

THE ULTIMATE PLAYER'S GUIDE TO SKYLANDERS™ TRAP TEAM



Hayley Camille

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The Ultimate Player's Guide to

SKYLANDERS

TRAP TEAM

Hayley Camille

que[®]

800 East 96th Street,
Indianapolis, Indiana 46240 USA

The Ultimate Player's Guide to Skylanders Trap Team

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About the Author

Hayley Camille is a dedicated writer, working from Australia. Her previous nonfiction work includes a complete published revision, as ghostwriter, of the bestselling *The Ultimate Player's Guide to Minecraft, PlayStation Edition*, by Stephen O'Brien for Que Publishing, to cater to a PlayStation gaming audience. She has also ghostwritten multiple new chapters for Que's *Advanced Minecraft Strategy Guide*.

Hayley has a strong interest in computers and gaming. Her husband is a software engineer, and together they have collaborated on numerous innovative software projects, including touchscreen and interactive games. With two young sons that are highly tech-savvy and mad about the Skylanders and Minecraft games, she is in a unique position to not only know the games well, but also to write from the different perspectives of what's important to a child gamer as the target audience, a parent-facilitator, as well as a strategy-focused teen forum-player.

Hayley's short story "Avon Calling!" was nominated for an Aurealis Award, Australia's premier speculative fiction awards, after being published in the Neo-Pulp anthology "This Mutant Life" (Kalamity Press, 2013). The feature-film screenplay has been subsequently shortlisted as a top 10% semifinalist for the International ScreenCraft Fellowship in 2014 (based in Los Angeles, California). She is currently adapting this screenplay into a novel.

Hayley holds university degrees in evolutionary biology and anthropology, including post-graduate molecular archaeology—the study of ancient residues (blood/DNA/plant) on prehistoric artifacts—which forms the underlying scientific theory behind her recently finished adult fiction novel *Human*. This is the first book in 'The Chronicles of Ivy Carter' series, which follows the adventures of an archaeologist who travels through time, uprooting human prehistory while baring the ultimate question, "How do you truly define humanity?"

Hayley is passionate about animal welfare, jazz, all things vintage, and dinosaurs, and can be found haunting social media and her blog at www.hayleycamille.com.

Dedication

This book is dedicated to Finn and Orrin, who shared their epic Skylander skills and knowledge with me and are true Skylander heroes. It is also dedicated to Eric, a little Skylander legend who got the ball rolling with his great enthusiasm and fantastic Skylander pajamas!

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We Want to Hear from You!

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Introduction

Are you ready to lead the Skylanders on their greatest adventure yet?

Portal Masters, Ready!

On the magical floating islands of Skylands, an epic adventure awaits you.

This is a book for fans of those funny, freaky, and fun characters known as Skylanders and their absurdly evil (and very cranky!) nemesis, Kaos.

Skylanders is one of the biggest “toys to life” games ever created and has all the family-friendly features we love. The newest edition of the game, *Skylanders Trap Team*, published by Activision, is no exception. Whether you’re an old hat at the story challenges, or a newbie keen to throw yourself into the fray, this book will guide you on your journey.

Included in this guide are cheats for unlocking those tricky Lock Puzzles, a complete gameplay walkthrough, and tips on the best route to take throughout story chapters to make sure you don’t miss any hidden collectibles. There are hints on what to expect in Doom Challenges and Arena Battles and advice on ways to combat even the most difficult villain attacks.

What Secrets Will You Uncover?

The first couple chapters give you some background on *Skylanders Trap Team*—what to expect of your new game, how to play, where to find important (non-console-specific) features of your game, and how to use them. The Villain Vault and Elemental Symbols are explained, and you’ll find a comprehensive list of all hats and trinkets, their locations, and what they can be used for.

You'll meet all of the new Trap Team characters in Chapter 3, "Meet the Skylanders," including their biographies, attack moves, speed and strength stats, Soul Gem abilities, upgrade paths, and Wow Pows.

The introduction of trappable villains is the newest achievement in the Skylanders adventure, and an important part of the Trap Team experience. Chapter 4, "Vile Villains," brings the bad guys into focus, with some background on where they are hiding in the story chapters, how best to capture them, and what their special skills and attack moves are. Remember, once you capture a villain in a trap, they're under your complete control for the remainder of the game (bwahaha!).

Chapter 5, "Collectibles," is all about uncovering secrets—use this location guide to aid a treasure hunt of collectibles hidden within each story chapter and around Skylands Academy. Soul Gems, Story Scrolls, Legendary Treasure, Winged Sapphires, and Treasure Chests are all covered, as well as general info about trophies and achievements you can earn along the way.

Fancy a game of Skystones Smash? Chapter 6, "Learn to Play Skystones Smash," clues you in on how to beat your opponent. Then we'll take a walk through Skylands Academy in Chapter 7, "Skylander Academy," to discover the many different rooms and how to make the most of them. Get your dancing shoes on for Skaletone Showdown with Crossbones the skeleton and prepare to bounce your way through gold-filled mini-games in the Academy. When you're ready to get your game on, Chapter 8, "Battle for Skylands!," and Chapter 9, "Expand Your Adventure," have got you covered! A complete walkthrough of each story chapter as well as the expansion packs (yes, all four!) includes how to manage in-game puzzles, where to find Villain Quests, battle tactics and hidden collectibles, as well the best path through to make sure you never miss a step.

Want to take your game further? Get the inside scoop on Kaos Doom Challenges and Brock's Arena Rumbles in Chapter 10, "Kaos Doom Challenges," and Chapter 11, "Brock's Arena Challenges," including walkthroughs on which villains will attack, battle strategies, and how to avoid traps! If you're super-stuck on a Lock Puzzle, flip to the back of the book to find cheats in the appendix (but not until you've tried to solve it yourself first!). Celebrate all of your game achievements with Chapter 12, "The Sky's the Limit!," and discover more ways to explore and enjoy Skylanders: Trap Team each time you play.

Share Your Sky-deas!

As an avid Skylander fan, I would love your feedback and ideas on ways to expand, improve, and get more out of the Skylanders games, as well as what you'd like included in future Skylander guides. Feel free to contact me any time for a chat or to share your favorite Skylander experiences.

For more Skylander fun, you can find me haunting YouTube on my Skylanders Gameplay channel **SkyPandaAus** (www.youtube.com/SkyPandaAus). Drop by to watch some gameplay walkthroughs, enter giveaways, meet Skylanders characters in unboxing vids, and find out what's new in Skylands!

If you'd like to contact me personally, send an email to SkyPanda@hayleycamille.com. I can't promise that I'll be able to reply to every message, but I'll definitely read each email and try to get back to you!

Stay tuned for the next edition of this guide, *The Ultimate Guide to Skylanders: SuperChargers (Unofficial Guide)*, soon after the new game is released.

Happy Skylanding!



Hayley Camille
(aka SkyPanda)

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3

Meet the Skylanders

What would a world be without the heroes that defend it? In this chapter, we'll meet each Skylander that forms part of Master Eon's incredible team and get to know their personalities and past achievements. Browse this section to learn about the unique skills and attack moves each character uses to protect Skylands from evil-doers, and decide ahead of time which upgrades suit your fighting style best and which paths will help you reach your Skylanders' highest potential.

All Skylanders fall into one of ten elements. They are included here in their elemental groups in the following order: Life, Magic, Air, Water, Tech, Fire, Earth, Undead, Light, and Dark. Trap Masters are featured first within each group, followed by new and re-posed series Skylanders, and lastly, the Minis. Flip through to compare powers and stats—your new favorite Skylander is waiting to be discovered!

Bushwhack: “Axe to the Max!”



Bushwhack's Stats!

Status:	Trap Master
Element:	Life
Maximum Health:	290
Speed:	60
Armor:	18
Critical Hit:	60
Elemental Power:	39

Like a mighty nature warrior, BUSHWHACK chops through enemies and LEAVES a trail of victory wherever he goes!

Arbo, the mystical and wise Tree Ent, once taught Bushwhack all the secrets of the forest. Despite Bushwhack's tiny size, Arbo knew he was brave and worthy to defend the beautiful Arcadian Timberland of his tribe. One fate-filled day, the patrolling Timberland elf rangers were overthrown by a vicious band of Lumberjack Trolls! They were bent on destroying the forest with huge tree-chopping machines! Bushwhack sprang into action! Using the enchanted axe that Arbo had given him, he fought off the evil trolls single-handedly until the Arcadian Timberland was safe once more. Bushwhack was given a Traptanium Axe and promoted to Trap Master, fulfilling his destiny as a protector of Skylands.

Attack moves:

Traptanium Axe: Press **Attack 1** to swing the Traptanium Axe.

Press **Attack 1**, **Attack 1**, hold **Attack 1** for a combo attack.

Mystic Acorn: Press **Attack 2** to throw a Mystic Acorn that stuns enemies.

Soul Gem Ability: Timber! – 4000: Jump and hold **Attack 1** to plant a giant tree, which is then cut down to smash whatever's below. Find Bushwhack's Soul Gem in Chapter 3: Chompy Mountains first.

Upgrades:

Headbash – 500: Press **Attack 3** for a powerful Headbash move, damaging anything nearby.

Nut Grenade – 700: Acorns now explode on impact, doing more damage.

In a Nut Shell – 900: Get some new armor, taking reduced damage.

Thorn Trail – 1200: Traptanium Axe attack now leaves a trail of thorns that damage enemies.

<p>Axe Avenger Path: Improve Traptanium Axe attacks.</p>	<p>Armor Awesomeness Path: Improve your armor for protection and attack.</p>
<p>An Axe to Grind – 1700</p> <p>Traptanium Axe attack does extra damage.</p> <p>Combo Attacks – 2200</p> <p>Press Attack 1, Attack 1, hold Attack 2 for the Spin and Slash combo. Press Attack 1, Attack 1, hold Attack 3 for Head First combo.</p> <p>Go nuts! – 3000</p> <p>Keep holding Attack 2 after a Spin and Slash combo to shoot nuts in all directions.</p>	<p>Bush's Shack – 1700</p> <p>Hold Attack 1 to create a leafy hut for protection and healing.</p> <p>Primal Warrior – 2200</p> <p>Get new armor, taking reduced damage and doing extra damage with the Headbash attack.</p> <p>Spring Forward – 3000</p> <p>Hold Attack 3 to dash forward and perform a super Headbash attack.</p>

Tuff Luck: "It's Your Lucky Day!"



Tuff Luck's Stats!

Status:	Trap Master
Element:	Life
Maximum Health:	310
Speed:	85
Armor:	48
Critical Hit:	80
Elemental Power:	39

If you need GOOD FORTUNE to beat the bad guys, call Tuff Luck's mean, green BLADES TO BATTLE!

Armed with razor-sharp Traptanium Warblades, Tuff Luck is a force to be reckoned with! She's renowned throughout Skylands as the luckiest charm to have around, not just because of her incredible fighting skills, but also because she once drank from the magical waters of Fortunata Springs. The magical hidden springs bring good fortune to anyone who drinks from them—which is why Kaos's minions tried to steal the water with giant sponge-tankers! Oh no! Luckily, Tuff Luck was close by patrolling. She heroically fought the minions until they fled and so earned her rightful place as a Trap Master of Skylands!

Attack moves:

Traptanium Warblades: Press **Attack 1** to swipe with Traptanium Warblades. Press **Attack 1, Attack 1, Attack 1** for a combo strike.

Pounce Mode: Press **Attack 2** to enter Pounce Mode (invisible to enemies). Then press **Attack 1** to pounce!

Soul Gem Ability: Garden of Pain! – 4000: Hold **Attack 3** and press **Attack 1** to grow spiky blades of grass that do massive damage. Prerequisite: Find Tuff Luck's Soul Gem in Chapter 16: The Golden Desert first.

Upgrades:

Warblade Stab – 500: Press Attack 3 to spring forward with a powerful Warblade Stab attack.	
Green Thumb – 700: Stay in Pounce Mode longer.	
Control Your Destiny – 900: Hold Attack 3 to control where Warblade Stab lands. Prerequisite: Warblade Stab.	
Glaive Wave – 1200: Traptanium Warblade attack now shoots an energy wave.	
Pouncy Pouncer Path: Improve Pounce Mode attacks.	Warblade Whacker Path: Improve Traptanium Warblade attacks.
<p>Poison Ivy – 1700</p> <p>Clover patches in Pounce Mode stun enemies.</p> <p>Powerful Pounce – 2200</p> <p>Traptanium Warblade attack from Pounce Mode does more damage.</p> <p>Four-Leafed Clover – 3000</p> <p>Touching clover in Pounce Mode restores Health Points.</p>	<p>Wave Goodbye – 1700</p> <p>Energy wave released from Traptanium Warblade attack does more damage.</p> <p>Lucky Spin – 2200</p> <p>Press Attack 1, Attack 1, hold Attack 2 for Lucky Spin combo.</p> <p>Wingin' Warblade – 3000</p> <p>Press Attack 1, Attack 1, hold Attack 3 for Wingin' Warblade combo.</p>

Food Fight: “Eat This!”



