It’s been a long time since I played this game. And even if I know it’s the third in its trilogy, it is actually the first I played and loved. I saw an episode of the completionist not too long ago and I was so sad… Not only because, in my opinion, he didn’t do an objective review of the game, but because he gave it a not too good review. So, with that said, I wanted to show a little bit of love to this third installment that I loved.

Getting started

The intro – and the story – is quite simple. This time, it’s not the dragons that are missing but the dragon eggs. The new generation all together got kidnapped. And who fits in the small holes that leads on the other side of the world? Our friend Spyro. You begin in this new world where dragon eggs are scattered and where the sorceress is planning on making an omelet – not really but I want to make her sound evil – with those eggs. Spyro is now on a mission to rescue all those little eggs and save the dragon race – and those babies life in the same occasion -. The reason the sorceress wants those dragon is because when they left they took magic with them and she think that by ripping off their wings it’s going to come back… Yeah, this time I’m not kidding….

Playthrough

You play as a Spyro that already learned how to swim, glide and climb ladders – because you learned them in previous games I guess it would be bad to re-learn them again for no reason -. The hub-world you get spawn is a level in itself. You will need to collect all sort of things to fully complete this game. Gems are collectibles you need to get in order to complete the levels you go in, and when you collect enough you can pay moneybag to finish a level or get an extra character. The other collectible are the eggs that are the sole purpose of the game. Oh and you need, to complete a world 100%, to do the race and the Sparx world. The race and Sparx’s world give you gems and eggs. Sparx’s world give your little companion a little extra along the way like having an extra life, pointing in the direction of the closest gem etc.

Some of the character you know are following to help you in your mission. Hunter the cheetah is an sport amateur and almost each time you see him his quest to find a dragon egg includes roller skating or manta-ray surfing. The doctor from previous games comes in late in the game with one of the controllable character with the fawn-type woman that follows him.

I mentioned controllable characters and extra characters. Well they are the same in a certain way because you need to pay a ransom to moneybag in order to play them. They are prisoners of the sorceress and the only way to continue on your journey is to unlock them. In this game, you can play as one of many new characters that helps Spyro get the gems and dragon eggs to save the world. They go like this: Sheila the kangaroo, Sergeant Byrd the penguin, Bentley the yeti and Agent 9 the space monkey on drugs. Each of these special furry friends have a new way of playing the game, making it less redundant. For example: Sheila can jump really high and get to ledges that Spyro wouldn’t be able to climb. Sergeant Byrd, even though is a penguin, can fly for as long as you want and throw missile at will. I love those little changes in gameplay once in a while and their respective levels are really well built to maximise those traits.

There are, in each world and in each level, species that live in this exclusive biome and that needs your help because the rhino from the sorceress are invading their land. They are not bound to one element or one category, as they are all unique in each world. Once you aided them, they will help you build a way into another realm to free the eggs until you arrive at the end world where, with enough eggs and gems, can fight against the evil sorceress. I don’t remember correctly if the other Spyro games before year of the dragon did this but at the end of a world, when you’ve helped everyone, you are transported to a special place : The boss room. Let me tell you how much I remember the first boss. As a kid I must’ve done it like a hundred times. Once you beat the big, bad boss, you can continue on your adventure on this new land.