painting on black cloth! The colors glow in the sun! We got this out of the vault in Moneybags' Mansion. We gave this to Hunter in return for the Heart of the Cheetah Spot Spa.

#### Victory Medal

This medal is given to those penguins who consistently shine in the heat of

battle! We found it in a green chest in Moneybags' Mansion. We gave this to the penguin captain in return for the Heart of the Byrd Barracks.

#### Half of the Purple Chest Key

This is one half of what appears to be some kind of chest key. I got this from Agent 9 in Moneybags' Mansion after helping him on a mission. We have both halves of this key, so we can open purple chests now!

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|CHEETAH SPOT SPA - 650 Gems|  
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#### Master's Crowbar

This crowbar is strong and light! I can make out the initials 'M.T.' on it! We found it inside a green chest in the Cheetah Spot Spa. We gave this to the Master Thief in return for the Heart of the Thieves Guild.

#### Sunspot Bloom

This flower has blazing orange petals! Bianca's notes say it's one of the harder plants to find! We found it growing in the Cheetah Spot Spa. We gave this to Bianca in return for the Heart of the Rabbit Habitat.

#### Super Health Bar

A tasty treat made with spinach that gives you renewed pep and vigor! Butch let us have this extra health bar after we 'fixed' the vending machine for him in the Cheetah Spot Spa. This gives you an extra hit point! You can now withstand four hits instead of three! Woo hoo!

#### Heart of the Cheetah Spot Spa

This looks like a pair of shades with silvery lenses! The rims glow like neon! Too small to wear, though. Hunter convinced the cheetahs to let us have this after finding seven really cool things for them. We gave this to the Professor so he could seal the warp hole.

#### Ancient Travel Brochure

This dusty brochure must be older than it looks! How about a vacation, Spyro? heh! We fixed the exercise machines in the Cheetah Spot Spa and Bruiser thought we might like this thing. We gave this to Sheila in return for the Heart of the Kangaroo Hoodoos.

#### Military Cross

This is awarded to penguins who demonstrate outstanding military prowess! Laura gave this to us in the Cheetah Spot Spa for clearing the air space of Rhynocs so she could hang-glide. We gave this to the penguin captain in return for the Heart of the Byrd Barracks.

#### Half of the Yellow Chest Key

This is one of what appears to be some kind of chest key. I got this from Agent 9 after helping him on his mission in the Cheetah Spot Spa. We've got both halves of this key, so we can open yellow chests now! Finally!

#### Master's Explosives

These are dangerous explosives! Clearly for professionals only! Moneybags sold it to us for 1000 gems in the Cheetah Spot Spa. We gave this to the Master Thief in return for the heart of the Thieves' Guild.

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|PROFESSOR'S SECRET LAB - 800 Gems|  
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#### Master's Sledgehammer

This sledgehammer is perfectly balanced! The initials 'M.T' are engraved on the

handle! We got this from a green chest in the Professor's Secret Lab. We gave this to the Master Thief in return for the Heart of the Thieves' Guild.

#### Wild Snowboard

Wow! This is the coolest snowboard I've ever seen! And I haven't seen many!

#### Dolly

gave this to us in the Secret Lab after we rescued her from the Zoo. We gave this to the Hunter in return for the Heart of the Cheetah Spot Spa.

#### Master's Fuse

This hand-crafted ignitable fuse! Must have been painstaking to make this thing! It was inside a purple chest in the Professor's Secret Lab. We gave this to the Master Thief in return for the Heart of the Thieves' Guild.

#### Soil Stabilizer

This brown powder stabilizes soil and infuses it with nutrients! It was inside a purple chest in the Professor's Secret Lab. We gave this to the monkey worker in return for the Heart of the Banana Savannah.

#### Phoenix Shades

These strange glasses give you Phoenix Vision ability, Spyro! You can use them to find hidden teleporters to secret areas! We found them inside a yellow chest in the Professor's Secret Lab. Hold down the L Button and A Button to use it to find hidden teleporters! When you find one, stand on it and hold the L Button and A Button again to teleport!

#### Ceremonial Boomerang

This hand-carved boomerang is very old and painted with fancy designs! We got this from Moneybags' vault in the Professor's Secret Lab. We gave this to Sheila in return for the Heart of the Kangaroo Hoodoos.

#### Awesome Dragonfly Wing

Hey! This dragonfly wing looks cooler than even my wings! No fair! We found it inside a red chest in the Professors' Secret Lab. We gave this to Hunter in return for the Heart of the Cheetah Spot Spa.