Food Fight's Stats!

Status:	Skylander
Element:	Life
Maximum Health:	260
Speed:	60
Armor:	18
Critical Hit:	30
Elemental Power:	46

HUNGRY for action? BLAST the bad guys to the COMPOST HEAP and still be home in time for DINNER!

Don't be fooled by the size of this little green dynamo—his tomato launcher can blast a swarm of chompies into leftovers! When this artichoke-with-attitude was just a baby in the fields, the greedy troll farmers made a big mistake. They covered the soil with gunpowder in a crazy attempt to grow super-veggies that would make the trolls stronger when eaten. Worst dinner plans ever! Food Fight flourished and broke free of his stalk, then made breakfast of the bad guys! He rolled on his giant tomato, crushing the Farmers Guild Trolls that kept the garden folk imprisoned, and used his Zucchini Blaster to break down the fences. Now Food Fight travels across Skylands, using his epic veggie power to leave a nasty aftertaste in the mouth of every villain that picks on his garden-loving friends.

Attack moves:

Tomato Launcher: Press **Attack 1** to launch exploding tomatoes.

Blooms of Doom: Press **Attack 2** to plant artichoke traps, which also explode!

Soul Gem Ability: That's How I Roll! — 4000: Hold **Attack 1** to charge up a Super Tomato, release **Attack 1** to ride it and run over enemies. Prerequisite: Find Food Fight's Soul Gem in Chapter 2: Know-It-All Island.

Upgrades:

Extra Ripe Tomatoes – 500: Tomatoes do more damage.
Green Thumb – 700: Tomatoes that hit the ground grow into plants. Collect them for more powerful shots.
Zucchini Blast – 900: Press Attack 3 to deliver a Zucchini Blast. Does heavy damage over a wide area.

Blooms of Bigger Doom – 1200: Blooms of Doom make bigger explosions.	
Tomatologist Path: Improves Tomato Launcher attacks.	Bloomer and Boomer Path: Improves Zucchini Blast and Blooms of Doom attacks.
Heavy Harvest – 1700 Tomatoes picked up from plants are bigger and do even more damage.	Special Squash – 1700 Hold Attack 3 to charge up the Zucchini Blast for extra damage.
HeirBOOM Tomatoes – 2200 Detonate tomato plants with a Zucchini Blast.	Zucchini Goo – 2200 Enemies hit by the Zucchini Blast are slowed down.
Bad Aftertaste – 3000 Enemies damaged by exploding tomato plants will take damage over time. Prerequisite: HeirBOOM Tomatoes.	Choke Chain – 3000 Blooms of Doom detonate each other.

Sure Shot Shroomboom: “He Shoots, He Spores!”



Sure Shot Shroomboom’s Stats!

Status:	Skylander
Element:	Life
Maximum Health:	260
Speed:	60
Armor:	18
Critical Hit:	20
Elemental Power:	25

When you’re after a PARATROOPER who can LOCK ‘N’ LOAD with ultimate DAMAGE, this Skylander has his EYE on the prize!

He was first discovered in *Skylanders Giants*, where his bravery and selflessness came to Master Eon’s attention. Even as a tiny spore, Shroomie knew he didn’t want to end up on a dinner plate—but growing in a pizza topping garden owned by Kaos meant he was fated for the main course! So this toadstool hero took a stand! He freed the other veggies by catapulting them over the fence with a homemade slingshot, then made his great escape sailing across the ocean wind on his wide-brimmed mushroom cap. What a *champignon*! These days, when trouble erupts in Skylands, you can always count

on Shroomboom to parachute by and get his hands dirty. Today's weather report: Watch out for exploding mushrooms falling from the sky!

Attack moves:

Slingshot: Press **Attack 1** to shoot exploding mushrooms.

Mushroom Ring: Press **Attack 2** to spawn a ring of mushrooms that damage enemies.

Soul Gem Ability: Self Slingshot! – 4000: Hold **Attack 1** to slingshot Shroomboom towards enemies.

Wow Pow! Upgrade: High Spore! – 5000: Hold **Attack 1** to create mushroom bumpers and play pinball with enemies. Prerequisite: Self-Slingshot.

Upgrades:

Launch Paratroopers – 500: Press Attack 3 to shoot mushroom paratroopers who drop down from the sky.	
Super Shrooms – 700: Mushroom Ring gets bigger.	
Bigger Boomshrooms – 900: Hold Attack 1 to charge up a giant exploding mushroom.	
Bouncing Boomshrooms – 1200: Exploding mushrooms bounce on the ground and do increased damage.	
Barrier Boost Path: Upgrades Mushroom Ring for better protection.	Paramushroom Promotion Path: Provides more upgrades for the Paratrooper and Slingshot attacks.
Spore Power – 1700 Mushroom Ring creates a damaging spore cloud.	Lock 'n' Load – 1700 Can fire exploding mushrooms faster that do increased damage.
Ultimate Ring – 2200 Mushroom Ring is the biggest it gets.	Fungal Infestation – 2200 Mushroom Paratroopers stick to enemies and do damage over time.
Back to the Beginning – 3000 Hold Attack 2 to remain underground, where you can move around freely.	Paratrooper Invasion – 3000 Shoot three Mushroom Paratroopers at once.

High Five: “Buzz Off!”



High Five's Stats!

Status:	Skylander
Element:	Life
Maximum Health:	270
Speed:	60
Armor:	6
Critical Hit:	70
Elemental Power:	53

Hit **TERMINAL VELOCITY** and leave your enemies **STINGING** from an **OVERDRIVE** of **BUZZ POWER!**

It's hard being the youngest child—sometimes you miss out on all the fun! But High Five couldn't stand by and watch his older brother's race for glory without him, especially when he heard a buzz that the Troll Racing Team had stolen the magical Trophy of Sparx from the Royal High Flying Dragonfly racing competition! High Five dashed into the fray and set his sights on the trolls, sending them into a spin at the finish line! The crowd roared! He'd not only saved the Trophy of Sparx, but High Five had won the race! For his bravery and quick thinking, High Five scored a place in the Skylander team where he can use his super-speedy flying skills to keep the skies clear.

Attack moves:

Poison Pellets: Press **Attack 1** to shoot Poison Pellets. Hold **Attack 1** for rapid fire.

Buzz Dash: Press **Attack 2** for a speedy dash attack.

Soul Gem Ability: Organic Slam Apples! – 4000: Fly Slam Apples heal more HP. Prerequisite: Find High Five's Soul Gem in Chapter 10: The Secret of Sewers of Supreme Stink.

Upgrades:

Poison Cloud – 500: Poison Pellets attack leaves behind a poisonous cloud, damaging nearby enemies.

Fly Slam – 700: Press Attack 3 to slam down on enemies around you.

Buzz Charge – 900: Hold Attack 2 to charge up a stronger Buzz Dash.

Buzzerker Overdrive – 1200: For the cost of HP, hold Attack 3 to really power up the Fly Slam. Also move faster with lower HP. Prerequisite: Fly Slam.

<p>Pollen Prince Path: Improve Poison Pellets attacks.</p>	<p>Speedy Slammer Path: Improve Buzz Dash and Fly Slam attacks.</p>
<p>Cloud Control – 1700</p> <p>Have up to five Poison Clouds active at a time, moving faster and doing more damage.</p> <p>Buzz ‘em Up – 2200</p> <p>Buzz Dash through Poison Clouds to power them up and extend their life.</p> <p>Power Clouds – 3000</p> <p>Extra big Poison Clouds do extra big damage.</p>	<p>Spin Cycle – 1700</p> <p>Hold Attack 3, and enemies will be sucked up into the Fly Slam zone.</p> <p>Buzz Buzz Buzz – 2200</p> <p>Hold Attack 2 for consecutive Buzz Dashes.</p> <p>Slam Apples – 3000</p> <p>Hold Attack 3 to charge up the Fly Slam attack even further and release apples that heal you.</p>

Barkley: "Be Afraid of the Bark!"



Barkley's Stats!

Status:	Mini
Element:	Life
Maximum Health:	430
Speed:	40
Armor:	24
Critical Hit:	40
Elemental Power:	60

BRANCH OUT with your attack to SLAM the bad guys with a SERVE of GREEN POWER they'll never forget!

Barkley trained hard at Skylanders Academy so he could learn to be just as brave as his majestic role model, Tree Rex. Before he transformed into the tree-mendous protector that he is today, Tree Rex was a huge, beautiful tree growing in a forest. After the ancient Arkeyans made him mutate from the pollution of their war machine factory, he used his newfound strength to teach them some respect for nature! Like his full-sized counterpart, Barkley knows that destructive minions are a thorn in his side. He loves to charge at enemies with his mega-spikey arm and crush evil into splinters!

Attack moves:

Shockwave Slam: Press **Attack 1** to slam the ground with massive fists, causing shockwaves.

Sequoia Stampede: Press and hold **Attack 2** to charge through enemies and obstacles.

Soul Gem Ability: Woodpecker Pal! – 4000: A woodpecker buddy joins Barkley in battle.

Upgrades:

Photosynthesis Cannon – 500: Press Attack 3 to harness the power of the sun and shoot light beams.	
Big Thorn Shockwave Slam – 700: Hold Attack 1 for a bigger, more powerful Shockwave Slam.	
Super Stampede – 900: Sequoia Stampede attack does increased damage.	
Treefolk Tripleshot – 1200: Photosynthesis Cannon fires triple burst shots. Prerequisite: Photosynthesis Cannon.	
Treefolk Charger Path: Provides more upgrades for the Sequoia Stampede attacks.	Lumbering Laserer Path: Provides more upgrades for the Photosynthesis Cannon.
<p>Titanic Elbow Drop – 1700</p> <p>Press Attack 1 while charging to perform one serious elbow drop move.</p> <p>Lightfooted – 2200</p> <p>Charge longer and faster, doing more damage in the process.</p> <p>Ultimate Stampede – 3000</p> <p>Sequoia Stampede attack does maximum damage.</p>	<p>Super-Charged Vaporizer – 1700</p> <p>Hold down Attack 3 to charge up the Photosynthesis Cannon for more damage.</p> <p>Sun Skewer – 2200</p> <p>Photosynthesis Cannon blasts through enemies and explodes for more damage.</p> <p>The Pod Maker – 3000</p> <p>Vaporized enemies turn into exploding plant pods. Prerequisite: Super-Charged Vaporizer.</p>

Whisper Elf: "Silent but Deadly!"



Whisper Elf's Stats!

Status:	Mini
Element:	Life
Maximum Health:	270
Speed:	70
Armor:	12
Critical Hit:	50
Elemental Power:	25

When GLOWING EYES haunt you in the night, don't be FRIGHTENED—this stealthy NINJA ELF has your back!

Blink and she's gone! Whisper Elf is the Miniverse counterpart of Stealth Elf, a deadly ninja fighter who knows the art of sneaking around. Her spinning daggers and poison spores prove a deadly surprise to even the most skilled villains that take her on. When trouble gets too close, Whisper Elf can leave a trail of scarecrow decoys to distract the bad guys, then sneak up to slice them unawares! Whisper's mentor Stealth Elf grew up learning the ancient skills of stealth fighting from a deep-forest creature. She's not only a fierce protector of Skylands, but she's also the Guardian Protector of the Forest. Skylands' secrets are always in safe hands with Whisper Elf.

Attack moves:

Blade Slash: Press **Attack 1** to slice enemies up with a pair of sharp blades. Press **Attack 1, Attack 1**, hold **Attack 1** to perform a special combo.

Stealthier Decoy: Press **Attack 2** to disappear completely but leave behind a decoy image of Whisper Elf that enemies are drawn to.

