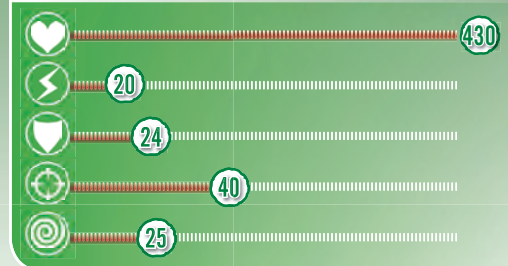


TREE REX

**"BE AFRAID OF
THE BARK!"**

STATS



UPGRADE PATHS

TREEFOLK CHARGER

Provides more upgrades for the Sequoia Stampede attacks.

LUMBERING LASERER

Provides more upgrades for the Photosynthesis Cannon.

SOUL GEM ABILITY



WOODPECKER PAL

COST: 4,000 Gold

PREREQUISITE: Find Soul Gem in Molekin Mountain

A woodpecker buddy joins Tree Rex in battle.

STRATEGY

This fun Soul Gem gives Tree Rex a woodpecker that hangs out on his back. When there are enemies nearby, the woodpecker swoops down and attacks for a moderate amount of damage.

SPECIAL QUEST

TIMBERRRRR!: DEFEAT 50 ENEMIES BY LANDING ON THEM. CHOMPIES DON'T COUNT!

Unfortunately, the Elbow Drop maneuver doesn't work for this quest. In order to complete it, you must crush enemies by landing on them. The best way to do this is to find a bounce pad in an area with plenty of Chompies. Repeatedly bounce on the pad as each squashed enemy counts towards this quest.

If you are looking for a crushing bruiser with massive melee and charging attacks, then look no further than this Giant. Tree Rex has a massive primary attack that does incredible damage to his foes. Additionally, his fantastic charging attack allows him to blow through enemies before they even get a chance for an initial attack. Tree Rex's final attack, Photosynthesis Cannon, harnesses the power of the sun to blast enemies at range.

Tree Rex's upgrade paths give you two clear choices: Range or Charging. Strongly consider the Treefolk Charger Path. While the Photosynthesis Cannon can inflict major damage once it has been fully upgraded, Tree Rex is best suited charging through enemies and dropping elbows on any survivors.



PRIMARY ATTACKS

ATTACK 1



SHOCKWAVE SLAM

COST: N/A

DAMAGE: High

RANGE: Medium

SPEED: Slow

Press the **Attack 1** button to slam the ground with massive fists, causing shockwaves.

UPGRADES

BIG THORN SHOCKWAVE SLAM

COST: 700 Gold

PREREQUISITE: None

Press and hold **Attack 1** for a bigger, more powerful Shockwave Slam.

STRATEGY

No one said Tree Rex was a complicated guy, and his slam attacks are the epitome of simple. Tree Rex smashes the ground directly in front of him, hurting any enemies in range. His cheap Big Thorn upgrade inflicts massive damage on enemies, even those at medium range. The Slam attack doesn't have many upgrades, but it doesn't need them to be effective. In the majority of combat situations, this is Tree Rex's go-to attack.

ATTACK 2



SEQUOIA STAMPEDE

COST: N/A

DAMAGE: Medium-Low

RANGE: Medium

SPEED: Medium

Press and hold the **Attack 2** button to charge through enemies and obstacles.

UPGRADES

SUPER STAMPEDE

COST: 900 Gold

PREREQUISITE: None

Sequoia Stampedede attack does increased damage.

TITANIC ELBOW DROP

COST: 1,700 Gold

PREREQUISITE: Treefolk Charger Path

Press **Attack 1** while charging to perform one serious elbow drop move.

LIGHTFOOTED

COST: 2,200 Gold

PREREQUISITE: Treefolk Charger Path

Charge longer and faster, doing more damage in the process.

ULTIMATE STAMPEDE

COST: 3,000 Gold

PREREQUISITE: Treefolk Charger Path

Sequoia Stampedede attack does maximum damage.