#### Peel Strengthener

This orange powder yields bananas with tougher peels! makes for better living quarters! We found it inside a red chest in the Professor's Secret Lab. We gave this to the monkey worker in return for the Heart of the Banana Savannah.

~~~~~  
|RHYNOC'S N' CLOCKS - 800 Gems|  
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#### Banana Gro-Growth

This white powder helps bananas ripen in half the time! We got it from a purple chest in the Rhynocs n' Clocks land. We gave this to the monkey worker in return for the Heart of the Banana Savannah.

#### Antennae Extensions

Ooo! These fit my antennae perfectly and make them more sensitive! Nelson the dragon toddler gave it to us for rescuing him in the Rhynocs n' Clocks land. Nifty! These let me spot and snap gems from much further away!

#### The Order of Merit

This is awarded to penguins in recognition of military achievement! Joe the monkey gave this to us for bashing all the Rhynocs in a cave in the Rhynocs n' Clocks land. We gave this to the penguin captain in return for the Heart of the Byrd Barracks.

Half of the Purple Chest Key

This is one half of what appears to be some kind of chest key. I got this from Sgt. Byrd after helping him on a rescue operation in the Rhynocs n' Clocks land. We have both halves of this key, so we can open purple chests now!

Magic Blue Dust

Whoa! This bag of colorful fun turns you blue, Spyro! It was inside a yellow chest in the Rhynocs n' Clocks land.

Magic Green Dust

This stuff makes you green, Spyro! What's up with that? It was inside a yellow chest in the Rhynocs n' Clocks land.

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|CHATEAU RIPTO - 900 Gems|  
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Roo Pottery

This is very old pottery made by primitive kangaroos long ago! We got this from Moneybags' vault in Ripto's Chateau. We gave this to Sheila in return for the Heart of the Kangaroo Hoodoos.

Half of the Yellow Chest Key

This is one half of what appears to be some kind of chest key. I got this from Sgt. Byrd when I helped him rescue penguins in Ripto's Chateau. We've got both halves of this key, so we can open yellow chests now! Finally!

Heart of Chateau Ripto

This is a small golden statue of Ripto himself! Big surprise there! Ripto dropped this in his throne room right after we kicked his butt for the last time! We gave this to the Professor so he could seal the warp hole.

Spot-On Warp Device

This is the Professor's warp device! We got this from Ripto after we gave him a pounding in his own throne room! We now have the ability to warp to any land! Select the Warp tab at the top of a land page in the Journal to warp straight there!

Magic Gold Dust

Ooo! The magic dust in this bag makes you gold instead of purple, Spyro! We found Moneybags in Ripto's Chateau and paid him a whopping 1600 gems for this baby!

Magic Red Dust

Cool! This pouch of colorful powder makes you red instead of purple! It was inside a yellow chest in Ripto's Chateau.

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| Total - 9000 Gems    12 Hearts |  
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(4) - Quests List

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This part of the guide will show you exactly what item is found where in the Quests part of the Journal as it is complicated looking through all the lists of each land for these if you are in search of one last item.

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|ELDER TERRY'S TOY QUEST|  
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Spyro Action Figure

Wow, Spyro! You have your own action figure! This is a really cool, fully posable toy! Moneybags sold it to us in the Dragon Shores for 300 gems. We gave this to the dragon elder in return for the Heart of Dragon Shores.

Ripto Action Figure

This toy is a Ripto action figure! It's small and ugly, just like the real thing! We found it inside Moneybags' vault in the Fairy Library! We gave this to the dragon elder in return for the Heart of Dragon Shores.

Bianca Action Figure

It's a little toy that looks just like Bianca! How cute! We found this in a red chest in the Fairy Library. We gave this to the dragon elder for the Heart of Dragon Shores.

Hunter Action Figure

This is a small Hunter action figure! It's even wearing shades! We found it inside a red chest in the Yeti Serengeti. We gave this to the dragon elder for the Heart of Dragon Shores.

Sheila Action Figure

This is a small Sheila action figure! She's wearing boxing gloves! Hee! We found this in Moneybags' vault in the Yeti Serengeti. We gave this to the dragon elder in return for the Heart of Dragon Shores.

Sgt. Byrd Action Figure

This small toy us a Sgt. Byrd action figure! He looks very heroic! Major Feather gave this to us for clearing all of the Rhynocs out of the valley in the Byrd Barracks. We gave this to the dragon elder in return for the Heart of Dragon Shores.

Agent 9 Action Figure

Cool! An Agent 9 action figure, complete with ray gun! Nicky the thief let us have this after we caught Fast Eddie, who took it from him in the Thieves' Guild. We gave this to the dragon elder in return for the Heart of Dragon Shores.

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|ZOE'S MACHINE QUEST|  
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Extenso-Grip Attachment

This is a long mechanical arm used for picking things up and manipulating them! Chip the Dragon toddler gave it to us when we found him in the Dragonfly Oasis. We gave this to the Fairy Librarian in return for the Heart of the Fairy Library.

Book-B-Gone Storage Unit

This is a book storage unit with connectors for attaching to other components! Petal the Dragon toddler gave it to us when we found her hiding in the Dragon Shores. We gave this to the Fairy Librarian in return for the Heart of the Fairy Library.

No-Sneeze Dusting Armature

This is a mechanized brush with a vacuum attachment! We found it inside a red chest in the Yeti Serengeti. We gave this to the Fairy Librarian in return for the Heart of the Fairy Library.



#### Eye-Spy Binding Scanner

I guess this device is used to scan book titles for organizing them! We found it in Moneybags' vault in the Byrd Barracks. We gave this to the Fairy Librarian in return for the Heart of the Fairy Library.