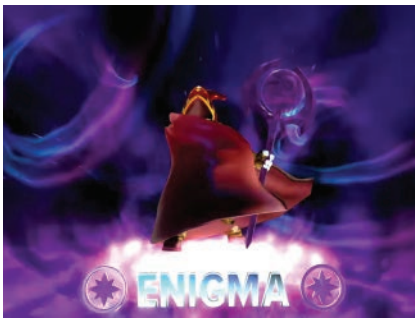
Soul Gem Ability: Sylvan Regeneration! – 4000: Regenerate health over time.

Upgrades:

Straw Pook Scarecrow – 500: A scarecrow appears in place of your decoy and distracts enemies.
Dragonfang Dagger – 700: Blade attacks do increased damage.
Sturdy Scarecrow – 900: Scarecrows last longer and take more damage to destroy. Prerequisite: Straw Pook Scarecrow.
Arboreal Acrobatics – 1200: Press Attack 3 to perform a quick acrobatic move. Hold Attack 3 and flip in any direction using the left control stick.

<p>Pook Blade Saint Path: Further develop Whisper Elf's blade attacks.</p>	<p>Forest Ninja Path: Further develop Whisper Elf's Scarecrow skills.</p>
<p>Elf Jitsu – 1700</p> <p>Press Attack 1, Attack 1, hold Attack 2 for Poison Spores. Press Attack 1, Attack 1, hold Attack 3 for Blade Flurry.</p> <p>Elven Sunblade – 2200</p> <p>Blade attacks deal even more increased damage.</p> <p>Shadowsbane Blade Dance – 3000</p> <p>Magical Blades fight alongside you.</p>	<p>Scare-crio Trio – 1700</p> <p>Three Scarecrows are created in place of your Whisper Elf decoy.</p> <p>Scarecrow Booby Trap – 2200</p> <p>Scarecrows explode and damage enemies.</p> <p>Scarecrow Spin Slicer – 3000</p> <p>Scarecrows have axes and do extra damage.</p>

Enigma: “Out of Sight!”



Enigma's Stats!

Status:	Trap Master
Element:	Magic
Maximum Health:	310
Speed:	60
Armor:	30
Critical Hit:	60
Elemental Power:	32

Don't be PUZZLED in your quest for success, summon ENIGMA to unravel the MYSTERY and mend the MAGIC of Skylands!

To give up your home and lose your people forever is the bravest sacrifice of all—but when the evil Darkness threatened his homeland, Enigma didn't hesitate. When Darkness heard that a place between worlds existed behind an open gateway, he desperately wanted to conquer it for his own terrible purposes. Darkness ordered minions to attack the gate, but courageous Enigma sealed it off using his Sigil of Mystery (a magical symbol on his staff), trapping himself on the outside forever. Even the Mabu Mystic who had summoned him to Skylands was unable to help him return home. However, Enigma wasn't alone for long—Enigma was made an honorary Trap Master and now protects Skylands with his Traptanium Sigil. There's no mystery he can't unravel!

Attack moves:

Mystic Staff: Press **Attack 1** to swing the Mystic Staff. Press **Attack 1, Attack 1**, hold **Attack 1** for a combo.

Invisibility Mode: Press **Attack 2** to turn invisible and move around in total stealth.

Soul Gem Ability: An Eye for Several Eyes! – 4000: Hold **Attack 3** and press **Attack 1** to fire eye beams and rain down eye balls. Requires Paradox Pound. Prerequisite: Find Enigma’s Soul Gem in Chapter 14: Operation: Troll Rocket Steal.

Upgrades:

Paradox Pound – 500: Press Attack 3 to slam the staff into the ground and damage all nearby enemies.	
Magic Mist – 700: Magic Mist released in Invisibility Mode damages enemies over time.	
Cloak and Dagger – 900: Invisibility Mode lasts longer and freezes enemies; cloak can do damage as well.	
Paradox Power – 1200: Paradox Pound does more damage. Prerequisite: Paradox Pound.	
Invisible Invader Path: Improve the Invisibility Mode attacks.	Chief of Staff Path: Improve the Mystic Staff attacks.
Ninja Style – 1700 Attacks coming out of Invisibility Mode do extra damage.	Eye Dash Combo – 1700 Press Attack 1, Attack 1, Attack 2 for a Cloak Dash combo.
Mindboggling – 2200 Paradox Pound does even more damage and blasts enemies back.	Cloak Dash Combo – 2200 Press Attack 1, Attack 1, Attack 3 for an Eye Slam combo.
Give Up the Ghost – 3000 Ghost version of yourself appears while in Invisibility Mode.	It’s Raining Eyes – 3000 Hold Attack 3 to charge up the Paradox Pound attack and rain down magic eyeballs.

Blastermind: “Mind Over Matter!”



Blastermind's Stats!

Status:	Trap Master
Element:	Magic
Maximum Health:	240
Speed:	70
Armor:	30
Critical Hit:	50
Elemental Power:	39

When you **SENSE DANGER**, don't **RACK YOUR BRAIN** searching for clues; trust the Trap Master that **OUTSMARTS THE BEST!**

A powerful thought can move mountains—and that's just what Blastermind discovered when he saved his friends from a scary Ham Dragon! They'd been playing a game of “Hide and Sheep” in the Sardonic Mountains when an earthquake split the ground beneath him. Blastermind tumbled into a crystal-filled cavern, watching helplessly as the evil dragon attacked his friends up high. He was shattered! Luckily, the ancient psychic crystals surrounding him tuned into his selfless thoughts. The Psionic Power Crystals shared their magical power with Blastermind, letting him use his mind as a formidable weapon. He escaped from the cavern and saved his friends, proving himself worthy of becoming a Trap Master in the fight against evil!

Attack moves:

Brainwaves: Press **Attack 1** to blast nearby enemies with powerful Brainwaves.

Levitation: Press **Attack 2** to levitate enemies and smash them to the ground.

Soul Gem Ability: Lock Puzzle Psychic! – 4000: Hold **Attack 2** to charge up Levitation attack and shoot Lock Puzzles with it to solve them instantly. Prerequisite: Find Blastermind's Soul Gem in Chapter 15: Skyhighlands.

Upgrades:

Tasty Waves – 500: Hold Attack 1 to use the Brainwave attack for a longer duration.

Brain Freeze – 700: Press Attack 3 to create energy balls that slow enemies down.

Brain Storm – 900: Hold Attack 1 to charge up the Brainwave attack, and release for a super-powered Brain Storm. Prerequisite: Tasty Waves.

Down to Earth – 1200: Levitated enemies damage other nearby foes during the smashdown.	
Mentalist Path: Improve Brain Freeze attacks.	Psychokinetic Path: Improve Brainwave attacks.
<p>Mind Control – 1700</p> <p>Hold Attack 3 to create an energy ball that takes control of enemies' minds.</p> <p>The More the Merrier – 2200</p> <p>Levitation Field passes through enemies and can levitate multiple foes. Prerequisite: Mind Control.</p> <p>Mind Blown – 3000</p> <p>Mind-controlled enemies damage others after going back to normal.</p>	<p>Brain Blowout – 1700</p> <p>Press Attack 1 near levitating enemies for a massive knockback.</p> <p>Remote Control – 2200</p> <p>Hold Attack 2 to charge up the Levitation attack and control enemies you levitate.</p> <p>Mind Mash – 3000</p> <p>While levitating an enemy, press Attack 1, Attack 2, or Attack 3 to slam him or her down repeatedly. Prerequisite: Remote Control.</p>

Déjà vu: "Did That Just Happen?"



Déjà vu's Stats!

Status:	Skylander
Element:	Magic
Maximum Health:	210
Speed:	60
Armor:	18
Critical Hit:	60
Elemental Power:	46

Don't SECOND GUESS yourself; DOUBLE THE FUN with INFINITE POWER and earn a VICTORY TO REMEMBER!

Inventive and insanely clever, Déjà vu built a machine that would let her alter the very fabric of time itself! Her aim was to boil the fastest eggs ever made, but instead of making breakfast, she cooked herself! You see, some evil, giant sea slugs were jealous that everyone could move faster than them, so they attacked Déjà vu, hoping to steal her time machine for themselves. But Déjà vu had a noble heart, and knew that power over time would be terribly dangerous in the hands of such selfish slimers. She turned the clock hands to 13 in an attempt to destroy her creation, but instead, the machine exploded into a terrifying Time Rift! Its tricky time-turning was transferred to Déjà vu! With

her new powers, she sent the evil slugs sliding on a one-way slippery dip back to where they came from! With her new ability to control time, Déjà vu soon became a Legendary Champion of the Skylanders Tournament, winning a battle against Fist Bump, Fling Kong, and Trail Blazer all at once!

Attack moves:

Space-Time Shots: Press **Attack 1** to shoot a magical ball of time energy that homes in on enemies.

Past Selves: Press **Attack 2** to bring a version of your past self that explodes. Press **Attack 2** again to switch places with it.

Soul Gem Ability: Black Hole Bedlam! – 4000: Time Rifts now turn into massive black holes, releasing unstable time power. Prerequisite: Find Déjà vu's Soul Gem in Chapter 6: Rainfish Rivera.

Upgrades:

Time Rift – 500: Press Attack 3 to create a Time Rift, damaging all who touch it. Shoot the Time Rift to create a black hole.	
Long-Term Memory – 700: Past Selves last longer and replay a longer history, as well as damage anything nearby.	
Time Rifts Aplenty – 900: Have more Time Rifts active at once. Time Rifts now attract Space-Time Shots. Prerequisite: Time Rift.	
Live to Remember Path: Take a different path to improve Past Selves attacks.	Remember to Live Path: Improve Past Selves attacks.
Warp Field – 1700 Shoot a Past Self to create a warp field, pulling enemies toward the Past Self.	Explosion Déjà Vu – 1700 When a Past Self explodes, the explosion is repeated two more times.
Past Self-Paralysis – 2200 Past Selves do extra damage and freeze all nearby enemies.	Time Heals All Wounds – 2200 When a Past Self takes damage, you are healed by an equal amount.
Go Out With a Bang – 3000 When a Past Self explodes or when you switch with it, it releases Space-Time Shots.	Space-Time Duality – 3000 Press Attack 1 to shoot two Space-Time Shots at once.
Circular Logic – 1200 Past Selves fire Space-Time Shots.	

Fizzy Frenzy Pop Fizz: “The Motion of the Potion!”



Fizzy Frenzy Pop Fizz’s Stats!

Status:	Skylander
Element:	Magic
Maximum Health:	270
Speed:	60
Armor:	18
Critical Hit:	30
Elemental Power:	25

SHAKE IT UP with the MAD MIXOLOGIST to bring more BEAST to your BUBBLING BEAKER!

If you want to bring a bonanza of exploding potions and wild attack moves into your fight, call Fizzy Frenzy Pop Fizz, the crazy alchemist! Pop Fizz is always on the edge of creating catastrophe with his experiments, but he’s perfectly happy to keep it that way. He throws different-colored potions at his enemies to cause acid pools, fighting mini-minions, and epic explosions. But above all, his secret weapon is his own awesome crazy spell: When he drinks his own potion, he turns totally berserk! There’s nothing he loves more than chugging down on his favorite “soda”—a concoction of mysterious ingredients that transforms him into his raging, maniac alter-ego. No one is safe when Fizzy Frenzy Pop Fizz is buzzing with energy and rampaging through Skylands!

Attack moves:

Potion Lob: Press **Attack 1** to launch Pop Fizz’s currently equipped potion.

Beast Form: Press **Attack 2** to drink a potion and temporarily change into a beast form.

Soul Gem Ability: Shake it! – 4000: Repeatedly press **Attack 3** to shake the potion bottle until it explodes. Prerequisite: New Concoction.

Wow Pow! Ability: Oversize Me! – 4000: Repeatedly press **Attack 2** to swallow a potion whole and become a Super Beast with overloaded attacks.

Upgrades:

New Concoction – 500: Press Attack 3 to switch to a new potion that can walk on two legs and fight by your side when thrown.	
Puddle of Pain – 700: Press Attack 3 again to switch to a new potion that leaves a damaging puddle of acid when thrown. Prerequisite: New Concoction.	
Raging Beast – 900: All attacks in Beast Form do additional damage.	
Dexterous Delivery – 1200: Throw potions and grab new ones much faster.	
Mad Scientist Path: Further develop Pop Fizz's potion attacks.	Best of the Beast Path: Further develop Pop Fizz's Beast Form attacks.
Master Chemist – 1700 All potions do increased damage and have improved effects.	More Beast! – 1700 Beast Form meter drains slower and recharges faster.
Mixologist – 2200 Mix the effects of different-colored potions for brand-new effects.	Mutant Beast – 2200 In Beast Form, press Attack 3 to perform a special attack based on which potion is active.
All In – 3000 Hold Attack 1 to pull up to three potions out and release to throw them all at once.	Berserker Boost – 3000 In Beast Form, damaging enemies recharges the Beast Form meter.

