



Level Walkthrough

Realm 3-C

Ice Citadel

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## REALM 3 C - ICE CITADEL

### Mood

High upon the glacier rests the ruins of an ancient palace. Now frozen, the ruins are still visible through the ice as the foundations of a magnificent palace. With some of the ramparts and towers carved from the ice itself, the interior in stark contrast is lavishly furnished with stolen treasures and is lit and warmed by blazing fires and torches.

## REFERENCE

### Movies

- Lion the Witch and the Wardrobe
- Lord of the Rings - Fellowship of the Ring

### Games

- Balders Gate - Dark Alliance
- Warcraft 3 - Ice levels

### Visual Elements / Features

- Dungeons.
- Portcullis gates.

## GAME TASKS

### Light Gem Tasks

- |                       |   |             |
|-----------------------|---|-------------|
| • Platform jumps      | = | 1 Light Gem |
| • Boiler 2 Reward     | = | 1 Light Gem |
| • Ice Princess reward | = | 1 Light Gem |
| • Boiler 3 reward     | = | 1 Light Gem |
| • Boiler 4 reward     | = | 1 Light Gem |
| • Boiler 5 reward     | = | 1 Light Gem |
| • Secret section      | = | 1 Light Gem |
| • Mini Game Reward    | = | 1 Light Gem |

**Light Gems (Total)** = **8**

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## Dragon Egg Tasks

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- Dragon Egg glide and Spin Pole return.
- Ice wall - cannon challenge
- Charge wall secret
- Charge wall secret
- Super charge challenge
- Egg thief
- Min Game reward

**Dragon Eggs Total** = **7**

## SUMMARY OF TASK LIST ENTRIES

- ❑ Free Dragon Elder
  - ❑ Check conditions = Freed the dragon elder, gained the Wall kick Ability
  - ❑ Task notes - An elder is being held captive somewhere inside the Ice citadel. Free him and you may be rewarded.
  
- ❑ Relight Boilers
  - ❑ Check conditions = Spyro has relit all of the boiler fires around the citadel
  - ❑ Task notes - Relight all the boilers in the citadel for the princess.
  
- ❑ Collect reward
  - ❑ Check conditions = Spyro has lit all the boilers in the citadel
  - ❑ Task notes - You have relit all the boilers in the citadel, return to the Ice Princess and you will be rewarded.

## AVAILABLE ABILITIES

### Abilities

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Double Jump

Pole Spin

Horn-Dive

### Activated Gadgets

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Ball gadget

Invincibility

### Breath Types

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Water breath

Ice breath

Electric Breath

## ABILITIES GAINED DURING THE LEVEL

### Abilities

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Wall kick

### Gadget switched on

---

Super Charge

## ABILITIES REQUIRED IN THE LEVEL

### Abilities

---

Wall kick

### Gadgets

---

Invincibility

### Breath Types

---

## GRAPHICAL ASSETS

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### Dark Gem Effects

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- Dark Gem 1 Reforming entrance and accessing Dragon Elder
- Dark Gem 2 Destroying Frozen Waterfall
- Dark Gem 3 Reforming of drawbridge to exit
- Dark Gem 4 Removing Black Gunk from around cannon.
- Dark Gem 5 Reforming broken causeway

**Dark Gems (Total)** = **5**

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### Interactive Elements

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- Water wheel
  - Heat Engine / Boiler
  - Super charge gadget
  - Boilers and cranks
  - Electrically powered platforms
- 

### NPCs

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- Zoe = Save Game system
  - Dragon Elder = Teaches Wall kick Ability.
  - Ice Princess = Light gem mission explanation.
  - Sgt Byrd = Access to the mini Game
- 

### Enemies

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- Gnorc's
  - Mountain Goats
  - Bats
  - Ice elemental
- 

### Traps & Hazards

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- Swinging axes
  - Falling axes
  - Falling debris
  - Breaking floors
  - Slippery walkways
  - Spiked walls
-



- Moving circular saws

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## Playable Characters

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- Sgt Byrd (*Mini Game*)

## THE LEVEL

### OPENING SEQUENCE

After being freed by Hunter Spyro is able to explore the Ice citadel, here Spyro will have to destroy the remaining Dark Gems in order to access the Boss from Frostbite village.

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#### Available Avenues

---

Spyro can only travel in one direction through the map, this will prevent him from getting lost as he travels around the map.

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#### Initially Blocked Avenues

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Entrance to the Dragon Elders Cave - Destruction of Dark Gem.