#### Quick-N-Quiet Motivator Unit

This is a transporting device with padded treads! Looks like it can carry lots of weight! Moneybags sold it to use in the Thieves' Guild for 600 gems. We gave this to the Fairy Librarian in return for the Heart of the Fairy Library.

#### Sup-R-Smart Sorting Module

This device has several storage niches in it. I guess it's used for putting items in order! We found it inside a red chest in the Rabbit Habitat. We gave this to the fairy librarian in return for the Heart of the Fairy Library.

#### Dusty User Manual

This is the user manual for the Professor's library maintenance machine! Albert gate it to us in the Banana Savannah after we destroyed all the Rhynoweeds for him. We gave this to the Fairy Librarian in return for the Heart of the Fairy Library.

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|BENTLY'S EQUIPMENT QUEST|  
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#### Yeti Hair Climbing Rope

This is a long rope, made from Yeti hair! It's very strong! We found it inside a green chest in the Fairy Library. We gave this to Bentley in return for the Heart of the Yeti Serengeti.

#### Lucky Climbing Hat

This large hat doesn't seem to have any practical use for climbing! We found it inside a red chest in the Byrd Barracks. We gave this to Bentley in return for the Heart of the Yeti Serengeti.

#### Big Left Climbing Shoe

This is one of Bentley's shoes. It's big and soft, kind of like Bentley himself! We found it inside a red chest in the Rabbit Habitat. We gave this to Bentley in return for the Heart of the Yeti Serengeti.

#### Another Left Climbing Shoe

This is one of Bentley's shoes. I knew he was clumsy, but... two left feet? We found it in a purple chest in the Rabbit Habitat. We gave this to Bentley in return for the Heart of the Yeti Serengeti.

#### Huge Left Climbing Glove

This glove is so big, it could only belong to a Yeti. We found it inside a green chest in the Banana Savannah. We gave this to Bentley in return for the Heart of the Yeti Serengeti.

#### Huge Right Climbing Glove

This right glove is so big, it could only be Bentley's! It was inside a red chest in the Kangaroo Hoodoos. We gave this to Bentley in return for the Heart of the Yeti Serengeti.

#### Enormous Mountaineer's Axe

This climbing pick-axe must belong to Bentley! It's huge! We found it lodged in the generator in Moneybags' Mansion. We gave this to Bentley in return for the Heart of the Yeti Serengeti.

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|CAPT. BEEK'S MEDAL QUEST|

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Medal of Liberation

it's a medal awarded to penguins for rescuing other penguins! We found this in a room in the Yeti Serengeti after figuring out the whistling statues. We gave this to the penguin captain in return for the Heart of the Byrd Barracks.

The Arctic Cross

This is a medal awarded to penguins in recognition of long-term service! We got this from Greta the thief for winning the circuit race in the Thieves' Guild. We gave this to the penguin captain in return for the Heart of the Byrd Barracks.

Hero's Heart Medal

This medal is awarded to penguins for outstanding heroism! Mo the monkey gave this to us for clobbering all the Rhynocs in a cave in the Rabbit Habitat. We gave this to the penguin captain in return for the Heart of the Byrd Barracks.

Medal of Honor

This is a medal awarded to those who exhibit an outstanding degree of honor! This fell out of a statue that crumbled when we solved the 9-square puzzle in the Kangaroo Hoodoos. We gave this to the penguin captain in return for the Heart of the Byrd Barracks.

Victory Medal

This medal is given to those penguins who consistently shine in the heat of battle! We found it in a green chest in Moneybags' Mansion. We gave this to the penguin captain in return for the Heart of the Byrd Barracks.

Military Cross

This is awarded to penguins who demonstrate outstanding military prowess! Laura gave this to us in the Cheetah Spot Spa for clearing the air space of Rhynocs so she could hang-glide. We gave this to the penguin captain in return for the Heart of the Byrd Barracks.

The Order of Merit

This is awarded to penguins in recognition of military achievement! Joe the monkey gave this to us for bashing all the Rhynocs in a cave in the Rhynocs n' Clocks land. We gave this to the penguin captain in return for the Heart of the Byrd Barracks.

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|MASTER THIEF'S TOOLS QUEST|

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Master's Stethoscope

This is a very finely crafted stethoscope! It has the initials 'M.T.' engraved on it! We found this in Moneybags' vault in the Rabbit Habitat. Why would he want this? We gave this to the Master Thief in return for the Heart of the Thieves' Guild.

Master's Nail File

This is no ordinary nail file! it's well-crafted and has the initials 'M.T.' engraved on it! Momkey gave this to us in the Banana Savannah after you helped her serve soup in her kitchen. We gave this to the Master Thief in return for the Heart of the Thieves' Guild.

Master's Hand Drill

This hand drill looks well used! It's worn, but I can make out the initials 'M.T.' engraved on it! We found it in a green chest in the Kangaroo Hoodoos. We gave this to the Master Thief in return for the Heart of the Thieves' Guild.

Master's Crowbar

This crowbar is strong and light! I can make out the initials 'M.T.' on it! We found it inside a green chest in the Cheetah Spot Spa. We gave this to the Master Thief in return for the Heart of the Thieves Guild.

Master's Sledgehammer

This sledgehammer is perfectly balanced! The initials 'M.T' are engraved on the handle! We got this from a green chest in the Professor's Secret Lab. We gave this to the Master Thief in return for the Heart of the Thieves' Guild.

Master's Fuse

This hand-crafted ignitable fuse! Must have been painstaking to make this thing! It was inside a purple chest in the Professor's Secret Lab. We gave this to the Master Thief in return for the Heart of the Thieves' Guild.

Master's Explosives

These are dangerous explosives! Clearly for professionals only! Moneybags sold it to us for 1000 gems in the Cheetah Spot Spa. We gave this to the Master Thief in return for the heart of the Thieves' Guild.

