After departing the Valley of Avalar, Spyro, Cynder, and Hunter make haste to reach Ignitus at Warfang, the Dragon city.

Approaching through the secret tunnels below the city, tremors in the earthen walls suggest all is not well in Warfang. Rushing to the surface, Spyro and his companions find the noble city under siege from Malefor’s army, and the battle is quickly tilting in the Dark Master’s favor. Hoping to help turn the tide, our heroes rush to the aid of Warfang and its inhabitants, but are quickly separated in the chaos.
With the Mole soldiers trapped in the burning building, there's no time to lose. The bar in the lower right-hand corner indicates how close the Moles are to perishing in the fire. Grublins emerge to slow your progress. Do battle if you wish, but it's best to get moving.

Quickly take flight to get out of reach of the Grublins as you turn about, passing a broken pillar on your right and following the path between the castle buildings as it curves right and then left.

Move through the archway on your left.

As you enter this courtyard, veer sharply to the left to find a Green Magic Crystal tucked into a small alcove.

Head back into the courtyard, taking a right to find a Drum Wheel in the corner, just below the reservoir. Begin turning the wheel to lower one of the aqueducts to fill the reservoir. Grublins emerge to slow you down, so stop long enough to deal with them. Then continue turning the wheel until the aqueduct is in place.

With the reservoir full, take flight and double back to the Moles in the burning building, passing them on your left and finding an archway in the opposite wall. Follow the path to the right and back to the left to enter another large courtyard.
Find the lever on the right, just to the right of the large gate. Grublins appear shortly after you open the gate, so it's up to you if you want to defeat them. Enter the chamber and grab a bucket with both Spyro and Cynder. Take flight and return back to the main courtyard where the Moles await your rescue.

**CAUTION**

*Time is of the essence here, so don’t get distracted by any Blue Spirit Gems or other items you may see. Save the Moles first. You have plenty of time to grab these items later.*

Staying in the air, move over to the reservoir. Spyro or Cynder automatically fill the bucket. Switch to the other dragon and move over the reservoir again, then fly to the burning building. After the first dragon, dump the water, switch dragons once again and repeat. You still need another two or three buckets of water, so fly back to the chamber with the buckets. Return once more to the reservoir to fill the buckets before flying to the burning building to dump their contents.

**TIP**

*Staying in the air as you move between getting buckets, filling them, and dumping them out keeps you out of reach of the Grublins and Crossbow Orcs that emerge to stop you. Stop to fight if you want to, but keep an eye on the damage meter for the house.*
When fighting Crossbow Orcs, use Cynder’s Shadow Strike to knock them in the air, and then use strong air attacks while they’re suspended.

With the Moles saved, the celebration is cut short by Malefor’s continued assault of the city. It’s up to you to help get reinforcements to the ramparts. Before you get started, let’s grab a few items. Move to the left of the once-burning building, and use Cynder’s Shadow Strike to slip under the metal gate to reach the Red Life Crystal within. Use the Shadow Strike to get back out as well.

If you run out of mana while behind one of these gates, use the lever to open it up.

As you get past the metal gate, move left and use a well-timed double-jump to grab the vines on the broken pillar on the corner. Then climb to the top.

Follow the balcony, stopping to use Spyro’s Dragon Fire breath attack to light the torch on the right, near the bannister. Next, use Cynder’s Shadow Strike to slip beneath the metal gate on the left, in the far corner. Use the lever to open the gate, allowing Spyro to enter and help open the chest containing Increased Attack Speed tail armor for Cynder.

Exit this chamber and continue following the balcony to its end. Double-jump and glide to span the gap here and reach the Blue Spirit Gem on the rooftop ahead. Jump off of the roof to reach the main courtyard again.
Follow the path to the right that leads to the aqueduct controls. As you are passing under the archway, note and move to the vine-covered wall at the back of the courtyard. Climb to the top to find a horn similar to the one you found in the Catacombs. Have Cynder step behind the mouth of the horn and use her Cyclone breath attack to sound the horn, lowering a platform across the courtyard.

Jump back down to the courtyard to reach the now lowered platform and use Spyro's Dragon Fire breath attack to light the torch.

Leave this courtyard, making your way through the main courtyard, past the once-burning building, to return to the courtyard where you picked up the buckets earlier. This time eliminate the small batch of Grublins that emerge. Follow the lower path here as it cuts back and to the left to find a Blue Spirit Gem next to a gate that blocks in a Red Life Crystal. Shatter the gem before jumping up to the short ledge.

Climb the stairs, shattering the Blue Spirit Gems on the landing above before using Spyro's Dragon Fire breath attack to ignite the neighboring torch.
This final torch lowers the large gate below, so drop down to the courtyard below and grab the now-accessible Red Life Crystal. Move back up the steps once more, making sure to save your progress using the Save Point at the top of the second flight of stairs.

Continue up the third staircase, to the right of the Save Point. As you enter the small courtyard at the top of the stairs, turn left and use the lever to open the gate to your right. With the gate open, follow the Moles through the gate and up to the ramparts, where you find a Artillery Mole in dire need of your assistance.
Before rushing to the aid of the Mole on the catapult, turn around and run back to find the Blue Spirit Gem at the top of the stairs that brought you to the ramparts.

Once you’ve shattered it, run down the ramparts to the center where the Mole and catapult are being assaulted by Grublins. Before taking on the Grublins, go to the rear of this central section of the ramparts to find and smash a Blue Spirit Gem in the right-hand corner.

Now, move to the catapult and fend off the Grublins that are battering the sides of the catapult.

Waves of them continue to emerge to destroy the catapult. You can use the small compartment at the back-left section of the catapult to effect repairs.