Access to the Ice Princess - Destruction of Dark Gem

Exit to the Frostbite Village - Blocked by Dark Gem and Gadget activation.



## ICE CITADEL

When hunter enters this section he will trigger a cut scene showing Spyro being released from a cage. After Hunter has freed he will move to a position that allows Spyro to move back through the Gloomy Glacier. .

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#### Moving platform light gem challenge (A)

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Inside this room there are a few moving platforms - Spyro must time his jumps correctly if he is to make it to the light gem at the very top of the room. In order to progress to 1F Spyro will need to use the Water Breath on a water wheel - this will raise the door leading to 1F - Spyro will have to aim the water breath through the grate in order to raise it.

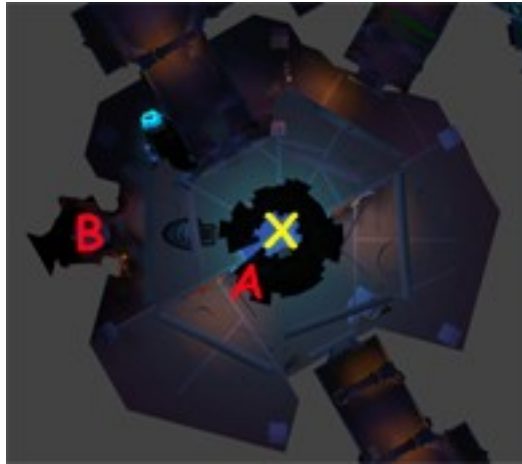
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### Boiler number 1 (B)

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There is also a Boiler in this room Spyro will need to light these as part of the Ice princesses task. See Ice Princess Challenge (J)

There is only one direction from here that Spyro can travel in. This is towards the elder at (E). However Spyro will pass through another room containing a boiler. Inside most of these boilers rooms there will be a small fight sequence where Spyro will become locked into the room and have to fend off a number of Enemies before being able to proceed.



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### Boiler Number 2 (C)

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Inside this room Spyro will need to use his Fire breath in order to light a boiler, this forms part of the Ice princesses challenge. Upon lighting the boiler the room changes from a cold colour to a warmer colour the pipes running from the boiler are warmed and the ice upon them is melted. With this a Light gem falls from a block of ice nearby that has melted.



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### Dragon Egg secret (D)

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Built into the wall here there is charge wall allowing Spyro access to a secret chamber inside of which there is a Dragon Egg.

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### Dragon Elder prisoner (E)

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Here Spyro will find one of the dragon elders imprisoned within one of the many towers of the ice citadel. When Spyro frees the mighty dragon he will be rewarded with the Wall kick ability. After entering the room Spyro will find that there is no way out of the room other than using the Wall kick section located within the room. The dragon elder will fly away from the scene now that he has been freed and Spyro will need use the wall kick ability in order to reach the only section available.

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#### Tick Task

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- Free the Dragon Elder

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### Dark Gem (1)

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Spyro must destroy this Dark Gem in order to access the Dragon Elder. When destroyed the Dark Gem cause the floor to fall away, forming a lift, this will give Spyro access to the Dragon Elder.

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#### Cut Scene Direction:

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Upon destroying the Dark Gem there is a rumbling inside the room, Spyro looks here and there to see what is about to happen, suddenly the floor falls away beneath him and he is left in the air Spyro does a double take before falling into the Cell of the Dragon Elder.



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### Super charge machine (F)

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The super charge machine located within this section is used in a couple of places. Spyro needs to use this machine in order to access the Dark Gem within the centre of the super charge room and to access the exit to the level.

Spyro uses the Super Charge Gadget in order to reach the Dark Gem via a curved Super Charge Tunnel (H), Spyro will need to make it across some gaps in the track and access the Dark Gem at the top of a small pillar in the middle of this section. The Super Charge Tunnel is slippery and only using the Super Charge can Spyro make any progress towards the Dark Gem.