Cobra Cadabra: “Charmed and Ready!”



Cobra Cadabra's Stats!

Status:	Skylander
Element:	Magic
Maximum Health:	290
Speed:	70
Armor:	36
Critical Hit:	40
Elemental Power:	46

SPRING AHEAD and STRIKE LUCKY with the Skylander that makes HISSSTORY of the bad guys!

This super-snake isn't just charming, he's quick to strike! Cobra Cadabra will blast enemies into dust with a bewitching song from his magic flute. If he gets really angry, villains know to run for cover or he'll make a complete basket case of them! When Cobra Cadabra was a young magician's apprentice for The Great Mabuni, he devoted all of his time to learning the art of

performing magic. The audience loved him, especially when he enchanted snakes with his magic flute. But although he most longed to be accepted by the guild of Mysteriously Mad Magic Masters of Mystery and trained in the closely guarded secrets of the magic realm, the older magicians denied his request. Disappointed, Cobra Cadabra continued to learn with Mabuni and soon became an excellent enchanter—he even transfixed the magic rabbit enforcers that came to punish him for his secret lessons! The Guild of Masters eventually realized their mistake and decided to allow Cobra Cadabra to become a full magician.

Attack moves:

Magic Flute: Press **Attack 1** to musically blast enemies with your Magic Pungi Flute.

Cobra Basket: Press **Attack 2** to lob Cobra Baskets, which damage nearby enemies to the beat.

Soul Gem Ability: Big Basket Bomb! – 4000: Press **Attack 3** to launch into active Cobra Baskets to create a massive explosion. Prerequisite: Find Cobra Cadabra's Soul Gem in Chapter 14: Operation: Troll Rocket Steal.

Upgrades:

Keep the Beat! – 500: Magic Flute attack does more damage when played to the beat of the music.	
Launch Cobra! – 700: Press Attack 3 to launch forward out of the basket, damaging anything in your path.	
Basket Party – 900: Can have up to ten Cobra Baskets active at once.	
Pungi Power – 1200: Magic Flute attack travels further and does more damage.	
Concerto Cobra Path: Improve Magic Flute attacks.	Master of Baskets Path: Improve Cobra Basket attacks.
<p>Reverb Riff – 1700</p> <p>Magic Flute music notes bounce off walls and enemies and can do extra damage.</p> <p>Ultimate Flute Rock – 2200</p> <p>Magic Flute attack does maximum damage.</p> <p>Snake Charmer's Solo – 3000</p> <p>Hold Attack 1 to play an enchanting song that charms enemies to fight for your cause.</p>	<p>Basket Quintet – 1700</p> <p>Throw five Cobra Baskets at once.</p> <p>Call and Response – 2200</p> <p>Shoot Cobra Baskets with your Magic Flute to power them up.</p> <p>A Tisket, A Tasket – 3000</p> <p>Hold Attack 2 to detonate all active Cobra Baskets.</p>

Spry: “All Fired Up!”



Spry’s Stats!

Status:	Mini
Element:	Magic
Maximum Health:	280
Speed:	70
Aarmor:	18
Critical Hit:	30
Elemental Power:	60

When ADVENTURE CALLS, BLAZE across the skies with the HORNED HERO that was BORN TO BATTLE!

Spry is a rare purple dragon and Miniverse counterpart of Spyro, which means he was destined for greatness from the moment he was born. His mentor Spyro is famous all across Skylands as its most fearless and celebrated defender. He has fought so many battles that stories of his bravery can be traced all the way back to ancient times. Just like Spyro, Spry wants to spend his life having exciting adventures and fighting for the forces of good. He was determined to be the very best fighter from his first day of school at Skylanders Academy, so he mastered flight, fire shields, and flame balls with first-class honors! Spry is now an enthusiastic and proud protector of Skylands.

Attack moves:

Flameball: Press **Attack 1** to breathe balls of fire at your enemies.

Charge: Press and hold **Attack 2** to lower your horns and charge forward, knocking over anything in your way.

Soul Gem Ability: Spry’s Earth Pound! – 4000: In flight, press **Attack 1** to Dive Bomb.

Upgrades:

Long Range Raze – 500: Flameball attacks travel farther.	
Spry’s Flight – 700: Press Attack 3 to fly. Increased speed and resistance while flying.	
Sprint Charge – 900: Can perform Charge attack for increased distance.	
Triple Flameballs – 1200: Shoot three Flameballs at once.	
Sheep Burner Path: Further develop Spry’s Flameball attacks.	Blitz Spry Path: Further develop Spry’s Charging attacks.

<p>Fire Shield – 1700</p> <p>A fire shield appears when using the Flameball attack.</p> <p>Exploding Fireblast – 2200</p> <p>Flameballs do extra damage and the middle one explodes.</p> <p>The Daybringer Flame – 3000</p> <p>Hold Attack 1 to charge up a Flameball attack for maximum damage.</p>	<p>Stun Charge – 1700</p> <p>Enemies hit by Charge attack become stunned.</p> <p>Comet Dash – 2200</p> <p>Charge attack does increased damage.</p> <p>Ibex's Wrath Charge – 3000</p> <p>Charge longer to do extra damage.</p>
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Mini Jini: "Any Last Wishes?"



Mini Jini's Stats!

Status:	Mini
Element:	Magic
Maximum Health:	410
Speed:	85
Armor:	48
Critical Hit:	80
Elemental Power:	60

Say Abra-Ca-STAB-Bra for the magical BLADES that will leave enemies WISHING for escape!

When evil gets you down, brighten your game with a magical spark of positivity! Mini Jini is the Miniverse counterpart of Ninjini, the most famous warrior of the ancient times. When an evil sorceress realized Ninjini's epic skills could bring about her undoing, she banished the magical genie into a tiny, enchanted bottle. But Ninjini refused to accept her fate and spent every day inside her tiny prison, practicing with her swords and gaining strength and skill. After many years, Ninjini finally broke free! Just like her mentor, Mini Jini's impressive powers and positive attitude fit right in with the Skylanders team. She loves blasting from her bottle when enemies least expect it and summoning her magical orbs to leave a lasting impression!

Attack moves:

Wishblades: Press **Attack 1** to swing dual swords for hacking and slashing enemies. Press **Attack 1**, **Attack 1**, hold **Attack 1** for a special combo.

Bottle Blast: Press **Attack 2** to hide inside the bottle. Press **Attack 2** again to blast out in a magical explosion.

Soul Gem Ability: Dazzling Enchantment! – 4000: While inside the bottle, hold down **Attack 3** to put enemies into a trance.

Upgrades:

Surrealistic Spheres – 500: Press Attack 3 to summon magical orbs and cast them toward the enemies.	
Abra-ca-STAB-bra – 700: Wishblades do increased damage.	
Juggling Act – 900: Hold Attack 3 to summon four magical orbs and damage multiple enemies. Prerequisite: Surrealistic Spheres.	
Bottle Rockets – 1200: While inside the bottle, press Attack 1 to launch rockets.	
Swords of Might Path: Empowers Mini-Jini's swords to wreak destruction upon her foes!	Ancient Djinn Magic Path: Harness ancient Djinn magic to improve Mini-Jini's bottle and Surrealistic Sphere attacks.
<p>Wishblade Combos – 1700</p> <p>Press Attack 1, Attack 1, hold Attack 2 for Fling Blade. Press Attack 1, Attack 1, hold Attack 3 for Enchanted Blade.</p> <p>Wishbladespllosion – 2200</p> <p>Hold the Attack 1 button to charge up the swords into an explosive blast.</p> <p>Ultimate Wishblade – 3000</p> <p>Wishblades do maximum damage.</p>	<p>Super Surrealistic Spheres – 1700</p> <p>Magical orbs do more damage and affect a greater area.</p> <p>Ultimate Bottle Rockets – 2200</p> <p>Bottle rockets launch faster, do more damage, and affect a greater area.</p> <p>Buy a Better Bottle – 3000</p> <p>Bottle is stronger and moves faster.</p>

Gusto: "Gusts and Glory!"



Gusto's Stats!

Status:	Trap Master
Element:	Air
Maximum Health:	400
Speed:	60
Armor:	30
Critical Hit:	50
Elemental Power:	25

When the forecast calls for a COOL HEAD, this Trap Master can take the WORLD BY STORM!

He may look big and scary, but deep down Gusto is all heart. He was busy learning to be a cloud wrangler, under the guidance of the mysterious Cloud Dragon, when trouble blew his way. Some nasty Dragon Hunters came searching for the Cloud Dragon in his peaceful homeland of Thunderclap Kingdom, intent on stealing it. Bad news... until Gusto flew by to save the day! After all, he is a master of the wind! Gusto threw his boomerang right at them, again and again, chasing the evildoers away. Of course, our hero got promoted for his exceptional bravery. Gusto now carries a new Traptanium Boomerang and has a hurricane of upgrades for you to unleash!

Attack moves:

Traptanium Boomerang: Press **Attack 1** to throw a Traptanium Boomerang.

Inhaler: Press **Attack 2** to inhale enemies and press **Attack 2** again to spit them out.

Soul Gem Ability: Boomerangs 4 Breakfast! – 4000: Inhale a Traptanium Boomerang in the air for a super-powered attack. Prerequisite: Find Gusto's Soul Gem in Chapter 3: Chompy Mountain.

Upgrades:

The Breath of Life – 500: Regain HP by inhaling enemies.
Twistin' in the Wind – 700: Press Attack 3 to spin around and whack enemies with the boomerang.
Electro-Rang – 900: Hold Attack 1 to charge up the Traptanium Boomerang attack.
Lots of Lungpower – 1200: Can inhale more enemies at a time.

Air Ace Path: Improve Traptanium Boomerang attacks.	Dizzy Destroyer Path: Improve Twistin' in the Wind attacks.
BOOM-erang – 1700 Traptanium Boomerang and Electro-Rang do more damage.	Spin Like the Wind – 1700 Can perform Twistin' in the Wind attack for longer and spawn mini hurricanes.
Rang Me Like a Hurricane – 2200 Traptanium Boomerang attack creates mini hurricanes.	Shocking Twist – 2200 Twistin' in the Wind attack electrocutes enemies.
Boomerang Buddies – 3000 Boomerang attack releases additional 'rangs that orbit and protect Gusto.	Lightning Ball – 3000 Hold Attack 3 to turn into an unstoppable Lightning Ball.

Thunderbolt: “A Storm Is Coming!”



Thunderbolt's Stats!

Status:	Trap Master
Element:	Air
Maximum Health:	410
Speed:	60
Armor:	48
Critical Hit:	30
Elemental Power:	25

When enemies swarm and STORM CLOUDS darken, you know that THUNDERBOLT is in CHARGE!

When Thunderbolt won a contest to let him wield the legendary Storm Sword on his homeland of Mount Cloudpierce, he was very proud. He was given the responsibility to change the seasons in Skylands—what an honor! Although a Frost Mage tried to steal the sword from him at the ceremony, Thunderbolt was quick to fight back, riding through the sky on twin bolts of lightning. What a terrifying sight to behold! Not only did Thunderbolt recover the Traptanium Storm Sword, but he now uses it to protect Skylands as one of the strongest and bravest Trap Masters.

Attack moves:

Traptanium Thundersword: Press **Attack 1** to swing the Traptanium Thundersword.

Storm Clouds: Press **Attack 2** to summon a cloud that rains pain down on enemies.

Soul Gem Ability: Lightning Rain! – 4000: Hold **Attack 1** and then press **Attack 2** to call in a lightning storm. Prerequisite: Find Thunderbolt's Soul Gem in Chapter 12: Time Town.