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|BIANCA'S PLANT QUEST|  
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Dragon Star

This is a beautiful and rare flower! We found it growing in the Dragon Shores. We gave this to Bianca in return for the Heart of the Rabbit Habitat.

Yeti Lettuce

This particular lettuce is quite rare, according to Bianca's list! We found it growing in the Yeti Serengeti. We gave this to Bianca in return for the Heart of the Rabbit Habitat.

Snow Lilly

According to Bianca, this flower is very rare! We're lucky to have found it! It was growing in the Byrd Barracks. We gave this to Bianca in return for the Heart of the Rabbit Habitat.

Ape Grapes

We better not eat these grapes! They're hard to find, according to Bianca! We found them growing in the Banana Savannah. We gave this to Bianca in return for the Heart of the Rabbit Habitat.

Roo's Rose

A rare find, indeed! This rose has an odor only a kangaroo could appreciate! We discovered it growing in the Kangaroo Hoodoos. We gave this to Bianca in return for the Heart of the Rabbit Habitat.

Money Tree

Bianca's list says this is a money tree! Must be out of season since there's no money on it! We found this growing in Moneybags' Mansion. We gave this to Bianca in return for the Heart of the Rabbit Habitat.

Sunspot Bloom

This flower has blazing orange petals! Bianca's notes say it's one of the harder plants to find! We found it growing in the Cheetah Spot Spa. We gave this to Bianca in return for the Heart of the Rabbit Habitat.

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|LANCE'S INGREDIENTS QUEST|

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Banana Ripening Agent

This green powder is a ripening agent for growing bananas more quickly! We found it in a purple chest in the Yeti Serengeti. We gave this to the monkey worker in return for the Heart of the Banana Savannah.

Magic Banana Dust

This magical silver powder helps bananas grow in some particular way! We found it in Moneybags' vault in the Thieves' Guild. We gave this to the monkey worker in return for the Heart of the Banana Savannah.

Flavor Booster

This powder makes bananas twice as yummy! It's a new taste treat! Annie gave this to use for destroying all those TVs in the Kangaroo Hoodoos. We gave this to the monkey worker in return for the Heart of the Banana Savannah.

Soil Stabilizer

This brown powder stabilizes soil and infuses it with nutrients! It was inside a purple chest in the Professor's Secret Lab. We gave this to the monkey worker in return for the Heart of the Banana Savannah.

Peel Strengthener

This orange powder yields bananas with tougher peels! makes for better living quarters! We found it inside a red chest in the Professor's Secret Lab. We gave this to the monkey worker in return for the Heart of the Banana Savannah.

Banana Gro-Growth

This white powder helps bananas ripen in half the time! We got it from a purple chest in the Rhynocs n' Clocks land. We gave this to the monkey worker in return for the Heart of the Banana Savannah.

Yellow Dye #5

This is a coloring agent for giving bananas that extra bit of yellow goodness! We found this in a yellow chest in the Rabbit Habitat. We gave this to the monkey worker in return for the Heart of the Banana Savannah.

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|SHEILA'S ARTIFACT QUEST|  
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The Roo Zetta Stone

This is a small stone tablet covered in carved writing. Probably a bunch of old tourist jokes. Heh. We found it inside a green chest in the Dragon Shores! We gave this to Sheila in return for the Heart of the Kangaroo Hoodoos.

Kangaroo History

This is a very old, very dusty book all about kangaroo history! Bubbles the Fairy gave this to us after we put out the fires YOU started in the Fairy Library! Hee hee! We gave this to Sheila in return for the Heart of the Kangaroo Hoodoos.

The Roo Jewel

If I look through this beautiful jewel, I can see the form of a kangaroo inside! We got this from Moneybags' vault in the Banana Savannah. We gave this to Sheila in return for the Heart of the Kangaroo Hoodoos.

Digeri-doodle

This is a very old parchment! There's a primitive drawing of a didgeridoo on it! We found it in a purple chest in Moneybags' Mansion. We gave this to the Sheila in return for the Heart of the Kangaroo Hoodoos.

Ancient Travel Brochure

This dusty brochure must be older than it looks! How about a vacation, Spyro? heh! We fixed the exercise machines in the Cheetah Spot Spa and Bruiser thought we might like this thing. We gave this to Sheila in return for the Heart of the Kangaroo Hoodoos.

Ceremonial Boomerang

This hand-carved boomerang is very old and painted with fancy designs! We got this from Moneybags' vault in the Professor's Secret Lab. We gave this to Sheila in return for the Heart of the Kangaroo Hoodoos.

Roo Pottery

This is very old pottery made by primitive kangaroos long ago! We got this from Moneybags' vault in Ripto's Chateau. We gave this to Sheila in return for the Heart of the Kangaroo Hoodoos.

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|HUNTER'S HIPNESS QUEST|  
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Hypnotic Light Organ

It's a light organ! Ooo, pretty colors! It's mesmerizing! We found this inside a purple chest in the Fairy Library. We gave this to Hunter in return for the Heart of the Cheetah Spot Spa.

Totally Retro Uniform

This military outfit looks great! Everyone looks better in a uniform, don't you think? Lieutenant Peck demanded we take this after we rescued his men in the Byrd Barracks. We gave this to Hunter in return for the Heart of the Cheetah Spot Spa.

Hip Neon Trophy

Whoa! An electric trophy with blue neon trimmings! We found it in a purple chest in the Thieves' Guild. We gave this to Hunter in return for the Heart of the Cheetah Spot Spa.

Way Cool Lava Lamp

This is a lava lamp! I could watch these things for hours! We found it in Moneybags' vault in the Kangaroo Hoodoos. We gave this to Hunter in return for the Heart of the Cheetah Spot Spa.

Groovy Painting

This is an abstract painting on black cloth! The colors glow in the sun! We got this out of the vault in Moneybags' Mansion. We gave this to Hunter in return for the Heart of the Cheetah Spot Spa.

Wild Snowboard