STRATEGY

Stampede starts off as a useful ability mostly for the extra speed it provides. However, if you choose the Treefolk Charger path, Stampede gains many extra benefits, including damage as good as his slams, and speed that makes him one of the fastest Giants in the game. The Titanic Elbow Drop upgrade inflicts massive damage on any enemy unfortunate enough to get caught in the seismic blast of Tree Rex's landing.

ATTACK 3



PHOTOSYNTHESIS CANNON

COST: 500 Gold

PREREQUISITE: None

DAMAGE: Very Low

RANGE: Long

SPEED: Medium

Press **Attack 3** to harness the power of the sun and shoot light beams.

UPGRADES

TREEFOLK TRIPLESHOT

COST: 1,200 Gold

PREREQUISITE: Photosynthesis Cannon

Photosynthesis Cannon fires triple burst shots.

SUPER-CHARGED VAPORIZER

COST: 1,700 Gold

PREREQUISITE: Lumbering Laserer Path

Hold down **Attack 3** to charge up the Photosynthesis Cannon for more damage.

SUN SKEWER

COST: 2,200 Gold

PREREQUISITE: Lumbering Laserer Path

Photosynthesis Cannon blasts through enemies and explodes for more damage.

THE POD MAKER

COST: 3,000 Gold

PREREQUISITE: Super-Charged Vaporizer

Vaporized enemies turn into exploding plant pods.

STRATEGY

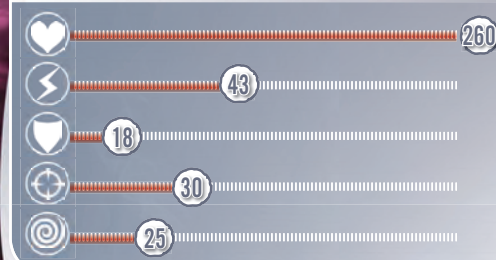
Photosynthesis Cannon will never be as damaging as Tree Rex's Slam attacks, but it makes up for lack of power with massive range. A fully upgraded Cannon with the Lumbering Laserer Path empowers the weapon to wreak complete havoc on the battlefield.

Super-Charged Vaporizer is one of the most damaging powers in the game. It can be hard to hit enemies with it, but even the mightiest of them will fall to the blast. After defeating an enemy with Super-Charged Vaporizer, they turn into Plant Pods which explode, dealing even more damage to nearby foes.

CYNDER

**"BOLTS AND
LIGHTNING!"**

STATS



UPGRADE PATHS

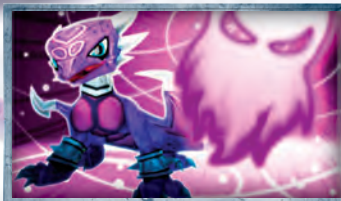
NETHER WELDER

Further develop Cynder's Spectral Lightning attack.

SHADOWDANCER

Further develop Cynder's abilities with Ghosts and Shadow Dash.

SOUL GEM ABILITY



HAUNTED ALLY

COST: 4,000 Gold

PREREQUISITE: None

A ghost ally travels with you and damages enemies.

STRATEGY

When you unlock this power, a small purple ghost constantly floats beside Cynder. Whenever enemies get in close range, the Ghost automatically attacks them. The damage and speed of the attack isn't high, but it's automatic, so there's no drawback to using it.

SPECIAL QUEST

ON THE HAUNT:

DEFEAT 50 ENEMIES WITH YOUR GHOST ALLY.

The Ghost Ally does not inflict much damage (only about 6 damage per hit) so you must focus on saving low-health enemies, like Chompies, for the Ghost to attack. The Ghost attacks while Cynder is flying, so flying around an area with Chompies is a good way to rack up points for On the Haunt.

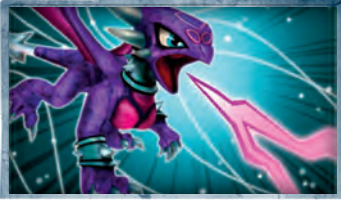
Of all the Undead Skylanders, Cynder is the least creepy. If witches, necromancers, skeletons, and ghouls aren't your thing, then you should consider adding Cynder to your Skylander team!