The gauge that appears in the right-hand corner represents the health of the catapult. Keep an eye on it and make repairs when necessary.

When the Artillery Mole asks you to reload the catapult, move to the rear of the central rampart and use the lever to reload.

Make sure that the catapult is in good repair before leaving it unattended.
With the catapult reloaded, the Artillery Mole scores a direct hit, toppling a siege tower, but not before another tower reaches the ramparts on the right. Dash right along the ramparts to face the attackers on the large landing. A mixed force comprised of an Hero Grublin and Grublins arrives. Use Cynder's Shadow Strike on the Orc and Terrador's Sentence on the Grublins.

Once you've dealt with the enemy foot soldiers, move to attack the dark crystal at the tower's center. Once the tower is destroyed, an enemy catapult round strikes the central rampart, sending the Artillery Mole flying to the opposite end of the rampart. Before moving to assist him, backtrack a bit to destroy the Green Magic Crystal, and then return to the catapult.

Make repairs on the catapult before continuing to the left on the ramparts where you find the Artillery Mole. Fend off the Grublins that emerge to harass him. He'll move down the ramparts. Continue to deal with any other foes that get in the way until you've escorted him safely back to the catapult.

Stop for a moment and shatter this Red Life Crystal, then return to the Artillery Mole.

CAUTION
Keep your distance! At the front of each siege tower is a dark crystal. While it is the tower’s weak point, getting too close causes it to drain your mana. Deal with any Orcs or Grublins before attacking the dark crystal at the tower’s center.
Back at the catapult, move to the lever and reload the catapult right away. More Grublins emerge to batter the catapult. Eliminate them and repair the catapult as needed.

Before long, a siege tower docks with the rampart on the left. Move to defend, using the same tactics that you employed against the previous tower. Once the Grublins and Orcs have been dealt with, focus on destroying the tower’s dark crystal to topple the tower.

Return to the catapult to reload it. A Crossbow Orc emerges to slow you down, so eliminate him before using the lever.

Once you’ve reloaded the catapult, two siege towers dock simultaneously—one at each end. You can start on whichever you prefer, but use the techniques employed on the previous towers to topple these final two siege engines. Just make sure to repair the catapult when necessary.

With the siege towers eliminated, scurry back to the catapult to reload it, dealing with the groups of Grublins that attempt to stop you. With the catapult reloaded, the Artillery Mole scores a critical hit against the enemy’s battering ram, stopping it from knocking the main gate wide open. One of Malefor’s Trolls is quick to remedy this situation, smashing through the gate and entering the main courtyard.

Move ahead, veering left over the rubble to descend a set of stairs. Drop into the courtyard below.
There are three Blue Spirit Gems here. Find the first one in the collapsed tunnel off the main courtyard, next to a chest containing the Increased Melee Attack Damage helmet for Spyro.

The second one is on the remains of a ledge on the opposite side of the courtyard from the tunnel where you found the last one.

The third one is on the ledge just above this.

Next, use the vines on the wall to the left of the collapsed tunnel to reach the ledge above. Then turn around and fly to the ledge below, using the vines here to scale the wall and reach the ledge above.
Drop into the main courtyard to face off against the Troll. Use an alternating combination of Spyro’s Lightning Bolt breath attack and his strong attack.

The Lightning Bolt breath attack stuns Trolls. Zap them just as they prepare to strike and they have to reset.

Take a moment to fly up the stairs on the left. Use Cynder’s Shadow Strike to slip under the metal gate to destroy the Blue Spirit Gem within.
The Troll’s fall puts out the two torches that maintain the magical seal that binds the main gate to the city shut. The gate budges, allowing a few Crossbow Orcs and Grublins within the castle walls. Quickly use Spyro’s Dragon Fire breath attack to reignite the torches to the left and right of the gate, and then deal with the Orcs and Grublins.

Once you’ve defeated the intruders, move to either of the waypoints on the gate’s double doors, following the on-screen instructions to push the door shut.

After you defeat the Troll, this chest appears, containing the Increased Chance to Combo helmet for Cynder. Grab it after you’ve managed to shut the gate for the first time. If you don’t get it then, you may not get another chance.

Once you’ve shut the door, it begins to slip open again. Move to the waypoint at the door’s center and follow the on-screen instructions to push the door shut once more. Hold position at the center of the door, prepared to push it shut two more times as the magical seal forms again. With the gate sealed and the enemy on the run, our heroes begin to rejoice. Their enthusiasm is cut short when the Golem once more rears its ugly head before burrowing beneath the city.
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Prima Games
An Imprint of Random House, Inc.
3000 Lava Ridge Court, Suite 100
Roseville, CA 95661

www.primagames.com

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André Fredrick

As a Foreign Service brat, André Fredrick spent his formative years slightly behind the gaming curve while he lived in places like Yemen and Morocco. When he returned to the United States in 1990, what had begun as a growing interest quickly became an obsession. After graduating from high school in Virginia, he made his way to Iowa, where he attended Wartburg College, graduating with a degree in English. After college he spent a number of years working nine-to-fives and writing for popular gaming websites. He had always hoped to one day make a living out of his two favorite hobbies—gaming and writing—and becoming an author for Prima marked the realization of a lifelong dream. When not writing for Prima, you can find André spending time with his family, reading military histories, writing poetry, and gaming with his clan, OK Company. Seeking refuge from the harsh winters in the Midwest, he relocated to the Pacific Northwest, where he and his wife still live with their two children.

Acknowledgements

I want to thank all of my fellow authors that helped the new guy find his way. I truly appreciate all of your help and patience. Thanks also to my wife and our two children for all of their love and support. I’d like to dedicate this book to my son, Byron. Your courage and boundless imagination are an inspiration.