

Spyro 2 NG+ Any% Guide

Useful links:

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

[Tricks and Strats Spreadsheet](#)

Guide is the [same for both consoles and pc](#), so you can use it for either platform.

This category requires from you to have either 1 savefile with incompleted speedways in either Autumn Plains or Winter Tundra or 2 savefiles with one having completed both Icy and Metro and other one doesn't but both unlocked (you can pick up savefiles from resources section on SRC page)

It's recommended to have a fireball before doing runs as it lets you speed up Ripto fight.

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

Glimmer

📄 Glimmer pt. 1 (NG+ Any%).jpg

📄 Glimmer pt. 2 (NG+ Any%).jpg

📄 Glimmer pt. 3 (NG+ Any%).jpg

All you have to do is to reach end of level by getting talisman and then entering portal. Skip everything on your way and go straight, jump on an unbuilding bridge to cross it and talk with npc for talisman. Enter portal.

Summer forest

📄 Summer Forest pt. 1 (NG+ Any%).jpg

📄 Summer Forest pt. 2 (NG+ Any%).jpg

Run straight until you'll be near Moneybags, then fly up and go a bit right.

📄 Summer Forest pt. 3 (NG+ Any%).jpg

📄 Summer Forest pt. 4 (NG+ Any%).jpg

After that little place drop down and keep flying straight until you see the **Crush** portal. Fly up to that entrance to trigger it (going below it doesn't trigger entrance).

Crush Dungeon

On each of his attacks you need to take a hit. This allows to fight faster and you also need to hit him in return each time. On the right circle during electric attacks you can do double hits if you get hit and shoot fireball at the same time. Double hit for fireball is even more harder than with normal flame as timing chance is even smaller. Stand on this spot for attempting double hit:

■ Crush Dungeon - double hit spot.jpg

[Double hit example](#)

[Video explanation about double hits \(for flame but works for fireball too\)](#)

(credits to **Groxu** for this video)

Sometimes you get only 3 sheep and it's max, if you get 1 or 2 then you can expect more sheep after the next hit. If it's 3 then you need either at least one double hit or skip one of his hits (skip his last Electric one as it's harder with fireball).

LS Manipulation

After this fight quit level and switch to savefile where you don't have completed speedways. Warp to stored speedway, then to **Gulp** and exit level. Get LS from this fight again from either speedway. Once you got it - warp to Gulp actual level and quit fight (not exit).

You may ask why we can't have 30 seconds LS during the entire run - answer is simple - timer is too short to even fight with bosses properly, and it's barely enough for other things too (such as **Ripto** entrance, for example).

Switch back to savefile where you started run and warp to **Summer Forest**.

■ Summer Forest 2 (NG+ Any%).jpg

All you have to do here is reach the **Autumn Plains** portal and wait until 1-2 seconds remain on screen. Enter the portal and hit the retry option quickly. If you did it successfully you'll be flying from a portal in **Autumn Plains**.

[Deloading Gulp Door example](#)

Fly up to skip the climb part, then run skipping all levels straight to **Gulp**. Enter him and supercharge 10 times (tap in order for all hits to count). He reacts in this fight so be careful, try to bite him and then supercharge.

[Gulp fight example](#)

■ Winter Tundra pt. 1 (NG+ Any%).jpg

■ Winter Tundra pt. 2 (NG+ Any%).jpg

■ Winter Tundra pt. 3 (NG+ Any%).jpg

In **Winter Tundra**, you need to go left-up (hold stick in that direction) and break the height cap in order to reach Ripto. Use your stick up slightly and

then also hold down on the d-pad for a bit. Release the d-pad button quickly so you can still keep your cap. Don't release the stick as it'll reset your height cap. Once you close to Ripto - supercharge there. there and enter his level.

[Height Cap Break example](#)

[Height Cap Break Tutorial](#) (credits to **RandyBobandy** for this video)

[Height Cap Break in reality](#) (credits to **ToastedKat** for this video)

Ripto's Arena

Before doing this fight, go back to other savefile and enter stored speedway, then warp to **Gulp** and quit game and enter the savefile where you entered **Ripto**.

You don't have LS anymore but you don't need it. Having a fireball is why this fight is easy and quick. Just fireball him in both phases (note: there's no double hits for fireballs in phase 2), and remember that he has i-frames.

Phase 3, however, is the same for every category of Spyro 2. Goal is pretty obvious but this phase has some rng and you can use it to your advantage, bringing the fight to 14 seconds if rng on your side and every shot calculated successfully.

For this phase, you need to spam fireballs while you're too far and not doing that while you're close enough. **Ripto** has i-frames and it may take some time to understand when you need to react and hit to him when he's not i-framed. If 4 first shots were done correctly enough - he only then gets rng part where he either fly away from you or go to same spot and for second version you actually have a chance to deal with him quicker - time your shot, try to predict where he's gonna be - shoot there. If he's still near you you still can end him quick enough, if you manage to hit him while being close enough on his last 2 hits - you can more easily predict your last shot.

Everything about this phase takes a really good amount of time to understand, practice and have a good rng in order to actually manage to perform an almost perfect fight. Don't worry if neither of that happens - his fight has some really hard to understand rng and he may even not go the way you want - you can still hit him fast enough as long as you can predict him pretty good and react quick enough, bringing down this fight to ~22-25 seconds or so.

Because of all that - it's recommended to watch clips and tutorial to get knowledge about this phase:

[Fastest Phase 3 №1 example](#)

[Fastest Phase 3 №2 example](#)

[Fastest Phase 3 №3 example](#)

[Phase 3 Explanation](#) (credits to **RandyBobandy** for this video)

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)