This violet dragon specializes in taking on large, tough groups of enemies. Her Spectral Lightning attack is great at cutting through enemy health bars, while her Shadow Dash ability can get her out of sticky situations, all the while leaving behind a group of deadly ghosts!



PRIMARY ATTACKS

ATTACK 1



SPECTRAL LIGHTNING

COST: N/A

DAMAGE: Low

RANGE: Medium

SPEED: Fast

Press and hold **Attack 1** to shock enemies with bolts of lightning.

UPGRADES

BLACK LIGHTNING

COST: 700 Gold

PREREQUISITE: None

Spectral Lightning does increased damage.

UNSTABLE FORCES

COST: 1,700 Gold

PREREQUISITE: Nether Welder Path

Hitting a ghost with Spectral Lightning makes it explode, damaging enemies.

STRATEGY

Spectral Lightning is a powerful ranged attack that has a good spread and good range and hits any enemies in front of Cynder. You can press the **Attack 1** button when using this power, or press and hold it. Cynder suffers reduced movement while the button is held.

This power works well with Shadow Dash once you invest in the Unstable Forces power. Hitting Ghosts causes them to blow up, which then knocks back enemies. This is good for interrupting enemy attacks, but a straight lightning attack actually does more damage.

BREATH CONTROL

COST: 2,200 Gold

PREREQUISITE: Nether Welder Path

Spectral Lightning hold duration is increased.

BREATH OF POWER

COST: 3,000 Gold

PREREQUISITE: Nether Welder Path

Spectral Lightning damages enemies in a larger area.

ATTACK 2



SHADOW DASH

COST: N/A

DAMAGE: Very Low

RANGE: Short

SPEED: Fast

Press **Attack 2** to dash forward in shadow mode, leaving ghostly allies in Cynder's wake.

UPGRADES

DOUBLE SPOOKY!

COST: 900 Gold

PREREQUISITE: None

Ghosts do increased damage.

SHADOW REACH

COST: 1,200 Gold

PREREQUISITE: None

Shadow Dash range is increased.

DEATH BOUND

COST: 1,700 Gold

PREREQUISITE: Shadowdancer Path

Enemies hit by ghosts move slower.

STRATEGY

Cynder's Shadow Dash doesn't directly damage enemies as she dashes into them. Instead, she leaves behind a trail of ghosts that hurt any nearby enemies. This effect is automatic, and is a great bonus to the powerful inherent defensive nature of dash attacks (it's hard for enemies to hit a Skylander that is dashing). The cool thing about this power is that Cynder can dash right through enemies. While this doesn't affect the enemies at all, if you invest in Shadow Strike further down the line, it deals a moderate amount of damage on enemies without putting her at risk. The Shadowdancer Path has additional options for Shadow Dash. With a fully upgraded Shadow Dash, the ghosts aggressively attack enemies, slow them down, and do moderate damage. This isn't a great power to use against bosses (except as a defensive maneuver), but it's fantastic against large groups of enemies and in arena fights.

GHOST HAUNTER

COST: 2,200 Gold

PREREQUISITE: Shadowdancer Path

Ghosts last longer and have a greater attack range.

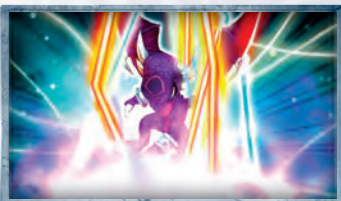
SHADOW STRIKE

COST: 3,000 Gold

PREREQUISITE: Shadowdancer Path

Shadow Dash does damage to enemies.

WOW POW POWER



LIGHTNING RAIN!