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### Dark Gem (2)

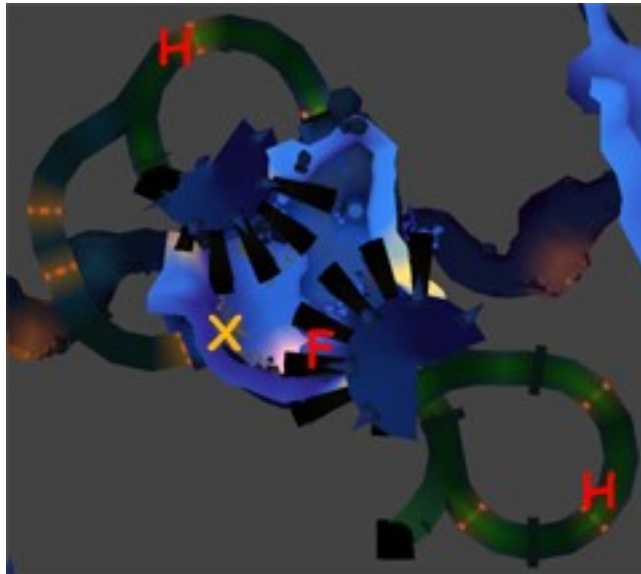
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After destroying the Dark Gem a frozen waterfall across from Spyro will be seen to crack and crumble before disappearing in a cloud of freezing dust.

### Cut scene direction:

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The Frozen waterfall cracks in several places, small ice clouds can be seen to come from the forming cracks, gradually more and more cracks form in the waterfall, there is a crunch noise and sections of the waterfall begin to fall away. The rate at which sections fall away increases until eventually there are no sections left to fall and the whole thing is destroyed in a large cloud of icy dust



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### Dragon Egg secret (G)

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Here there is another secret section of wall Spyro can destroy, this will reveal a Dragon Egg.

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### Super charge ramp (H)

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A supercharge gadget will be needed in order to access the exit and the dark gem located within this section. There is a supercharge gadget at (F). When Spyro tries to access the Dark Gem without having used the Super Charge Gadget he will simply slide down the ice to the beginning of the ramp. Only through the extra speed of the super charge gadget will Spyro be able to access the Dark Gem.

Challenge level

Par 3

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### Dark Gem (3)

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When Spyro destroys this Dark Gem a drawbridge is restored giving Spyro access to the linking tunnel that leads to Frostbite village.

Cut scene direction:

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Pieces of the broken drawbridge rise from the misty depths of the chasm they fell into, the mist rolls back as the pieces move closer to Spyro. Slotting into place one at a time the connection of the pieces is accompanied by a flash of light as the pieces are welded back together - finally a couple of chains snake their way through hoops in the drawbridge and reattach themselves to the citadels walls.



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### Boiler Room 3 (I)

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Inside this room Spyro will find another boiler, lighting this will thaw the room producing a light gem from a section of frozen pipes nearby. Spyro will also have to deal with a number of enemies before being able to proceed around the rest of the level.



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### Ice Princess Challenge (J)

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Inside this section lives the Ice Princess - upon approaching the native she will explain to Spyro that the ice citadel used to be populated but since the fires in the citadel went out there has been no way they could live here. Spyro is charged with lighting the boilers around the castle - Spyro will be rewarded with a light gem should he succeed. From here Spyro has one choice as to which direction to go in, Spyro must head towards the Cannon Dark Gem as the other exit from the room is blocked and will only be opened via the destruction of a Dark Gem on the other side of the blockage.

#### Add task

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- Relight Boilers

Once Spyro has completed the challenge and relit all of the boilers within the Ice citadel another task is added

#### Add Task

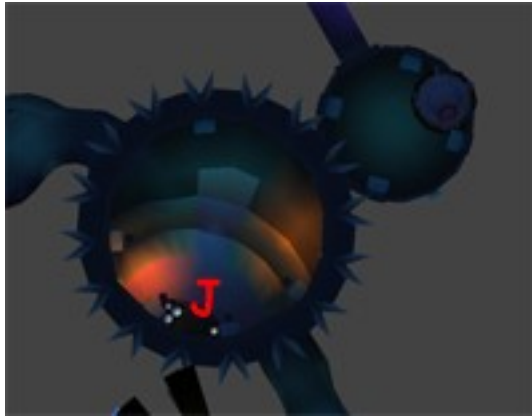
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- Collect Reward

#### Boiler 4

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The forth boiler is inside the room with the Ice Princess - upon lighting this boiler Spyro receive a light gem from the defrosted pipe-work surrounding the boiler.



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### Turret and ice wall (K)

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Spyro will have to destroy some large sections of ice using a cannon, these ice sections block the way to a Dragon Egg and the entrance to the Sgt Byrd Mini Game. However in order to access the Cannon Spyro will first need to destroy a Dark Gem.

Attached to this section of the level there is a small Light Gem secret room, Spyro will need to spot this and charge it in order to access the secret beyond.