Wow! This is the coolest snowboard I've ever seen! And I haven't seen many! Dolly gave this to us in the Secret Lab after we rescued her from the Zoo. We gave this to the Hunter in return for the Heart of the Cheetah Spot Spa.

Awesome Dragonfly Wing

Hey! This dragonfly wing looks cooler than even my wings! No fair! We found it inside a red chest in the Professors' Secret Lab. We gave this to Hunter in return for the Heart of the Cheetah Spot Spa.

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This section just gives you a brief overview of the Hearts of the Lands and is just here in case you need to find out which Hearts you need, and who to get them from.

#### HEART OF THE DRAGON SHORES

Complete Elder Terry's Toy Quest

It's a small purplish statue of a dragon. Looks a bit like you, Spyro! Terry the Dragon Elder gave us this for finding the toddlers' missing toys. We gave this to the Professor so he could seal the warp hole.

#### HEART OF THE FAIRY LIBRARY

Complete Zoe's Machine Quest

This looks like a beautifully bound book with fairy writing on it, but it doesn't open. Zoe gave it to us once we recovered the Professor's maintenance machine for her. We gave this to the Professor so he could seal the warp hole.

#### HEART OF THE YETI SERENGETI

Complete Bentley's Equipment Quest

This looks like a tiny club made of snow, but it's hard and doesn't melt! Bentley got this for us in the Yeti Serengeti once we recovered his climbing gear. We gave this to the Professor so he could seal the warp hole.

#### HEART OF BYRD BARRACKS

Complete Capt. Beek's Medal Quest

This is a gleaming, silver-green army helmet! it's too small to wear, though, even for a penguin! Captain Beek gave this to use in Byrd Barracks after we found all Sgt. Byrd's missing medals. We gave this to the Professor so he could seal the warp hole.

#### HEART OF THE THIEVES GUILD

Complete the Master Thief's Tools Quest

This is a small black mask! It's very soft and light! The Master Thief gave this to us in the Thieves' Guild once we found his missing tools. We gave this to the Professor so he could seal the warp hole.

#### HEART OF THE RABBIT HABITAT

Complete Bianca's Plant Quest

This is a small top hat made of bronze. It has intricate carvings on it and feels a bit heavier than it should! Bianca got this for us after we found the plants she needed to unseal its container. We gave this to the Professor so he could seal the warp hole.

#### HEART OF THE BANANA SAVANNAH

Complete Lance's Ingredients Quest

This looks like a small banana but it's hard and shiny! Not good eatin'! We got this from Lance in the Banana Savannah after recovering all his missing fertilizer ingredients. We gave this to the Professor so he could seal the warp hole.

#### HEART OF THE KANGAROOS HOODOOS

Complete Sheila's Artifact Quest

This looks like a miniature didgeridoo, but doesn't look playable! It has nifty carvings all over it! We got this from Sheila in the Kangaroo Hoodoos after recovering all the stolen museum artifacts. We gave this to the Professor so he could seal the warp hole.

#### HEART OF MONEYBAGS MANSION

Pay Moneybags in his Mansion

It looks like a shiny bar of gold with Moneybags' grinning face engraved on it, but it's not heavy like gold! We paid that greedy Moneybags a whopping 3500 gems to buy this thing! We gave this to the Professor so he could seal the warp hole.

HEART OF THE CHEETAH SPOT SPA

Complete Hunter's Hipness Quest

This looks like a pair of shades with silvery lenses! The rims glow like neon! Too small to wear, though. Hunter convinced the cheetahs to let us have this after finding seven really cool things for them. We gave this to the Professor so he could seal the warp hole.

HEART OF RHYNOCS N' CLOCKS

Beat Ripto in the area before Dragonfly Oasis Region

This is a small clock with a Rhynoc on its face. His arms are pointing to the wrong time! Ripto dropped this after we clobbered him in the Dragon Shores! It's ours now! We gave this to the Professor so he could seal the warp hole.

HEART OF CHATEAU RIPTO

Beat Ripto for the last time in his Chateau

This is a small golden statue of Ripto himself! Big surprise there! Ripto dropped this in his throne room right after we kicked his butt for the last time! We gave this to the Professor so he could seal the warp hole.

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(6) - Ability Items List  
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These items are ones that will give you a new ability to use within the game itself.

ICE FAIRY SCROLL - Gives you Ice Breath ability

It's a spell scroll. The writing glitters in the light. Doodles the Fairy gave this to us after we lit the Hearth in the Fairy Library. This gives you Ice Breath ability. Press SELECT to switch to it, and B button to use it.

FAIRY SPELL BOOK - Gives you the Quick Escape Ability

We can't read any of the spells in this book, but it glows with magic! We got this from Ripto in the Fairy Library after defeating a... uh... Rhynopede? This book gives you Quick Escape ability, Spyro! You can select it from the menu to return to the Dragon Shores from anywhere!

YETI LAMP - Gives you Luminescence

It's a simple, practical lamp that burns very brightly! Douglas the Yeti gave this to use for helping him get back up to his dig site in Yeti Serengeti. This gives you Luminescence Spyro! You can explore dark places now!

SUPER BREATH MINT - Gives you Super Ice Breath ability

This breath mint defines cool and refreshing! Private Flap gave this to use for helping him across the water in Byrd Barracks. This gives you Super Ice Breath ability, Spyro! Use SELECT to switch to it. Hold the B Button to charge it up, then release it for an icy blast!

MAGIC SPINNING TOP - Gives you Tornado Wind ability

It's a spinning top with magical properties! It powers up your Wind ability! Uncle O'Hare gave this to us for reuniting both his top and bottom halves in the Rabbit Habitat. This gives you the Tornado Wind ability, Spyro! Use SELECT to switch to it and press the B Button to use it!

HOT BANANA PEPPER - Gives you Super Flame ability

This pepper is HOT! You can handle it, though. Right, Spyro? Hee hee! George the monkey gave this to us in the Banana Savannah for helping him get to work. This gives you Super Flame Ability! Use SELECT to switch to it. Hold to B Button to charge it up, then release it to fire away!