COST: 5,000 Gold

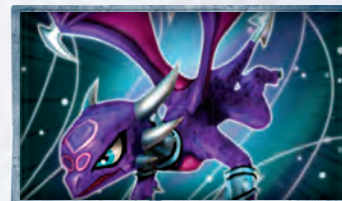
PREREQUISITE: Cynder Flight

While flying, press **Attack 2** to bring a great lightning blast down from the sky.

STRATEGY

Lightning Rain! is a great addition to Cynder's arsenal. The lightning attack is a medium range area-of-effect and inflicts high damage to everything in the area. This is a great power to use when faced with many smaller enemies, or when fighting enemies while flying.

ATTACK 3



CYNDER FLIGHT

COST: 500 Gold

PREREQUISITE: None

Press **Attack 3** to fly. Increased speed and armor while flying.

STRATEGY

Like most other dragons, Cynder has this standard flight ability. Flight is great for increasing speed to help hit level time dares, as well as for avoiding level hazards.

POP FIZZ

“THE MOTION OF THE POTION!”



STATS



UPGRADE PATHS

BEST OF THE BEAST!

Further develop Pop Fizz's Beast Form attacks.

MAD SCIENTIST

Further develop Pop Fizz's potion attacks.

SOUL GEM ABILITY



SHAKE IT!

COST: 4,000 Gold

PREREQUISITE: Find Pop Fizz's Soul Gem in the Wilkin Village level.

Repeatedly press **Attack 3** to shake potion bottle until it explodes.

There's a good chance that Pop Fizz is just a little crazy. It doesn't matter, however. You want him as a part of your team of Skylanders.

While Pop Fizz's Beast Form is amazing, it's the variety of potions at his disposal that makes him really shine. Pop Fizz's potion attack makes him one of the most powerful ranged attackers. With some early upgrades, he can toss his potions at enemies at great speed, and his green potion is a fantastic boss-killer.

STRATEGY

Shake It! takes a few seconds to charge (hammer the **Attack 3** button as fast as you can), but when it goes off, it releases a massive explosion that does about 80 damage to all enemies in the area. This is a great power that is tremendously effective against enemies with average health, like Arkeyan Duelists.

SPECIAL QUEST

RAMPAGE: DO 200 HP OF DAMAGE IN A SINGLE RUN IN BEAST FORM.

This challenge is pretty simple since Beast Form dishes out plenty of damage, even before upgrading it. Just transform into Beast Form in a large group of enemies and destroy everything in sight to achieve the quest.



PRIMARY ATTACKS

ATTACK 1



POTION LOB

COST: N/A

DAMAGE: High

RANGE: Medium

SPEED: Average

Press **Attack 1** to lob Pop Fizz's currently-equipped potion.

UPGRADES

DEXTEROUS DELIVERY

COST: 1,200 Gold

PREREQUISITE: None

Throw potions and grab new ones much faster.

MASTER CHEMIST

COST: 1,700 Gold

PREREQUISITE: Mad Scientist Path

All potions do increased damage and have improved effects.

STRATEGY

Pop Fizz's default potion attack is a yellow potion that damages enemies at range. As you unlock more powers, use **Attack 3** to change the type of potion Pop Fizz throws. The purple potion drops little potion bottles with feet that walk around and shoot enemies. The green potion creates pools of acid that hurt enemies that step in them.

ATTACK 2



BEAST FORM

COST: N/A

DAMAGE: High

RANGE: Short

SPEED: Very Slow

Press **Attack 2** to drink potion and temporarily change into a beastly form.

UPGRADES

RAGING BEAST

COST: 900 Gold

PREREQUISITE: None

All attacks in Beast Form do additional damage.

MORE BEAST!

COST: 1,700 Gold

PREREQUISITE: Best of the Beast! Path

Beast Form meter drains more slowly and recharges faster.

BERSERKER BOOST

COST: 2,200 Gold

PREREQUISITE: Best of the Beast! Path

In Beast Form, damaging enemies increases the Beast Form meter.

