

Spyro 1 NG+ Any% Guide

Useful links:

[Level Storage \(LS\)/New Game+ \(NG+\) Guide](#)

[Tricks and Strats Spreadsheet](#)

Guide is mostly the same for pc and consoles but whenever there's a difference it will be mentioned.

Guide assumes you read LS Guide and have it before doing this run. If not - go ahead and get LS from Spyro 2.

Artisans

You can see order on map below:

 Artisans (NG+ Any%).jpg

You proceed first to **Stone Hill** and this level has the same Dragons to Rescue but different approach.

PC version:

 Stone Hill (PC; NG+ Any).jpg

You go straight for **Astor**, then turn around and go to where you start but go right, to rescue **Lindar**. And then again turn around to rescue Gavin, last Dragon. **After** that you guidebook to **Artisans** cause it's faster and gives you control for Spyro early.

Console version

 Stone Hill (Console; NG+ Any).jpg

Same path but you need to quit-continue after each dragon. The reason is because igt counts time slower than loadless on pc thus giving the option to Just use that rather than moving all the way around... after that you also guidebook to **Artisans**.

Town Square entrance is quite tricky here. After rescuing **Tomas**, you can take a slower path and use whirlwind but it's recommended to use the platforms from the left of it. It's possible with cancelling supercharge while jumping.

PC Version

 Town Square (PC; NG+ Any%).jpg

PC has a harder path because of loadless and bulls, you need to match cycles in this level because bulls can't be supercharged and if you near them they'll hit you. You rescue **Nils**, then the dragon above him while charging

from platform, then next dragon ahead of him. Path ends at **Devlin** with guidebooking to home.

Console Version

 Town Square (Console; NG+ Any%).jpg

It starts also with **Nills** but after that you go for **Devlin**. Quit-continue and rescue 2 upper dragons, then guidebook to home.

The end of **Artisans** assumes rescuing **Nestor** with jumping just before touching his pad, and then rescuing **Delbin**.

[Nestor skip example](#)

After **Delbin** you go for balloonist to enter **Peace Keepers**.

Peace Keepers:

 Peace Keepers (NG+ Any%).jpg

You don't need any dragon here nor any gems. Goal is to reach the area where the balloonist is but go behind him and a bit right.

 Peace Keepers - Dev Portal Location.jpg

There's a dev portal that allows to go to any world without any restriction.

 Peace Keepers - Dev Portal Square.jpg

You need Gnasty world and this is where rng plays it part. If you on console then getting text box will mess up your IGT, but lets you land early (can be done if you press nothing until you see sun on your screen) land on Delbin, and early landing super useful for PC runners cause it saves loadless time. If you didn't get tex box then you have advantage on console and losing time on PC.

[Early Landing Example](#)

Gnasty World:

 Gnorx Gnexus (PC; NG+ Any%).jpg

 Gnorx Gnexus (Console; NG+ Any%).jpg

You rescue **Delbin** and go left to **Gnorc Cove** (early landing messes up your camera location, be careful about it).

 Gnorc Cove (NG+ Any%).jpg

Once you land there you hold right+down on your control for a bit and it will let you flight above and vortex will be just ahead of you, supercharge there. Then you go for next level (quit-continue if you on console)

 Twilight Harbor (NG+ Any%).jpg

For **Twilight Harbor** you hover and then turn around to reach vortex and final level (quit-continue after reaching home if you on console)

Gnasty entrance require fly-in skip for PC runners to save some time. Can be performed by touching portal and pausing game at the same time. If successful - game will say Gnasty Gnorc but you'll be still in home. Menu to quit (don't exit as it softlocks) and then continue.

Gnasty Gnorc

 Gnasty Gnorc (NG+ Any%).jpg

Pretty simple boss. You turn right and hit the thief ahead of you, open another door and get that key. You don't need to use the 2nd door and can jump on the platform where **Gnasty** is. All you need is to chase him as usual and trying to be closer to him as it speeds up him. There's interesting case for console runners as after you hit him you actually need to be a bit far from him in the lava section to trigger him running. It doesn't occur on pc though. **Gnasty** can sometimes push you from the platform if you are on the same platform as him, so try to not be that fast if you don't wanna die and lose a lot of time from it. Time ends once you hit **Gnasty**.

Guide created by DrHouse. If you still have have any questions about what wasn't properly described or there are some mistakes in document - feel free to contact in discord me (DrHouse#6589)