KANGAROO CARVING - Gives you the Butt Slam ability

This carving of a kangaroo glows with magical properties! We got this from Janice. She gave it to us for helping her get to the Kangaroo Hoodoos. This gives you the Butt Slam ability, Spyro! Jump in the air, then press the L Button to deliver a crushing blow!

MINI DYNAMO - Gives you Lightning Wind ability

This dynamo is small in size but can generate plenty of electricity! Moneybags gave this to us for helping him out when Butler fell on him. This gives you Lightning Wind ability, Spyro! Use SELECT to switch to it. Hold the B Button to charge it up, then release it to unleash a storm!

SUPER HEALTH BAR - Gives you an extra hit point

A tasty treat made with spinach that gives you renewed pep and vigor! Butch let us have this extra health bar after we 'fixed' the vending machine for him in the Cheetah Spot Spa. This gives you an extra hit point! You can now withstand four hits instead of three! Woo hoo!

PHOENIX SHADES - Gives you Phoenix Vision ability

These strange glasses give you Phoenix Vision ability, Spyro! You can use them to find hidden teleporters to secret areas! We found them inside a yellow chest in the Professor's Secret Lab. Hold down the L Button and A Button to use it to find hidden teleporters! When you find one, stand on it and hold the L Button and A Button again to teleport!

ANTENNAE EXTENSIONS - Allows Sparx to find gems further away

Ooo! These fit my antennae perfectly and make them more sensitive! Nelson the dragon toddler gave it to us for rescuing him in the Rhynocs n' Clocks land. Nifty! These let me spot and snap gems from much further away!

SPOT-ON WARP DEVICE - Gives you the ability to warp to any land

This is the Professor's warp device! We got this from Ripto after we gave him a pounding in his own throne room! We now have the ability to warp to any land! Select the Warp tab at the top of a land page in the Journal to warp straight there!

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(7) - Keys Locations  
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The keys are obviously a quite important part to the game and a part that is likely to cause a bit of trouble for some people so I have started to write a fuller guide then the one that follows to the locations of the keys. However, for now, the following section of the guide will tell you in which levels you will find each key half...

RED CHEST KEY

Half of the Red Chest Key

This is one half of what appears to be some kind of chest key. I got this from Sgt. Byrd after helping him rescue soldiers in the Byrd Barracks. We have both halves of this key, so we can open red chests now!



Half of the Red Chest Key

This is one half of what appears to be some kind of chest key. Agent 9 gave this to me after I helped him on his mission in the Thieves' Guild. We have both halves of this key, so we can open red chests now!

GREEN CHEST KEY

Half of the Green Chest Key

This is one half of what appears to be some kind of chest key. Sgt. Byrd gave this to me after his rescue mission in the Dragon Shores! We have both halves of this key! We can open green chests now!

Half of the Green Chest Key

This is one half of what appears to be some kind of chest key. I got this from Agent 9 after helping him sneak around in the Banana Savannah. We have both halves of this key! We can open green chests now!

PURPLE CHEST KEY

Half of the Purple Chest Key

This is one half of what appears to be some kind of chest key. I got this from Agent 9 in Moneybags' Mansion after helping him on a mission. We have both halves of this key, so we can open purple chests now!

Half of the Purple Chest Key

This is one half of what appears to be some kind of chest key. I got this from Sgt. Byrd after helping him on a rescue operation in the Rhynocs n' Clocks land. We have both halves of this key, so we can open purple chests now!

YELLOW CHEST KEY

Half of the Yellow Chest Key

This is one of what appears to be some kind of chest key. I got this from Agent 9 after helping him on his mission in the Cheetah Spot Spa. We've got both halves of this key, so we can open yellow chests now! Finally!

Half of the Yellow Chest Key

This is one half of what appears to be some kind of chest key. I got this from Sgt. Byrd when I helped him rescue penguins in Ripto's Chateau. We've got both halves of this key, so we can open yellow chests now! Finally!

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(8) - Bonus Items  
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These items are here just to bring you a bit of fun. Yeah. Great fun changing colour mid-game isn't it? Anyway.

MAGIC RAINBOW DUST - Changes your colour to the last Gem you picked up  
This magic powder causes you to change to the same color as the last gem you collected! Cool! We got it from Flint the dragon toddler in the Thieves' Guild, after catching the thief that was carrying him!

MAGIC RED DUST - Makes you Red  
Cool! This pouch of colorful powder makes you red instead of purple! It was inside a yellow chest in Ripto's Chateau.

MAGIC GREEN DUST - Makes you Green

This stuff makes you green, Spyro! What's up with that? It was inside a yellow chest in the Rhynocs n' Clocks land.

MAGIC BLUE DUST - Makes you Blue

Whoa! This bag of colorful fun turns you blue, Spyro! It was inside a yellow chest in the Rhynocs n' Clocks land.

MAGIC GOLD DUST - makes you Yellow

Ooo! The magic dust in this bag makes you gold instead of purple, Spyro! We found Moneybags in Ripto's Chateau and paid him a whopping 1600 gems for this baby!

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(9) - Byrd Rescue Multiplayer  
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I'm not entirely sure why they actually bothered to include this multiplayer game in Spyro: Adventure at all. It's just basically the Sgt. Byrd levels from the main game but you compete or cooperate with someone else.

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|Head to Head|  
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Here you work against someone else. There are a few levels to choose from, there's no real difference between any of them apart from the layout.

The first to rescue all six penguins wins. Simple as. Oh, and you all get a different coloured Sgt. Byrd so you can see who is who.