Challenge level

Par 3

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### Dark Gem (4)

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In order to access the cannon Spyro will need to destroy a Dark Gem, the Dark Gem is controlling a section of Black Gunk that is stopping Spyro from accessing the cannon.

### Cut scene Direction

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Upon the destruction of the Dark Gem the black gunk covering the cannon cracks and destroys clearing the general area of the Dark Gems influence.

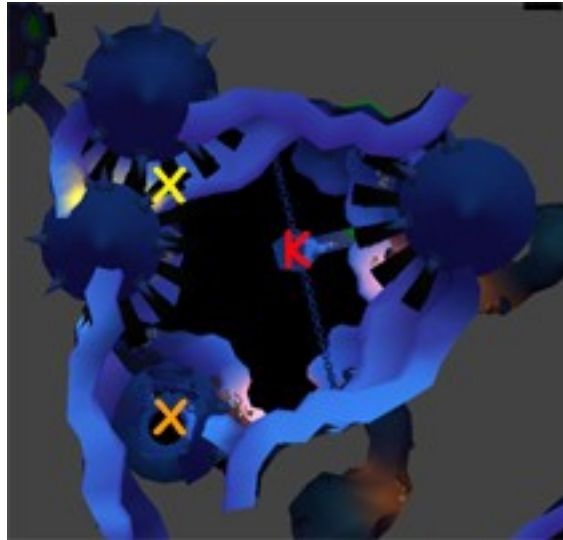
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### Boiler Room 5

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After destroying the first wall of ice Spyro will have access to another Boiler room inside of which there will be a Light Gem. Spyro will first need to light the boiler in order to gain the Light Gem.





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### Egg chamber and floating platforms (L)

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Inside this section Spyro can glide down to the dragon egg located on the other side of the room, however in order to get back to the mid levels of the room Spyro must use the spin poles. These are on a timer and move up and down or in and out.

Once on the mid level Spyro will need to access the higher levels in order to destroy the dark gem located there. In order to access the dark Gem Spyro will need to electrify platforms within the area using his electric breath. Spyro must continue to breath on the platform in order to move it into the correct location to reach the gem.

Challenge level

Par 2

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### Dark Gem (5)

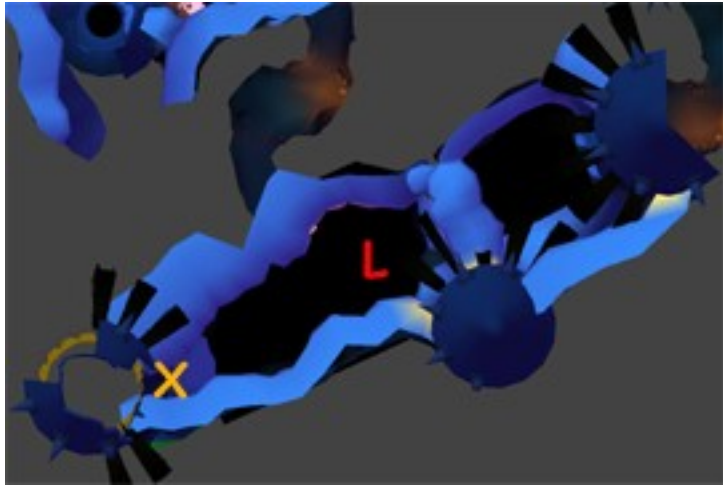
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When Spyro destroys the Dark Gem this will give him access to the rest of the sections the level. This will happen through the reconstruction of a causeway.

Cut scene direction:

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A section of the boulders under the cliff edge will reform in order to allow the player access to the rest of the level. The boulders will form a thin causeway that the player can move across. Dust and debris will be disturbed by the moving of the supports - chains and planks of wood will come into position in order to complete the causeway / bridge.



## GAME PROGRESSION / STATUS

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### Start Up

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- Hunter frees Spyro and at this point Spyro can explore the rest of the level. There is only one access point for Spyro and this sends him in the direction of the Dragon Elder.
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### Linear Progress

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- Access to the next boiler room
- Dragon Egg secret
- Access to the Dragon Elder via the Dark Gem
- Supercharge chamber.
- Dragon Egg secret
- Exit location Supercharge Dark Gem.
- Boiler room 3
- Boiler room 4 - no access past here as Dark Gem needs destroying
- Cannon Dark Gem - ice wall
- Light gem secret
- Boiler room 5
- Dragon Egg
- Entrance to Mini Game Sgt Byrd
- Dragon egg and pole spin. - Possible return to start of the level
- Electric powered platforms to Dark gem.