MUTANT BEAST

COST: 3,000 Gold

PREREQUISITE: Best of the Beast! Path

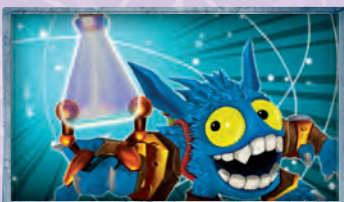
In Beast Form, press **Attack 3** to perform a special attack based on which potion is active.

STRATEGY

When you activate Beast Form, a timer appears to the left of the Skylander that counts down. After Pop Fizz resumes his normal form, the timer must refill before the ability is available again. Remember that it takes a moment for the beast potion to kick in, leaving Pop Fizz momentarily vulnerable to attack.

While in Beast form, Pop Fizz's main attack is delivered via **Attack 1**. More Beast! and Berserker Boost both increase the duration of the beast attack. The most interesting upgrade is Mutant Beast. This imbues Beast Form with a special attack based on what potion you have equipped when you enter the form. A green potion results in Pop Fizz nailing any enemy in close range multiple times. With a yellow potion, Pop Fizz belches out a flame thrower attack. Purple potions give Pop Fizz a high-damage lunge attack.

ATTACK 3



NEW CONCOCTIONS

COST: 500 Gold

PREREQUISITE: None

Press **Attack 3** to switch to some new potions, which have different effects when thrown.

UPGRADES

PUDDLE OF PAIN

COST: 700 Gold

PREREQUISITE: New Concoctions

Press **Attack 3** to cycle to a new potion that leaves a damaging puddle of acid when thrown.

MIXOLOGIST

COST: 2,200 Gold

PREREQUISITE: Mad Scientist Path

Mix the effects of different color potions for brand new effects.

STRATEGY

New Concoctions gives Pop Fizz the ability to use different potions to throw at his enemies. When you get Mixologist, you can mix the potions to create new effects. Mix it with purple, and your little purple potion bottles get a poison attack. Throw a yellow potion on a poison pool and it explodes in flames! Pop Fizz's Green Potions are one of the best attacks to use against bosses. Slam an enemy with the potions, and not only does the initial hit do a fair amount of damage, but enemies continue to take damage every second they stay in the poison pool.




CHAPTER 1

TIME OF THE GIANTS

STORY GOALS

- Meet Norticus
- Free the Mabu Slaves

ELEMENTAL GATES

-  Life
-  Undead
-  Air

DARES

Time To Beat	4:20
Enemies to Defeat	40



AREAS TO FIND

- Forgotten Path
- Mountain Peak
- Turtle Falls
- Hungry Plateau
- Ancient Mines
- The Broken Bottom
- The Hungry Depths
- Zucchini Grotto
- Arkeyan Work Site
- Windy Work Site
- The Planks
- Cursed Construction