~~~~~  
|Co-operative|  
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Even more pointless now. This mode sees you working together with someone else. Just the same as before except that you all win.

~~~~~  
|Single Player|  
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As the title suggests, this mode is just by yourself. It's basically the exact same levels as you will have played through in the main game. Nothing different here to worry about, or even try.

Overall I have to say that this multiplayer mode is pretty useless and unnessacery. Only try it if you've got absolutely nothing else to do. Maybe it would have been better if you were playing the Agent 9 levels (as Agent 9) as those were always a lot more interesting to go through.

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(10) - Cheat Codes  
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The first set of codes here is for the US release of Spyro: AOTR and are used with a GameShark (V3 or 4)

[M] Must Be On	987BBAD37225
	F706A7111F8C
	E62E4E6ACA0C
Have 9000/9000 Total Gems	E406A3FB55D1
Have 12/12 Total Hearts	EA776D791DD9
All Items Collected	5DB9F9488F47
	A8418C3917C9
Access all Lands	648F7927EF32
Dragon Shores: Have 900/900 Gems	0E39471534BA
Fairy Library: Have 500/500 Gems	A0C75213558A
Yeti Serengeti: Have 550/550 Gems	550E43D672E5
Byrd Barracks: Have 600/600 Gems	E8D036EB4551
Thieve's Guild: Have 600/600 Gems	BBF036D011D5
Rabbit Habitat: Have 600/600 Gems	F9D036D251D5
Banana Savannah: Have 600/600 Gems	AAF036D115D1
Kangaroo Hoodoos: Have 700/700 Gems	71CF6256708E
Moneybag's Mansion: Have 800/800 Gems	9F30039011F5
Cheetah Spot Spa: Have 650/650 Gems	97272768032E
Rhynoc's Clocks: Have 800/800 Gems	8E30039115F1
Chateau Ripto: Have 900/900 Gems	D507471251AE

These next codes are for the European release of the game and are similarly for use with a GameShark.

[M] Must Be On	911EA638C432
	ABEC5502DF82
	0058D6F528D4
Have 9000/9000 Total Gems	763C069B2017
Have 12/12 Total Hearts	47901EE32454
All Items Collected	55C3EFA067AB
	67F41627F6D6
Access all Lands	9A4563700537
Dragon Shores: Have 900/900 Gems	9BA04A6FCA6C
Fairy Library: Have 500/500 Gems	0235327FB0FF
Yeti Serengeti: Have 550/550 Gems	DC6EC0DF088B
Byrd Barracks: Have 600/600 Gems	66BD3FDA7316
Thieve's Guild: Have 600/600 Gems	65BBB8CBF218
Rabbit Habitat: Have 600/600 Gems	64BFB8DB721A
Banana Savannah: Have 600/600 Gems	67B93ACBF21C
Kangaroo Hoodoos: Have 700/700 Gems	8827D0FB38FB
Moneybag's Mansion: Have 800/800 Gems	75BA884FC209
Cheetah Spot Spa: Have 650/650 Gems	317285EA81E0
Rhynoc's Clocks: Have 800/800 Gems	77B80A4FC20D
Chateau Ripto: Have 900/900 Gems	1036807F00EA

And here are some CodeBreaker codes too, these are for the US version:

1E Enable Code (Must Be On)	0000BFBA 000A
	10001342 0007
1 Infinite Jewels	8300301C 0384
2 Have All Jewels Game Total	8300301E 2328
3 Have All Hearts Found	33003029 000C
4 Have Everything Unlocked	43002FE6 FFFF
	00000007 0002
5 Have All Levels Open	83003000 FFFF
6 Time Always 00:00:00	43002922 0000
	00000004 0002
7 Press Select To Escape Any Level	74000130 03FB
	32039E94 0005

Have All Jewels Found Codes

8 Dragon Shores	73002950 0000
	83002950 0384
9 Fairy Library	73002952 0000
	83002952 01F4
10 Yeti Serengeti	73002954 0000
	83002954 0226
11 Byrd Barracks	73002956 0000
	83002956 0258
12 Thieve's Guild	73002958 0000
	83002958 0258
13 Rabbit Habitat	7300295A 0000
	8300295A 0258
14 Banana Savannah	7300295C 0000
	8300295C 0258
15 Kangaroo Hoodoos	7300295E 0000
	8300295E 02BC
16 Money Bag's Mansion	73002960 0000
	83002960 0320
17 Chetah Spot Spa	73002962 0000
	83002962 028A
18 Professor's Secret Lab	73002964 0000
	83002964 0320
19 Rhynoc's And Clocks	73002966 0000
	83002966 0320
20 Chateau Ripto	73002968 0000
	83002968 0384

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(11) - FAQs  
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Here's a few made up questions to stop you from asking me them:

Q: Where can I find the missing gems in this level?

A: Sorry but I don't answer Gem questions as it is specific to your game and where you have been. But if you are missing 25 gems then the most likely place to be will be the Virtual Hideaway of the level. Find them near a set of footprints and use your Phoenix Shades to get into it.

Q: How do I get to Kangaroo Hoodoos and all those other levels?

A: To get to Kangaroo Hoodoos go to the location of Dragon Shores where there is a sign saying that Rhynocs have taken the bridge down to Dragonfly Oasis. Blow up the nearby target with Super Flame and hop on over to the other side. Move the hat and get on the platform. Go inside. Battle Ripto. Then jump up the wall at the other end (it can sometimes be difficult but you should eventually get there) and carry on. You should then find your way easily to the rest of the levels.

Q: On the way back during the Agent 9 level in Moneybags Mansion, how do I jump over those spikes about halfway back?

A: Now this is a real question by the way. To get past those spikes you need to jump from the solid platform on the left rather than the moving platform closer to where you're trying to land. Trust me, it'll work a lot better from there.

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(12) - Thanks  
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I'd like to thank Digital Eclipse and Vivendi Universal Games for making this Spyro game.

I would also like to thank mozepy for pointing out a big error in the controls part of the guide.

And of course me, for also hosting this guide on my site. ([www.darkspyro.net](http://www.darkspyro.net))

Oh, and finally, GameFAQ's for hosting the guide after I finally decided to publish it onto the site.

All codes were found on the GameShark.com website or the cmgsc.com site.