Upgrades:

Lightning Clouds – 500: Charge up Storm Clouds with the Thundersword, causing them to shoot lightning.	
Hurricane Pain – 700: Press Attack 3 to summon a Twister.	
More Thunder – 900: Traptanium Thundersword does more damage.	
Hurricane Pain Remains – 1200: Twister lasts longer, does more damage, and sucks in clouds. Prerequisite: Hurricane Pain.	
Power Conductor Path: Improve Traptanium Thundersword attacks.	I of the Storm Path: Improve Lightning attacks.
Direct Current – 1700 Press Attack 1, Attack 1, hold Attack 2 for Power Conductor combo.	Stormier and Stormier – 1700 All lightning attacks have extra range and do increased damage.
Thunder Thrust – 2200 Press Attack 1, Attack 1, hold Attack 3 for a Thunder Thrust combo.	Charge It Up – 2200 Charge up Storm Clouds with the Thundersword with extra power.
Just Add Lightning – 3000 Press Attack 1, Attack 1, hold Attack 1 to add some lightning power to your sword slam.	Exploding Clouds – 3000 Storm Clouds can be overcharged with lightning and explode for maximum damage.

Blades: “Looking Sharp!”



Blades’s Stats!

Status:	Skylander
Element:	Air
Maximum Health:	280
Speed:	60
Armor:	30
Critical Hit:	10
Elemental Power:	25

When you’re on the CUTTING EDGE of battle, Blades is the SHARPEST SHOOTER in Skylands—NO FEAR!

Blades showed true courage from the very beginning. After facing his fears in the dungeon of Scalos Castle, he sacrificed his own freedom to save the kingdom from the terrifying Golden Fear Serpent. The serpent had awoken after 100 years asleep, and although Blades was young and dreamt of freedom and adventure more than anything in the world, he agreed to remain a captive in the dungeon forever to keep Skylands safe. Our heroic dragon had faced his ultimate fear—and so the Golden Fear Serpent disappeared, defeated forever! Although Blades can be reckless and likes to show off, he has learned the hard way (in an epic showdown with Machine Magnus!) that being part of a team is the best way to bring down the bad guys! His sharp skill has made him the youngest Skylander to ever earn Legendary status.

Attack moves:

Wing Slice: Press **Attack 1** for a Wing Slice attack. Press **Attack 1, Attack 1**, hold **Attack 1** for a Tail Stab combo.

Blade Shards: Press **Attack 2** to shoot Blade Shards into the ground; perform a Wing Slice to send them flying!

Soul Gem Ability: Instant Swirl Shards! – 4000: Cyclone Swirls automatically contain Blade Shards. Find Blades’ Soul Gem in Chapter One: Soda Springs first.

Upgrades:

Cyclone Swirl – 500: Press Attack 3 to create a Cyclone Swirl attack, damaging anything nearby.

Sharpened Wings – 700: Wing Slice attacks do increased damage.

Shard Harder – 900: Shoot more Blade Shards and at a further distance.

Wind At Your Back – 1200: Cyclone Swirl now follows you around and does extra damage. Prerequisite: Purchase Cyclone Swirl.	
Wind Wielder Path: Improve Cyclone Swirl attacks.	Shard Shooter Path: Improve Blade Shard attacks.
Follow Like the Wind – 1700 Cyclone Swirl follows you more closely and spins Blade Shards faster.	Slice Shards – 1700 Wing Slice attacks occasionally shoot Blade Shards.
Crushing Cyclones – 2200 Enemies inside the Cyclone Swirl take increased damage from other attacks.	Cutting Edge – 2200 Blade Shards do increased damage.
Shielding Swirl – 3000 Cyclone Swirl is bigger and can deflect enemy projectiles.	Shard Shrapnel – 3000 Blade Shards stick to enemies, causing more damage over time.

Full Blast Jet-Vac: “Hawk and Awe!”



Full Blast Jet-Vac’s Stats!

Status:	Skylander
Element:	Air
Maximum Health:	240
Speed:	70
Armor:	30
Critical Hit:	30
Elemental Power:	25

Pull the THROTTLE and TAKE TO THE SKIES with the hero that fights BEAK and CLAW!

Full Blast Jet-Vac is the famous Sky Baron and bravest flyer in Windham. When Jet-Vac showed true honor by sacrificing his magical wings to help a mother save her children in a terrifying raid, Master Eon was very impressed. As a reward for his bravery and loss, Jet-Vac now flies using a super-charged vacuum jet-pack strapped to his body, protecting Skylands and blasting enemies out of the sky! Full Blast Jet-Vac has the same powers as his Mini Sidekick Pet-Vac as well as an extra upgrade called Double Barrel. The Double Barrel upgrade gives Jet-Vac two super-blasting guns to shoot at enemies, instead of his standard Vac Blaster. Make sure you stop and cool down, though—if your guns overheat, Jet-Vac tailspins out of action!

Attack moves:

Vac-Blaster: Press **Attack 1** to shoot enemies with a powerful blast of air.

Suction Gun: Hold **Attack 2** to suck enemies into the spinning fan blades.

Soul Gem Ability: Eagle-Air Battle Gear! – 4000: Jet-Vac gets enhanced resistances and a pretty sweet visor.

Wow Pow! Ability: Double Barrel – 5000: While flying, swap the Vac Blaster for two super-powered guns and hold **Attack 1** to fire continuously until they overheat. Prerequisite: Jet-Vac Jet Pack.

Upgrades:

Feistier Fan – 500: Bigger spinning fan blades on the Suction Gun do increased damage to enemies.	
Jet-Vac Jet Pack – 700: Press Attack 3 to fly and perform new attacks in the air.	
Vac-Blaster 9000 – 900: Vac-Blaster does increased damage.	
Turbine Suction Fan – 1200: Suction Gun attacks do even more increased damage. Prerequisite: Feistier Fan.	
Bird Blaster Path: Further develop Jet-Vac's Vac-Blaster attacks.	Vac-Packeteer Path: Further develop Jet-Vac's Suction and Flight attacks.
<p>Piercing Winds – 1700</p> <p>Vac-Blaster does even more increased damage and pierces multiple enemies.</p> <p>Vac Master-Blaster 20X – 2200</p> <p>Vac-Blaster does maximum damage.</p> <p>Super Suction Air Blaster – 3000</p> <p>Suck up enemies with the Suction Gun, and it gives the Vac-Blaster a super shot.</p>	<p>Tank Reserves – 1700</p> <p>Can remain in flight longer and recharge faster.</p> <p>The Mulcher – 2200</p> <p>Suction Gun attacks do maximum damage.</p> <p>Flying Corkscrew – 3000</p> <p>While flying, press Attack 2 to blast forward and perform a powerful corkscrew attack.</p>

Fling Kong: “Monkey See, Monkey Doom!”



Fling Kong's Stats!

Status:	Skylander
Element:	Air
Maximum Health:	240
Speed:	70
Armor:	12
Critical Hit:	70
Elemental Power:	25

Don't HANG AROUND waiting for a hero; let FLING KONG put an end to the MONKEY BUSINESS!

Master Eon couldn't help but be impressed by the incredible air-fighting skills of Fling Kong, especially after he defeated the greedy General Snot and his band of terrible-smelling Gorilla-Goos! General Snot tried to steal the solid gold idol of Kubla-Wa—but Fling Kong wouldn't take that kind of monkey business! True to his honor as a royal protector of the statue, Fling Kong swept through the troublemakers on his flying rug, flinging cortex discs to take out the thieves. Using the epic fighting skills of Monk-Ru that he'd learned, Fling Kong sent the evil Gorilla-Goos barreling into defeat. The temple was saved and the idol returned! Fling Kong's brave and noble instincts now carry him high above Skylands, fighting to protect the innocent like it's a breeze!

Attack moves:

Power Discs: Press **Attack 1** to fling Power Discs.

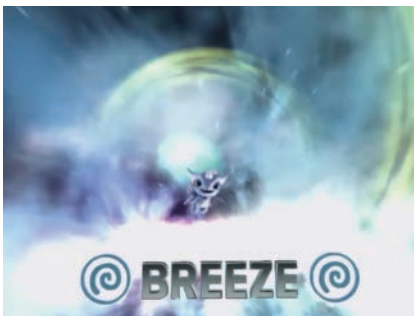
Magic Carpet Dash: Press **Attack 2** to dash forward and smash into enemies.

Soul Gem Ability: Make it Rain! – 4000: Hold **Attack 2** even longer and then release to fly up into the air, unleashing a rain of Power Discs from above. Prerequisite: Find Fling Kong's Soul Gem during Chapter 11: Wilkin Workshop.

Upgrades:

Spiked! – 500: Power Discs with spikes do more damage.	
Cymbal Crash – 700: Press Attack 3 to smash Power Discs together and create sound waves to damage nearby enemies.	
Mad Dash – 900: Hold Attack 2 to charge up the Magic Carpet Dash to do more damage and last longer.	
The Kong Klang – 1200: Hold Attack 3 for a more powerful Cymbal Crash that also stuns enemies. Prerequisite: Cymbal Crash.	
Disc Jockey Path: Improve Power Discs attacks.	Carpet Captain Path: Improve Magic Carpet Dash attacks.
Trick Shot – 1700 Power Discs can go through enemies and bounce off walls. Smash Hit – 2200 Do a Cymbal Crash toward the end of a Magic Carpet Dash for a super-smash combo. A Toss-Up – 3000 Hold Attack 1 to charge up Power Discs for a massive overhead throw.	Smash ‘n’ Dash – 1700 Hitting an enemy with a Magic Carpet Dash makes the dash last longer. Double Whammy – 2200 Throw a Power Disc toward the end of a Magic Carpet Dash for a double-disc combo. Shock Treatment – 3000 Leave a trail of electricity after a Magic Carpet Dash that damages enemies.

Breeze: “Twists of Fury!”



Breeze's Stats!

Status:	Mini
Element:	Air
Maximum Health:	270
Speed:	70
Armor:	18
Critical Hit:	50
Elemental Power:	25

THROW CAUTION TO THE WIND and paint a RAINBOW of DOOM in the fight against evil!

Breeze is a unicorn/dragon hybrid and a proud mini Skylander. She is the Miniverse counterpart of Whirlwind, the beautiful and brave hybrid that fought back trolls single-handedly to save her ancestral species from attack. When Whirlwind needed a sidekick to help fight the evil minions of Kaos, Breeze was first in line! Don't let her size fool you, though—this little firework has the strength of a fully fledged dragon warrior with a unicorn's courage and heart! She commands the wind and clouds to do her bidding and has been known to create the deadliest black holes in all of Skylands.

Attack moves:

Rainbow of Doom: Press **Attack 1** to fire an arced blast of rainbow energy.

Tempest Cloud: Press **Attack 2** to send forth clouds that electrocute enemies. Hold **Attack 2** to make Tempest Clouds travel farther.

Soul Gem Ability: Rainbow of Healing! – 4000: Rainbows heal your allies!

Upgrades:

Rainbow Chain – 500: Rainbows do extra damage—shoot a Tempest Cloud with a Rainbow of Doom and a second rainbow chains off of it.	
Triple Tempest – 700: Have three Tempest Clouds active at once. Tempest Clouds do extra damage.	
Dragon Flight – 900: Press Attack 3 to fly. Speed and armor are increased while flying.	
Dual Rainbows – 1200: Hit a Tempest Cloud with a Rainbow of Doom, and two rainbows will chain off of it. Prerequisite: Rainbow Chain.	
Ultimate Rainbower Path: Further develop Breeze's Rainbow of Doom attack.	Tempest Dragon Path: Further develop Breeze's Tempest Cloud attack.
Double Dose of Rainbow – 1700 Shoot two Rainbows of Doom at once.	Triple Rainbow, It's Full On – 1700 Hit a Tempest Cloud with a Rainbow of Doom, and three rainbows will chain off of it.
Atomic Rainbow – 2200 Rainbow of Doom attack does increased damage.	Tempest Tantrum – 2200 Bigger Tempest Cloud does increased damage with increased range.
Rainbow Singularity – 3000 Hold Attack 1 to charge up a super-powerful Rainbow of Doom black hole.	Tempest Matrix – 3000 Electricity forms between Tempest Clouds that hurts enemies.

Pet Vac: “Hawk ‘N’ AWE!”



Pet Vac's Stats!

Status:	Mini
Element:	Air
Maximum Health:	240
Speed:	70
Armor:	12
Critical Hit:	20
Elemental Power:	25

He may be MINI, but this courageous flying-soldier PACKS A POWERFUL PUNCH!

Pet Vac is the Miniverse counterpart of the famous Sky Baron Jet-Vac, the bravest flyer in Windham. When Jet-Vac showed true honor by sacrificing his magical wings to help a mother save her children in a terrible raid, Master Eon was mightily impressed. As a reward for his bravery and loss, Jet-Vac now flies using a super-charged vacuum jet-pack strapped to his body, protecting Skylands and blasting enemies out of the sky! Pet Vac may be pint-sized, but just like his full-sized hero, he swoops and soars in daring battles—like a true Skylander champion!

