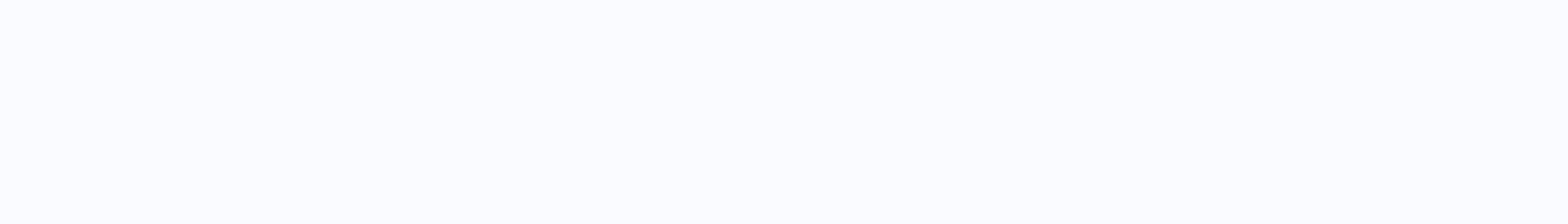


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Canyon speedway skill point



Every skill point, once deserved, will give you an extra life. When you get eight skill points, you get an Epilog that you can view from the guidebook, and when you get all sixteen of them, you get an extra bit for the epilogue. You have fun. To get this skill score, go to Skelos Badlands and light all the cacti on the level. Hurricos - All windmills Flame all windmills that are about the level, large ones you have to charge, do not count here. Colossus - The perfect ice hockey beat red hockey player without fertilizing a single point, flame like crazy! Fracture Hills - 3 laps of Supercharge Just as it sounds perfect, the plight circuit three times in a row without stopping. Crush's Dungeon - Perfect Beat Crush without a hit at all Gulp's Overlook - Perfect Beat Gulp without a hit at ripto's Arena - Perfect Beat Ripto without a hit at all Scorch - All Trees Knock coconuts from all trees on a full level, including some in the area where you cared for Hunter Ocean Speedway - Under 1:10 Beat speedway under 1:10 Metro Speedway - Under 1:15 Beat speedway under 1:15 Icy Speedway - Under 1:15 Beat the speedway under 1:15 Canyon Speedway - Under 1:10 Beat speedway in under 1:10 Idol Springs - Land on Idol Land Great idol in the area of a little live idol that explodes after being crammed into some hulagirls Aquaria Towers - All Seaweed Flame all seaweed level, best done with permanent superflamella, but you can do that level with a boot if you're a fast Gulp's Overlook - Hit Ripto Level during Shoot Something in Ripto. The best part is the superflame, but you can sometimes hit him with small rockets that appear on the level of Skelos Badlands - Catbat Quartet At the very end of the level are four flying dragon-type things, all close to each other. Kill them all to get a skill score. Comments All unwarranted comments will be deleted. Don't use the comment system for conversations, but use game providers forums. Sign in or register a forum account to post a comment. H, Dragon Beaches. Spyro's twice-deserved vacation and the end of the game. Well, that's not really the end of the game ... 1) There are several steps to winning Spyro 2. Once you've beaten Ripto, you'll get a movie where your friends will fix their world. 2) However, the gate they open on Dragon Shores requires you to have enough gems and orbs to get in (8,000 beads and 55 samples). (If you don't, and think you've cleared every level, you've almost certainly forgotten the speedway level.) 3) Once you've done that, played all the games and got 10 tokens, you can visit the Dragon Shores Theatre and see all the previous movies you've been shown. 4) If you have all the balls and all the gemstones, at Dragon Shores you can open the door to power-up, which gives you permanent super-fireball power. If you start a new game One where you had a permanent super-ball - don't turn off the machine before hand or reload the winning game after that - your new game has Spyro with a fireball from the start. It's fun. Even if you don't start a new game, a fireball is useful for collecting skill scores ... 5) There is also another effort for those who have finished the rest of the game. After winning the saper, your guide will show a new section listing skill scores. There's 16 of them. Once you've received eight of them, an epilogue section will be added to your guidebook and you can read what happens to the characters after the game. Get them all and new pages will be added to a guide that introduces some extinct animals (in fact, animals designed for the game but not used). Skill points awarded: Aquaria Towers: Destroy all seaweed. (Much easier after the game and after getting a permanent fireball.) (1) Colossus: Perfect score in hockey. (2) Fracture Hills: Take three laps of the plight course. (3) Hurricos: Destroy all small windmills. (4) Idol Springs: Land on a little idol near the hula girls. (5) Scorch: Beat the coconuts from all the trees. (6) Skelos: Destroy the katbait quartet and all cacti. (7, 8) Three skill points for beating a boss at every level without being wounded. It's the fourth if you hit Ripto before the fight against Gulp (he's on the throne behind Gulp and this is much easier when you have super fireball power permanently). (9, 10, 11, 12) Four Speedway skill points. Finish Ocean Speedway and Canyon Speedway under 1:10 and Icy Speedway and Metro Speedway under 1:15 a.m. (13, 14, 15, 16) 9) Do you remember how easy it was to race around, blow frogs to butterflies and extra lives on the Autumn Plains? Try the fireball! Spyro 2: The skill points included in the original version of Ripto's Rage have been implemented