~~~~~  
(13) - Contact  
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Contact me via my email address of:

dark52(at)darkspyro(dot)net

As long as the questions are sensible, are able to be answered by me, you include a subject of something to do with Spyro you can ask me most things about the game.

One thing I almost probably won't answer are questions about the locations of gems, as the answer that I would give is likely not to be very useful.

Oh and finally, before emailing me, check the message board at GameFAQ's for this game and see if your question isn't already answered there. You are more likely to get a response on that board than from me, so you should also try posting your question there instead. There is currently a large topic to help people out so read that and post there if you are in need of a faster response than I give as I will generally only check my account once a day.

Oh, and this guide CANNOT be put on any other website other than GameFAQs and darkspyro.net, this is to prevent old versions of the guide circulating and therefore me being asked about things that are already in the newer versions.

~~~~~  
(14) - Copyright  
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OK, the newest updates of this guide will be at:

<http://www.darkspyro.net>

<http://www.gamefaqs.com>

No other sites may use this guide at all. This guide is meant to be kept updated and if it is used on other sites, then the guide on said sites will have an old an outdated guide eventually, meaning you the reader will suffer from old info.

=====  
Thank you for reading this guide to Spyro: Adventure.

Now is the time for me to advertise all my other guides on GameFAQs.com and my own websites [faqs.darkspyro.net](http://faqs.darkspyro.net) and [www.darkspyro.net](http://www.darkspyro.net)

PS2

Spyro: Enter the Dragonfly

- Dragonfly Guide

Grand Theft Auto: Vice City/Double Pack

- Full FAQ/Walkthrough
- Hidden Packages Map
- Rampages Map
- Unique Stunt Jumps Map
- K-Chat Script

Grand Theft Auto: San Andreas

- Tag Locations Map

TimeSplitters 2

- Challenge Guide

PC

SimCity4

- Guide

PS

Spyro the Dragon

- Full FAQ/Walkthrough

Spyro 2: Gateway to Glimmer

- Full FAQ/Walkthrough

Spyro: Year of the Dragon

- Full FAQ/Walkthrough

GBA

Spyro: Fusion

- Full FAQ/Walkthrough

Spyro: Adventure

- Full FAQ/Walkthrough

Spyro: Season of Ice

- Full FAQ/Walkthrough

The Sims: Bustin' Out

- Full FAQ/Walkthrough
- 
- =====