Attack moves:

Vac-Blaster: Press **Attack 1** to shoot enemies with a powerful blast of air.

Suction Gun: Hold **Attack 2** to suck enemies into the spinning fan blades.

Soul Gem Ability: Eagle-Air Battle Gear! – 4000: Enhanced armor and a pretty sweet visor.

Upgrades:

Feistier Fan – 500: Bigger spinning fan blades on the Suction Gun do increased damage to enemies.

Jet-Vac Jet Pack – 700: Press Attack 3 to fly and perform new attacks in the air.

Vac Blaster 9000 – 900: Vac-Blaster does increased damage.

Turbine Suction Fan – 1200: Suction Gun attacks do even more increased damage. Prerequisite: Feistier Fan.

Bird Blaster Path: Further develop Pet Vac’s Vac-Blaster attacks.	Vac-Packeteer Path: Further develop Pet Vac’s Suction and Flight attacks.
Piercing Winds – 1700 Vac-Blaster does even more increased damage and pierces multiple enemies.	Tank Reserves – 1700 Can remain in flight longer and recharge faster.
Vac Master-Blaster 20X – 2200 Vac-Blaster does maximum damage.	The Mulcher – 2200 Suction Gun attacks do maximum damage.
Super Suction Air Blaster – 3000 Suck up enemies with the Suction Gun, and it gives the Vac-Blaster a super shot.	Flying Corkscrew – 3000 While flying, press Attack 2 to blast forward and perform a powerful corkscrew attack.

Snap Shot: “Croc and Roll!”



Snap Shot’s Stats!

Status:	Trap Master
Element:	Water
Maximum Health:	290
Speed:	70
Armor:	24
Critical Hit:	30
Elemental Power:	46

TURN THE TIDES of every battle with a SMASH HIT of CROC POWER!

Snap Shot is the sharpest hero in Skylands. He leads the Trap Team into battle every time evil Kaos and his minions threaten the peace. During the infamous battle against the Doom Raiders, Snap Shot used his skills as a world-famous monster hunter to round up all the villains and lock them away in Cloud Cracker Prison—until Kaos set them free again! Now Snap Shot is determined to track the Doom Raiders down and imprison them once more, with the help of the Trap Team. This Crocogator is a no-nonsense veteran of protecting Skylands. His epic archery skills (elf-taught) and hunting skills (he learned to track monsters with the wild wolves!) make Snap Shot a true hero. He once brought down Wolfgang the Werewolf with the simple snap of his Traptanium Arrow—but he still prefers hunting chompies in remote Swamplands for fun.

Attack moves:

Traptanium Arrow: Press **Attack 1** to fire Traptanium arrows.

Crystal Slam: Press **Attack 2** to perform a Crystal Slam.

Soul Gem Ability: A Shard Act to Follow! – 4000: Crystal Slam in the air creates a new Traptanium attack. Prerequisite: Find Snap Shot's Soul Gem in Chapter 4: Phoenix Psanctuary.

Upgrades:

Sure Shot Croc – 500: Hold Attack 1 to charge up a Traptanium Arrow attack.	
Torrential Tidepool – 700: Hold Attack 3 to create a controllable Torrential Tidepool.	
Super Slam – 900: Hold Attack 2 to charge up an extra powerful Crystal Slam.	
Amazing Arrow – 1200: Improved Traptanium Arrow does extra damage.	
Crackshot Croc Path: Improve Traptanium Arrow attacks.	Tide Turner Path: Improve Tide Turner attacks.
<p>Arrowsplosion – 1700</p> <p>Traptanium Arrows now explode on impact.</p> <p>Traptanium Flechette – 2200</p> <p>Shards of Traptanium splinter off arrows doing additional damage.</p> <p>Hydro Arrow – 3000</p> <p>Hold Attack 1 to charge up a Water Element-infused Traptanium Arrow.</p>	<p>Big Wave Torrent – 1700</p> <p>Torrential Tidepool is bigger and does more damage.</p> <p>Water Trap – 2200</p> <p>Enemies caught in Torrential Tidepool become trapped.</p> <p>What's Kraken? – 3000</p> <p>Torrential Tidepool now calls forth the power of the Kraken!</p>

Lob-Star: “Star Bright, Star Fight!”



Lob-Star’s Stats!

Status:	Trap Master
Element:	Water
Maximum Health:	240
Speed:	60
Armor:	30
Critical Hit:	40
Elemental Power:	46

If there’s SOMETHING FISHY on the tides of Skylands and you’re getting steamed by the bad guys, get **BACK IN THE ACTION** with LOB-STAR!

When you’re dishing out trouble to bad guys, make sure you have Lob-Star on the side! Following his passion for all things food, Lob-Star opened his own top-notch restaurant. He served only the very best delicacies and grew quite famous! Soon his reputation brought the impressive King Fish to his table—but that brought trouble! A hungry Leviathan (a terribly huge monster fish with lots of sharp teeth) tried to eat the guests and kidnap King Fish! Oh Snap! Luckily, Lob-Star was secretly trained in a mysterious fighting style and managed to send the Leviathan to the packing house! Sadly, Lob-Star’s secret identity was blown. In honor of his hard work and dedication to the art of fighting, he was given Traptanium Throwing Stars and declared to be one of Skylands’ finest Trap Masters!

Attack moves:

Starshooter: Press **Attack 1** to shoot Traptanium Stars. Shoot faster when “Boiled.”

Boiling Temper: Press **Attack 2** to release a steam blast. Hold **Attack 2** to boil up with rage, increasing speed and power.

Soul Gem Ability: The Boiler! – 4000: Improve Boiling Temper attacks. Prerequisite: Find Lob-Star’s Soul Gem in Chapter 6: Rainfish Riviera.

Upgrades:

Lob-Star Roll – 500: Press Attack 3 to dash and evade attacks. Go faster and further while Boiled.

Sharp Shot – 700: New Traptanium Stars do increased damage.

Boiling Over – 900: Release steam while boiling to repel enemies. Tap Attack 2 to let off more steam.

Lob-Star Express – 1200: Lob-Star Roll is faster and knocks away enemies. If Boiled, releases a steam blast afterward. Prerequisite: Lob-Star Roll.	
Shooting Star Path: Improve Starshooter attacks.	Hard Boiled Path: Fully charge up the Boiling Temper attack to release the ultimate steam blast.
<p>Super Stars – 1700</p> <p>While Lob-Star is Boiled, Traptanium Stars do increased damage and cut through enemies.</p> <p>Twice the Starpower – 2200</p> <p>Hold Attack 1 and release to shoot two Traptanium Stars at once.</p> <p>Star Defense – 3000</p> <p>Hold Attack 1 longer to create more Traptanium Stars for protection. Prerequisite: Twice the Starpower.</p>	<p>Getting Steamed! – 1700</p> <p>After getting hit by enemies, automatically release steam to damage them right back.</p> <p>Self E-Steam – 2200</p> <p>All steam abilities get stronger and consume less Boiling Power.</p> <p>Full Steam Ahead – 3000</p> <p>Leave a trail of damaging steam behind. Prerequisite: Self E-Steam.</p>

Tidal Wave Gill Grunt: “Fear the Fish!”



Tidal Wave Gill Grunt's Stats!

Status:	Skylander
Element:	Water
Maximum Health:	270
Speed:	50
Armor:	6
Critical Hit:	50
Elemental Power:	25

If you need a FIN FOR THE WIN, make a SPLASH with the GILLMAN that NEVER GIVES UP!

Forever searching for his lost mermaid love, Gill Grunt is a romantic at heart. He practices singing love ballads (terribly!) while he travels around Skylands, courageously defending against the evil Doom Raiders. Once he traveled to Deep Water Wasteland to search for a missing fragment of the Mask of Power before evil Kaos could use it to cast Skylands into a world of Darkness. After a crazy bar brawl with a Cloud Kraken and the pirate crew of the Fearsome Fang, Gill Grunt followed a city of entranced merpeople to the cavern of Captain Grimslobber, where he fought for their freedom and recovered the missing water fragment. What a hero! You can be sure that whenever Kaos rears his ugly head, Tidal Wave Gill Grunt will always be ready for him!

Attack moves:

Harpoon Gun: Press **Attack 1** to shoot high-velocity harpoons at your enemies.

Power Hose: Press and hold **Attack 2** to spray water at your enemies to knock them back.

Soul Gem Ability: Anchor Cannon! – 4000: Hold **Attack 1** to charge Anchor Cannon.

Wow Pow! Ability – Ride the Leviathan! – 5000: In Jet Pack Mode, press **Attack 2** to ride a giant Leviathan, taking out anything in its path. Prerequisite: Water Jetpack.

Upgrades:

Barbed Harpoons – 500: Harpoons do increased damage.	
High Pressure Hose – 700: Power Hose attack does extra damage and knocks enemies back further.	
Harpoon Repeater – 900: Harpoons reload faster.	
Water Jetpack – 1200: Press Attack 3 to fly until the Water Jetpack runs out. Increased speed and armor while flying.	
Harpooner Path: Further Develop Gill Grunt's Harpoon attacks.	Water Weaver Path: Further Develop Gill Grunt's Power Hose and Jetpack skills.
<p>Quadent Harpoons – 1700</p> <p>Harpoons do even more increased damage.</p> <p>Piercing Harpoons – 2200</p> <p>Harpoons travel straight through enemies and hit new targets.</p> <p>Tripleshot Harpoon – 3000</p> <p>Shoot three Harpoons at once.</p>	<p>Reserve Water Tank – 1700</p> <p>The Power Hose and Water Jetpack never run out of water.</p> <p>Boiling Water Hose – 2200</p> <p>Power Hose attack does even more increased damage.</p> <p>Neptune Gun – 3000</p> <p>When using the Power Hose, press Attack 1 to launch exploding creatures.</p>

Echo: “Let’s Make Some Noise!”



Echo’s Stats!

Status:	Skylander
Element:	Water
Maximum Health:	270
Speed:	50
Armor:	42
Critical Hit:	20
Elemental Power:	46

Summon the SUBSONIC SIREN if you’re sinking fast in a fight—she’ll BURST THE BUBBLE of trouble every time!

Living in a bubble of silence isn’t fun at all, especially for a little Water Dragon with a big voice. Echo lived near the magical Pearl of Wisdom in a kingdom on the bottom of the ocean. Showing off her subsonic singing talent was her favorite pastime, but it always got her in trouble. The Water Dragons were only allowed to whisper in case they offended the visitors that came to seek the Pearl’s wisdom each day. But Echo quickly found her voice when a greedy band of seahorses tried to steal the Pearl and keep it for themselves! Echo let out a sonar blast, shattering the unbreakable bubble the Aqua Jocks had cast around it! They fled, terrified of the thundering sound waves that chased them home. Echo returned the Pearl of Wisdom to its rightful throne in a huge oyster shell and all of the Water Dragons nearby cheered (very quietly—they hadn’t used their voices for so long they had almost disappeared!). Her explosive sonic screams now blast away bad guys all over Skylands.

Attack moves:

Siren Scream: Hold **Attack 1** for a Siren Scream, damaging enemies.

Bubble Bombs: Press **Attack 2** to create explosive bubbles that move to the beat.

Soul Gem Ability: Call of the Siren! – 4000: Use Siren Scream on a Bubble Bomb to put enemies in a painful trance. Prerequisite: Find Echo’s Soul Gem in Chapter 10: The Secret Sewers of Supreme Stink.

Upgrades:

Sonic Slam – 500: Press Attack 3 to create a sonic slam, damaging enemies on the ground.	
Pitch Control – 700: Can hold the Siren Scream notes for longer, doing more damage.	
Four-Beat – 900: Deploy up to four Bubble Bombs at any one time, which now do extra damage.	
Subsonic – 1200: Sonic Slam now creates an aftershock that deals extra damage. Prerequisite: Sonic Slam.	
Bubble Up Path: Improve Bubble Bomb attacks.	Singalong Path: Improve Siren Scream attacks.
<p>Bubble Shield – 1700</p> <p>Hold Attack 2 to protect yourself in a bubble that absorbs damage until it pops.</p> <p>Power Pop – 2200</p> <p>All Bubble Bombs do maximum damage at an increased range.</p> <p>Burst My Bubble – 3000</p> <p>While in a Bubble Shield, press Attack 3 to make it explode and damage nearby enemies. Prerequisite: Bubble Shield.</p>	<p>Ultimate Pitch Control – 1700</p> <p>Hold Attack 1 indefinitely for a never-ending Siren Scream.</p> <p>Scream Out – 2200</p> <p>Quickly press Attack 1 again after a Siren Scream to deliver a powerful shout attack.</p> <p>Ultrasound – 3000</p> <p>Hold Attack 3 to charge the Sonic Slam attack and unleash another, more powerful burst.</p>

Flip Wreck: "Making Waves!"