COLLECTIBLES & ENEMIES

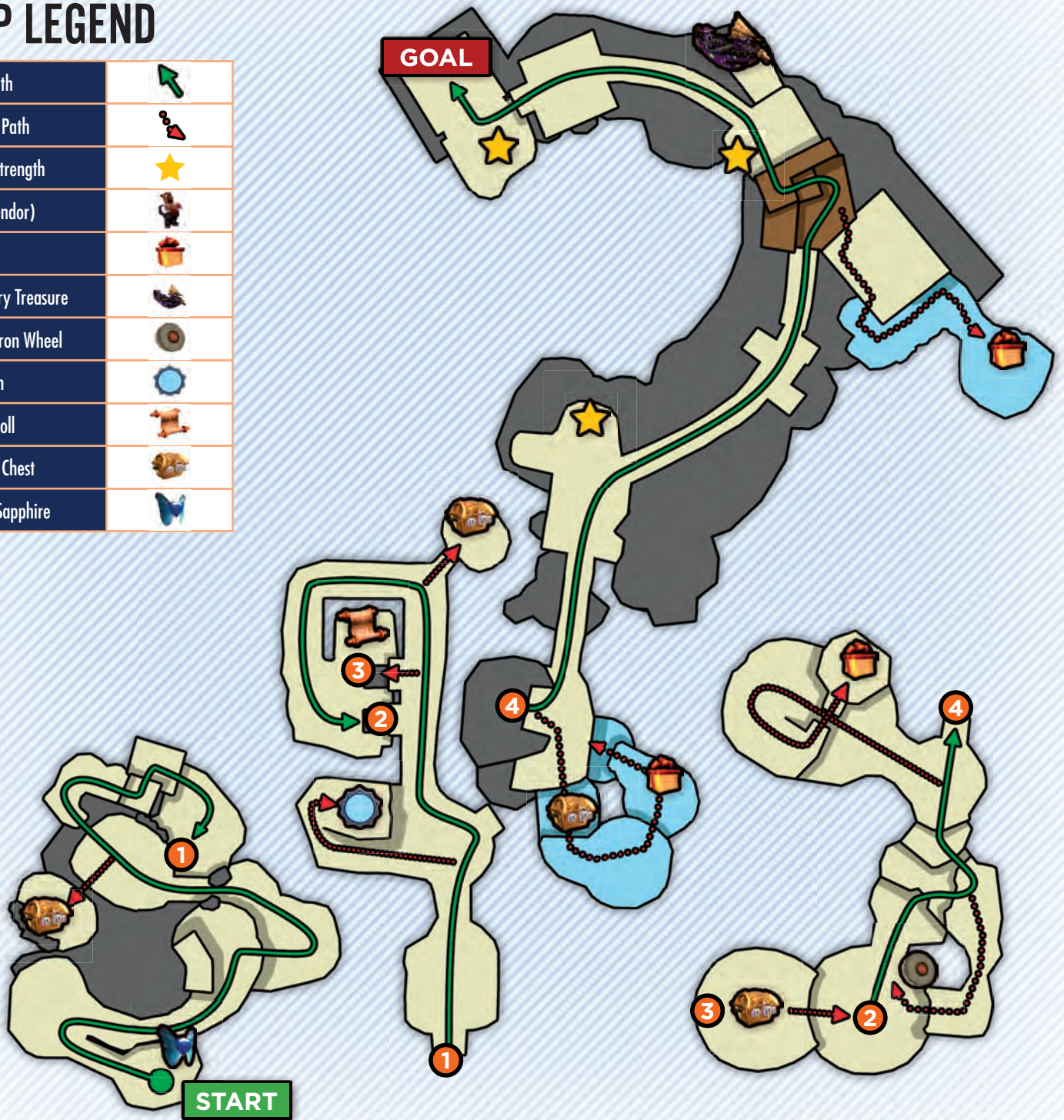


Soul Gem		Self-Slingshot (Shroomboom)
Legendary Treasure		Starry Night Paint Job
Hats		Flower Fairy Hat, Turban, Paper Fast Food Hat
Story Scroll		Avalanche Anticipation
Luck-O-Tron Wheel		Lucky Wheel of Experience
Treasure Chests		4 to collect
Winged Sapphire		1 to collect



MAP LEGEND

Direct Path	
Optional Path	
Feat of Strength	
Auric (Vendor)	
Hat Box	
Legendary Treasure	
Luck-O-Tron Wheel	
Soul Gem	
Story Scroll	
Treasure Chest	
Winged Sapphire	



THE FORGOTTEN PATH & MOUNTAIN PEAK

Welcome to Skylands, Portal Master!

This level takes place tens of thousands of years in the past. In a time when the Arkeyan machine race ruled the Skylands. After you place your favorite Skylander, you start in an area called Forgotten Path. To move on, proceed along the path and up the side of the mountain. To get the **Winged Sapphire** at the start of this level, switch to a Giant Skylander. Pick up the nearby boulder and smash the gate to reveal the Winged Sapphire and a pile of treasure!

When you reach the top of the spiral path, switch to a Giant Skylander (if you haven't already) and pick up the boulder here to discover a secret bounce pad. Use the pad to reach a bridge above and gather some extra treasure. Follow the coin trail down to the lower area and press the Action button to fire the cannon at the rock wall.