as the game's remaster. These points allow you to open a gallery of concept art and promotional images that can be viewed from the guidebook. Skill Point No.Location Within GameHow To Unlock1 of 16Idol SpringsGlide to the top of the largest idol statue from rooftops near the end of the level.216ColossusScore five goals in a hockey match without giving up a goal himself.316HurricosDestroy all eight windmills level.416Aquaria TowersLocate and flamed all eleven seaweed pieces superflame powerup.5 of 16Ocean SpeedwayComplete main target course 1 minute and 10 seconds.6 16Crush's DungeonDefeat boss without any damage.7 of 16Skelos BadlandsDefeat four Catbat enemies lava.816Ske BadlandsFlame all seven Cacti is located on a level.9 16ScorchFlame all seven palm trees are located on a level.10 16Fracture HillsCircle three laps Supercharge course without stopping once.11 of 16Ice SpeedwayIt's main goal within 1 minute of the course and seconds.12 / 16Metro SpeedwayUnits the main objective of the course within 1 minute and 15 seconds.13 of the 16 OverlookDefeat bosses inGulp without, that his attacks would cause damage.1416Gulp's OverlookFire one Rockets Ripto, which circles the boss arena.15 of 16Canyon SpeedwayComplete main goal course in 1 minute and 10 seconds 16 16Ripto's ArenaDefeat Ripto without harm to his attacks. FlagView HistorySkill Points are hidden goals that have appeared in Insomniac's Spyro and Ratchet & Clank titles and were first introduced in Spyro 2. Earning a skill point rewards you with Lup Butterfly. Eight skill points open the Epilogue in the guide after winning the ripto, while collecting them all sixteen expands the epilogue to include the Extinct Animals section of the guidebook. The compilation of all skill points is marked on the second page with the words Well Done!. The perfect hockey score is served from a perfect 5-0 game in a mini-game of hockey. You want to be well on the ball flaming your opponent to prevent him from approaching your goal. If you don't, he'll almost certainly score and nullify the skill point run. If you lose, get off the ice and leave aea. When the points disappear, go back and talk to Brother Kipp to restart the challenge. Land on IdolAt the back of Idol Springs is a Supercharge loop where you have to smash statues with hula girls. There's a stone idol in the middle of this area. To get on top of it, go to the rooftops surrounding the area and then move on top of it. Jumping is much easier if you use a charging jump before sliding. All windmills about Hurricos are a collection of windmills. Only one of them is considered hidden (it's close to the start of the tunnel leading up to the pursuit of stone thieves), but the step-by-step guide below helps everyone. Head from the platform of the plane through the first Forcefield gate and follow the wall to the right and up the edge. Jump to the top of the wall from here and face the way you came to find windmill #1. Head to the edge of this elevated site closest to the next Forcefield gate, and you can see the windmills #2 #3 visible on either side of it. Go through the Forcefield Gate and past Zoe on the other side. Stop at the grassy area and go right to find windmill #4. Now go to Powerup Pylons and you should see windmill #5 it and the next Forcefield Gate. Return to Powerup Pylon and head along the route leading to the challenge of pursuing stone thieves. However, instead of jumping up the stairs to the bottom of the fan, walk to the other side to find windmill #6. Go through the gate and turn right to the other side, where you may see the windmill #7. However, it's likely that you've already destroyed it in a Supercharging metal windmill while you're setting up the Factory Glide 1 Challenge. Finally, look for which will take you to the beginning of Factory Glide 2 (or the perfect Factory Glide 1 if it doesn't exist) and take this route until you get on top of another Forcefield Gate. From here you can slide onto the lawn on the right near the beginning of the level. The windmill #8 there. All seaweed towers are shoots of 11 seaweed. You have to destroy them using the Superflame Powerup, which can be found at the end of the main level path. This skill point is more manageable if you first open the Dragon Shores Special Award, but it's easily possible even without it. Seaweed frond #1 after leaving the tunnel from the first room to the second room, on the left side. The Metal Shark Cave has seaweed #2 and #3 accessible from another room, and Fronds #4, #5 and #6 metal shark tunnel. The more difficult part is fronds at the upper level. Above the entrance floats Frond #7 between hunter's Manta Ray plain. Turn right on it to find Frond #8 near the central tower with a corridor at the bottom, and Frond #9 the arch connecting the two nearby towers. Turn left there and #10 near Hunter's Manta Ray Plain, next to the sheep. Frond #11 is located near King Flippy. Turn around and swim under a nearby arch behind King Flippy to find Frond #12 near the sheep. A skill score of less than 1:107 asks you to complete the main track in less than 1 minute 10 seconds. The route described on the Ocean Speedway page will be able to get two and a half seconds below the required time if it is run efficiently enough. Perfect to unlock this skill point, you need to beat Crush without causing any damage. If you want to repeat the battle against Crush, jump again into a hole near the Aquaria Towers portal. All CactiFlame all seven Cacti levels destroy them and earn this skill score. From the beginning of the forward plane, the cacti #1 right next to the cottage. Continue forward through the chest of the skeleton and turn left at the end and #2 the edge. The cactus #3 in front of the entrance to the tunnel skull, left. Go to the tunnel and go left early to notice Cacti #4. Get out of the tunnel and Glide to the first island on the left to catch Cacti #5. Cacti #6 to the left of Glug and Exit Portal. Hop on the nearby stairs to the Catbat Quartet area to find Cacti #7 left, earning you a skill score! Catbat QuartetA in a certain section just after the end of the level, four Catbats hang on the plain. You can find it by looking to the right where the Recovery Home portal is and jumping up the stairs. Kill all four Catbats to earn a skill score. These Catbats are hard to hit because they fly above Spyro if he gets close, so you have to use nearby lava rocks to hit them. All the trees on to obtain this skill point you have charged all seven palm trees on the level to drop their coconuts. This does not include: S-shaped trees that are included in the Barrel of Monkeys Challenge. Start going back to where you met Greta and face the flag. Behind it is Tree #1. Go to the exit and look to the left of it to find Tree #2. The next batch of trees is actually in the barrel area of monkeys; you can distinguish them from monkey trees, because they are in C-shape, while monkey trees are in S form. Jump steps up from other areas to find Tree #3 right. The tree #4 can be found behind hunter near the wall. #5 is behind the area to the right, near another monkey tree. Step into another area and jump ledges to the upper area where Tree #6 is, next to where the sealed coffin was. Now go to third area and jump up the edge straight ahead to find Tree #7 get a skill score! With 3 spins of SuperchargeAs implicitly in-game shooting, you need to make three intact spins on the Supercharge course. It is very important to remember which places you need to jump, namely the entrance and exit of the first tunnel, over the lava river when you leave the first tunnel, and from the ramp to the third tunnel. Also, be careful not to bump into Powerup Pylons when you finish the tour! Under 1:15 To get this skill score, you need to complete the main course in less than 1 minute in 15 seconds. The route described on the Metro Speedway page can get up to 12 seconds below the required time if it is run efficiently enough. A skill score of less than 1:157 asks you to complete the main line in less than 1 minute 15 seconds. The route described on the Icy Speedway page can be up to six seconds below the required time if run efficiently. Perfect For this skill point you need to beat Gulp without damage. This skill score is ridiculously easy if you have Dragon Shores' Permanent Superflame: because Gulp doesn't do anything before spyro moves, mash the flame attack button to spam Superflame fireballs and kill him effortlessly! Hit Ripto's odd skill score requires you to hit Ripto on his throne in the arena. To do this, spit out one of the Mini-Rockets you would normally use in Gulp. The best time to do this is to take two hit points off Gulp as you only get Mini-Rockets and Gulp won't try to eat them yet. However, this skill score will be much easier if you return with Permanent Superflame from Dragon Shores. To get less than 1:10 Skill points, you must complete the main track in less than a minute and 10 seconds. If you follow the route described in the Canyon Speedway Guide effectively, you can win the time by up to 12 seconds. PerfectLast, but certainly not least, this skill point is earned by beating Ripto without any damage. You should be very careful in the first batch against Ripto, as it is likely that his plasma scans will hit you when you are nearby. 1.3.111 At the final stage of the European Commission Listen to here! The sound effect knows when Ripto will shoot you so you can get out of the way. Way.

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