Flip Wreck's Stats!

Status:	Skylander
Element:	Water
Maximum Health:	300
Speed:	60
Armor:	30
Critical Hit:	30
Elemental Power:	39

Don't BOTTLE up your troubles—call the SEA SLAMMER that FLIPS evil on its head!

Some Skylanders are born heroes—and Flip Wreck is no exception. When his homeland of Bottlenose Bay needed a shield against evil, this courageous dolphin swam in flipper first! He had been exploring shipwrecks near his underwater village when a hidden army of Ice Vikings attacked. As the other dolphins tried helplessly to escape, Flip Wreck scoured the graveyard of shipwrecks for a weapon and shield, then fought every last Ice Viking until their bravery melted to puddles and they jumped ship and disappeared forever. Victorious, Flip Wreck decided to make even more of a splash in Skylands, so he joined the Skylanders to battle Kaos and his evil minions as well!

Attack moves:

Sea Saw: Press **Attack 1** to swing the saw sword.

Wheeling and Dealing: Press **Attack 2** to hop on the wheel shield, damaging anything in your path.

Soul Gem Ability: Sea Slammer! – 4000: While riding the wheel shield, press **Attack 1, Attack 1, Attack 1** to slam down on the ground.

Prerequisite: Find Flip Wreck’s Soul Gem in Chapter 9: Mystic Mill.

Upgrades:

Wheel Shield Bash – 500: Press Attack 3 to bash enemies with the wheel shield.	
Splash Damage – 700: Hold Attack 1 to blast enemies with your blowhole.	
Super Sea Saw – 900: Sea Saw does increased damage.	
Shield Mode – 1200: Hold Attack 3 to enter Shield Mode, invulnerable to enemy attacks.	
Fish Commander Path: Improve Wheeling & Dealing attacks.	Sword Specialist Path: Improve Sea Saw attacks.
Fish?!? – 1700 Press Attack 3 to release fish projectiles while riding the Wheel Shield.	Sword Swells – 1700 Press Attack 1, Attack 1, Attack 1 to gush forward a damaging water swell.
Homing Fish – 2200 Press Attack 3 to release a fish projectile that hops toward enemies.	Sea Saw Combos – 2200 Press Attack 1, Attack 1, hold Attack 2 for Whirlpool combo. Press Attack 1, Attack 1, hold Attack 3 for an Undersea Ambush combo.
Endless Fish – 3000 While riding the wheel shield, hold Attack 3 to shoot unlimited fish projectiles.	Blowhole Blaster – 3000 Splash Damage attack has more range and does increased damage.

Thumpling: “Hail to the Whale!”



Thumpling's Stats!

Status:	Mini
Element:	Water
Maximum Health:	460
Speed:	40
Armor:	30
Critical Hit:	50
Elemental Power:	25

MAKE WAVES with a WHIRLPOOL of damage and hear your enemies WHALE with pain!

When you love to fish as much as Thumpling does, you'll dive in to any fight to turn the tide on evil, just to get a well-deserved fishing break afterward! Thumpling is a loyal and brave hero who is always around when his friends need help. He's the Miniverse counterpart of the monstrous whale-beast Thumpback. Thumpback was once a pirate on the dreaded ship *The Phantom Tide*. Rather than pillaging and causing havoc across Skylands like his crew-mates, Thumpback preferred to relax on deck for a spot of deep-sky fishing. This was all well and good until the day a Leviathan Cloud Crab pulled him overboard and took him for a ride! Giving up pirating for the heroic life of a Skylander was the best decision Thumpback ever made—because now Thumpling has the ultimate mentor combo—a fighting and fishing partner!

Attack moves:

Anchor Assault: Press **Attack 1** to swing Thumpling's anchor at enemies. Press **Attack 1**, **Attack 1**, hold **Attack 1** for a special combo!

Belly Flop: Press **Attack 2** to dive into a belly flop, damaging enemies.

Soul Gem Ability: Blowhard! – 4000: While belly sliding, press **Attack 1** to spray water and starfish.

Upgrades:

A Whale of a Chomp – 500: Press Attack 3 for a big, whale-sized chomp.
Slippery Belly – 700: Slide longer after a Belly Flop and do increased damage.
The Whalest Chomp – 900: Bigger, most powerful Whale Chomp attack.
Now There's an Anchor! – 1200: Increases Anchor Assault's damage.

<p>Anchor's A-Yay! Path: Provides more upgrades for the Anchor attacks.</p>	<p>Up Close and Personal Path: Provides more upgrades for the Belly Flop and Chomp attacks.</p>
<p>Thumpling Combos – 1700</p> <p>Press Attack 1, Attack 1, and hold Attack 2 for Power Swing. Press Attack 1, Attack 1, and hold Attack 3 for Whirlpool Ripper.</p> <p>Bermuda Triangle – 2200</p> <p>Increase the power of the Whirlpool Ripper combo attack. Prerequisite: Thumpling Combos.</p> <p>Ultimate Anchor – 3000</p> <p>Best anchor you can find! Does maximum damage.</p>	<p>Breakfast in Bed – 1700</p> <p>While belly sliding, press Attack 3 to chomp enemies.</p> <p>Armor of the Sea – 2200</p> <p>Seashells make for better armor.</p> <p>Bad Sushi – 3000</p> <p>Hold the Attack 3 button to release a stream of projectile water vomit, damaging enemies.</p>

Gill Runt: “Fear the Fish!”



Gill Runt's Stats!

Status:	Mini
Element:	Water
Maximum Health:	270
Speed:	50
Armor:	6
Critical Hit:	50
Elemental Power:	25

When you're after a POWER HO(U)SE of FURY, call the FLYING FISH that NEVER GIVES UP!

Gill Runt is the best kind of fish to have around in a tight spot—he's brave and loyal and loves to make a splash! Just like his full-sized counterpart, Gill Grunt, this Mini Skylander is at his best in a water fight. His harpoon gun is always locked and loaded, and he thrills to blast enemies with his high-pressure power hose and exploding starfish. Every day, Gill Runt travels alongside his mentor in an endless quest to protect Skylands from evil and to search for Gill Grunts' one true love—an enchanting mermaid from the misty lagoons who was kidnapped by cruel pirates.

Attack moves:

Harpoon Gun: Press **Attack 1** to shoot high-velocity harpoons at your enemies.

Power Hose: Press and hold **Attack 2** to spray water at your enemies to knock them back.

Soul Gem Ability: Anchor Cannon! – 4000: Hold **Attack 1** to charge Anchor Cannon.

Upgrades:

Barbed Harpoons – 500: Harpoons do increased damage.	
High-Pressure Hose – 700: Power Hose attack does extra damage and knocks enemies back further.	
Harpoon Repeater – 900: Harpoons reload faster.	
Water Jetpack – 1200: Press Attack 3 to fly until the water jetpack runs out. Increased speed and armor while flying.	
Harpooner Path: Further Develop Gill Runt's Harpoon attacks.	Water Weaver Path: Further Develop Gill Runt's Power Hose and Jetpack skills.
<p>Quadent Harpoons – 1700</p> <p>Harpoons do even more increased damage.</p> <p>Piercing Harpoons – 2200</p> <p>Harpoons travel straight through enemies and hit new targets.</p> <p>Tripleshot Harpoon – 3000</p> <p>Shoot three Harpoons at once.</p>	<p>Reserve Water Tank – 1700</p> <p>The Power Hose and Water Jetpack never run out of water.</p> <p>Boiling Water Hose – 2200</p> <p>Power Hose attack does even more increased damage.</p> <p>Neptune Gun – 3000</p> <p>When using the Power Hose, press Attack 1 to launch exploding creatures.</p>

Jawbreaker: “Down For the Count!”



Jawbreaker’s Stats!

Status:	Trap Master
Element:	Tech
Maximum Health:	340
Speed:	50
Armor:	12
Critical Hit:	70
Elemental Power:	25

If you’ve GOT A SCORE TO SETTLE, bring more POWER TO THE PUNCH with JAWBREAKER! He’s a KNOCKOUT!

Jawbreaker isn’t just a robot—he’s a punchy hero that knows how to stand out from the crowd. When a massive army of Gear Trolls broke into the underground machines running the Sky Train intent on taking over, Jawbreaker knocked aside his old life of following rules and plundered the bad guys into submission. They surrendered and ran away—leaving the Sky Train all set to get back on schedule. In honor of his individuality and courage, Jawbreaker was made into an honorary Trap Master. Now, his magnetic personality shines as brightly as his Traptanium Fists!

Attack moves:

Traptanium Punch: Press **Attack 1** to throw a powerful punch with big, Traptanium fists.

Robo Rage Mode: Press **Attack 3** to enter Robo Rage Mode, moving faster, punching harder, and doing more damage.

Soul Gem Ability: Hypercharged Haymaker! – 4000: Hold **Attack 3** to charge up a powerful, electromagnetic punch. Prerequisite: Find Jawbreaker’s Soul Gem in Chapter 1: Soda Springs.

Upgrades:

Ragin’ Robo Rage – 500: Robo Rage Mode lasts even longer.
Spark Shock – 700: Press Attack 3 to punch the ground and release a wave of electric sparks.
Alternating Current – 900: Punching in Robo Rage Mode shocks enemies, doing extra damage over time.
Heavy Hands – 1200: Traptanium Punches do more damage.

High Voltage Path: Improve Spark Shock attacks.	Out-RAGE-ous Path: Improve Robo Rage Mode attacks.
Static Cling – 1700 Spark Shock attack sticks to enemies, doing damage over time.	Jolting Jab – 1700 Punching in Robo Rage Mode creates static bursts, which damage other enemies.
Hands Off – 2200 Getting hit by an enemy automatically releases a wave of electric sparks.	Defense Firmware Update – 2200 Take less damage while in Robo Rage Mode.
Sparking Interest – 3000 Constantly release electric sparks in Robo Rage Mode.	Punch for Power – 3000 Stay in Robo Rage Mode longer by landing punches.

Gearshift: "All Geared Up!"



Gearshift's Stats!

Status:	Trap Master
Element:	Tech
Maximum Health:	300
Speed:	70
Armor:	24
Critical Hit:	40
Elemental Power:	39

Kick your game into OVERLOAD and send enemies SPINNING with a super-charged attack made from all the right GEAR!

When Gearshift was created, she seemed to be the perfect successor to King Mercurus, the royal monarch of Metallana. But although he loved her like a daughter, Gearshift's wild spirit couldn't be kept tamed. Far under the kingdom of the robot island, Gearshift spent her days engineering the great machines that kept the city turning. One day, an army of Undead Stormriders laid siege upon the city, intent on taking her father as a prisoner! Although the king was angry to learn his daughter had not been performing her royal duties, soon he was prouder than ever. She saved her father by escaping with him underground—to the very place she had spent so many years working. She encouraged her subjects that they were strong enough to fight back by arming herself with their royal symbol—The Great Gear—and, of course, led them to victory!

Attack moves:

Traptanium Gear: Press **Attack 1** to perform a Traptanium Gear attack, depending on which mode you are in.

Mode Toggle: Press **Attack 2** to toggle between Hoop Mode, Dual Mode, and Fragment Mode, all with different attacks.

Soul Gem Ability: Swing Shift! – 4000: Traptanium Gear is more powerful and can switch modes much faster. Prerequisite: Find Gearshift's Soul Gem in Chapter 13: The Future of Skylands.

Upgrades:

Gear Grind – 500: Press Attack 3 to cartwheel forward, damaging anything in your path.	
Gear Saw – 700: Press Attack 2 to switch modes and release a Gear Saw. Gear Grind into it to make it spin again.	
Many Mini-Gears – 900: Press Attack 3 to Gear Grind and release a bunch of dangerous Mini-Gears. Prerequisite: Gear Grind.	
Mini-Gear Distribution – 1200: After Mini-Gears are released, press Attack 1 in Hoop Mode to knock Mini-Gears into enemies. Prerequisite: Many Mini-Gears.	
Dual Mode Duelist Path: Improve attacks in Dual Mode.	Fragment Mode Freak Path: Improve attacks in Fragment Mode.
Spare Parts – 1700 In Dual Mode, press Attack 1, Attack 1, Attack 1 to release a Gear Saw.	Enhanced Fragmentation – 1700 In Fragment Mode, press Attack 1 to fire more fragments out.
Keep 'em Spinning – 2200 In Dual Mode, press Attack 1 to hit a Gear Saw and make it spin longer.	Kick It Into High Gear – 2200 In Fragment Mode, press Attack 1 to also release Mini-Gears.
Geared Up – 3000 Gear Saws are larger and occasionally release Mini-Gears.	Hardware Overload – 3000 In Fragment Mode, repeatedly press Attack 1 to lob out a ton of Mini-Gears.

Chopper: "Dino Might!"



Chopper's Stats!

Status:	Skylander
Element:	Tech
Maximum Health:	250
Speed:	60
Armor:	6
Critical Hit:	50
Elemental Power:	25

Do DINO-SIZED damage to have a ROARING good time with Skylands' BLAST FROM THE PAST!

Chopper may be a little T-Rex, but he's sure leaving a mighty footprint on Skylands! In his custom-built Gyro-Dino-Exo-Suit, there's no escape once Chopper sets his homing missiles and blasts evil out of sight with a ferocious roar! He's not all scare, though; Chopper once saved his whole village by flying each dino to safety when they became trapped by an erupting volcano during a ceremonial hunt. Later, he bravely flew in to save Flynn after an attack by Kaos on the Dread-Yacht. Together, they hijacked an old Arkeyan Copter to return to Skylander Academy and help thwart evil Kaos's plans. Never underestimate the Dino Destructive Power of Chopper when he's on a mission!

Attack moves:

Raptor Rockets: Press **Attack 1** to shoot Raptor Rockets.

Chopper Blades: Press **Attack 2** to fly into enemies with Chopper Blades.

Soul Gem Ability: Ultimate Dino Destruction! – 4000: Press **Jump** twice to enter Flight Mode, then press **Attack 3** to release a rocket strike of epic proportions. Prerequisite: Find Chopper's Soul Gem in Chapter 5: Chef Zeppelin.

Upgrades:

Roar! – 500: Press Attack 3 to unleash a powerful roar attack.	
Rev'd Up Rockets – 700: Raptor Rockets do extra damage.	
Homing Missiles – 900: Raptor Rockets seek out enemies for a sure hit.	
Better Blades – 1200: Chopper Blades do extra damage.	
Roar Like Never Before Path: Improve Roar attacks.	Blaster from the Past Path: Improve Raptor Rocket and Chopper Blades attacks.

<p>Call of the Wild – 1700</p> <p>Roar attack does extra damage and travels further.</p> <p>R.O.A.R. Missiles – 2200</p> <p>Hold Attack 1 to charge up Raptor Rockets to release super Rage of All Raptor Missiles.</p> <p>King of the Jurassic Jungle – 3000</p> <p>Roar attack does maximum damage, with maximum range. Prerequisite: Call of the Wild.</p>	<p>The Bigger the Boom – 1700</p> <p>Raptor Rockets create bigger explosions, doing extra damage.</p> <p>Props to You – 2200</p> <p>Chopper Blades do maximum damage.</p> <p>More Missile – 3000</p> <p>Hold Attack 1 to charge up Raptor Rockets to release bigger missiles doing more damage.</p>
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Tread Head: “Tread and Shred!”



Tread Head's Stats!

Status:	Skylander
Element:	Tech
Maximum Health:	270
Speed:	85
Armor:	18
Critical Hit:	20
Elemental Power:	25

Make your enemies EAT DUST when this SUPER-CHARGED RACER hits HIGH GEAR!

Tread Head is a Skylander who knows that winning isn't everything—bravery and kindness make the true champions shine! Before becoming a Skylander, Tread Head desperately wanted to win the super-fast road race at Dizzying Dunes. But even after building a supersonic racing pod all by himself, he still gave up first place to fight away a horde of nasty goblin troops that threatened to block the other contestants. His wheelies and backfires are famous for blasting away villains when he's in a tight spot!

Attack moves:

Wheelie: Press **Attack 1** to speed up and pop a wheelie right through enemies.

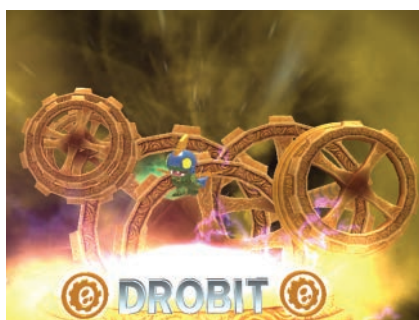
Backfire Blast: Press **Attack 2** to shoot enemies behind you with backfire from your cycle.

Soul Gem Ability: Rocket Boost! – 4000: Once you hit maximum speed in Wheelie Mode, press **Attack 3** to rocket boost off of a ramp. Prerequisite: Find Tread Head’s Soul Gem in Chapter 9: Mystic Mill.

Upgrades:

Pedal to the Metal – 500: Perform the Wheelie attack for longer.	
Spin Out! – 700: Press Attack 3 for a spin attack—any damage you take while spinning is cut in half.	
Tread Heavily – 900: Bigger treads equal bigger damage from the Wheelie attack.	
Kick Up Some Dust – 1200: Spin Out! attack does extra damage around a larger area. Prerequisite: Spin Out!	
Drag Racer Path: Improve Wheelie attacks.	Pavement Peeler Path: Improve Spin Out! attacks.
Spike a Wheelie – 1700 Spiked wheels make the Wheelie attack do extra damage.	Eat My Dust – 1700 Enemies hit by the Spin Out! attack are slowed down by a dust cloud.
Go Out With a Bang – 2200 Shoot out a massive backfire during the last stage of a Wheelie.	Spray It, Don’t Say It – 2200 In Wheelie Mode, make tight turns to spray enemies with dirt and rocks.
Burning Rubber – 3000 Leave a fire trail during the last stages of a Wheelie.	Fire Spin – 3000 The Spin Out! attack goes so fast that it sets the ground on fire.

Drobit: “Blink and Destroy!”



Drobit’s Stats!

Status:	Mini
Element:	Tech
Maximum Health:	290
Speed:	60
Armor:	24
Critical Hit:	20
Elemental Power:	25

For TACTICAL skill, summon the DRAGON with unparalleled BRAIN-POWER to CUT the COMPETITION!

Drobit is a clever mini-dragon with awesome fighting skills and a heart of gold. Every battle is a chance to out-smart the enemy, and with his laser-gun eyes and robotic flying suit, Drobit sure does it in style! He is the Miniverse Sidekick of Drobot, a genius dragon who never quite fit in with his friends. When Drobot had the misfortune of crashing onto a deserted island, it turned out to be his lucky day—the island was a treasure trove of abandoned technology. Drobot used the parts to build himself an unbeatable fighting suit and proudly offered his skills to Master Eon. Just like his mentor, Drobit loves nothing more than using his dizzying intellect to crunch enemies and numbers in the battle against evil for Skylands.

Attack moves:

Mega Blasters: Press **Attack 1** to shoot rapid-fire laser blasts out of your eyes.

Tactical Bladegears: Press **Attack 2** to deploy Bladegears that ricochet off of walls and pummel enemies.

Soul Gem Ability: Afterburners! – 4000: Fly faster, and afterburners damage enemies.

Upgrades:

Thruster Flight – 500: Hold Attack 3 to have Drobit fly. Drobit gets increased speed and armor while flying.	
Galvanized Bladegear – 700: Bladegears do increased damage.	
Axon Focus Crystals – 900: Eye Blasters do increased damage.	
Hover Mode – 1200: Hold Attack 3 to have Drobit hover. Prerequisite: Thruster Flight.	
Master Blaster Path: Further develop Drobit's Blaster attacks.	Clockwork Dragon Path: Further develop Drobit's Bladegear attacks.
Dendrite Focus Crystals – 1700 Eye Blasters do even more increased damage.	Depleted Uranium Bladegears – 1700 Bladegears do even more increased damage.
Antimatter Changes – 2200 Eye Blaster beams explode on contact, doing damage to enemies.	Explosive Bladegears – 2200 Bladegears explode on contact, doing damage to nearby enemies.
Quadratic Blasters – 3000 Press Attack 1 to shoot lasers out of your wings as well.	Tri-spread Bladegears – 3000 Press Attack 2 to shoot three Bladegears at once.

Trigger Snappy: “No Gold, No Glory!”



Trigger Snappy's Stats!

Status:	Mini
Element:	Tech
Maximum Health:	200
Speed:	70
Armor:	30
Critical Hit:	50
Elemental Power:	25

Let the GUN-SLINGING GREMLIN with the GOLDEN TOUCH super-charge your PISTOLS!

This crazy mini-gremlin is all tongue-lolling tricks and fun, especially when there are villains to chase out of town! He's a crack shot too! He shoots oodles of coins from his handcrafted golden weapons with giddy laughter and hopping feet; he just can't keep still! His guns can shoot golden beams of light to bring down the bad guys; in fact, this Miniverse Skylander is unstoppable! One thing is for certain—he always leaves the townsfolk cheering as they gather the treasures he happily leaves behind! With guns a-blazing and a wacky grin on his face, this is one Mini Skylander that won't be left out of a fight!

Attack moves:

Golden Pistols: Press **Attack 1** to shoot rapid-fire coins out of both Golden Pistols.

Lob Goblin Safe: Press **Attack 2** to lob golden safes at your enemies.

Soul Gem Ability: Infinite Ammo! – 4000: Golden Machine Gun has unlimited Ammo.

Upgrades:

Golden Super Charge – 500: Hold Attack 1 to charge up your Golden Pistols, then release to fire a bullet that does extra damage.

Pot 'o Gold – 700: Throw a Pot of Gold, which deals increased damage.

Golden Mega Charge – 900: Charge up your Golden Pistols longer to do even more damage.

Golden Machine Gun – 1200: Hold Attack 3 to activate Golden Machine Gun and swivel its aim using the left control stick.

<p>Golden Frenzy Path: Further develop Trigger Snappy's Golden Gun attacks.</p>	<p>Golden Money Bags Path: Further develop Trigger Snappy's throwing skills.</p>
<p>Happiness is a Golden Gun – 1700 Golden Pistols deal increased damage.</p> <p>Bouncing Bullets – 2200 Golden Pistols' bullets bounce off walls.</p> <p>Golden Yomato Blast – 3000 Charge up your Golden Pistols even longer to do maximum damage. Prerequisite: Happiness is a Golden Gun.</p>	<p>Just Throwing Money Away – 1700 Lob attacks have longer range.</p> <p>Coinspllosion – 2200 Lob attacks explode in a shower of damaging coins.</p> <p>Heads or Tails – 3000 Toss a giant coin that deals extra damage. If it lands on heads, it turns into a mine, damaging enemies that touch it.</p>

Wildfire: “Bringing the Heat!”



Wildfire's Stats!

Status:	Trap Master
Element:	Fire
Maximum Health:	330
Speed:	60
Armor:	30
Critical Hit:	30
Elemental Power:	25

FUEL THE FIRE of your fight with a LION'S SHARE of fury!

There's no taming the flames of Wildfire's fury when he throws himself into a fight! This golden lion began as an initiate in the Rite of Infernos for the Fire Claw Clan, a special test of courage and skill for all young lions. In the dark night of the dangerous fire plains, Wildfire set out to prove his bravery and worth, determined not to be excluded because he was different. Little did he know he would return that night a hero! When he discovered the other initiates being attacked by a giant flame scorpion, Wildfire burst into the fray! He hid them beneath his enchanted shield and took its powers into his golden body, morphing into a warrior to be feared above all others. His reputation has been known to send the Troll Bombers scuttling to their ships with only a warning!

Attack moves:

Traptanium Shield Bash: Press **Attack 1** for a single Shield Bash attack. Press **Attack 1, Attack 1** and **Attack 1, Attack 1, Attack 1** for Shield Bash combos.

Chains of Fire: Press **Attack 2** to summon the Chains of Fire, which not only burn enemies but pull them closer.

Soul Gem Ability: Lion Form! – 4000: Hold **Attack 1** to enter Heatshield Mode, then press **Attack 1** again to transform into a wild Fire Lion.
Prerequisite: Find Wildfire's Soul Gem in Chapter 8: Telescope Towers.

Upgrades:

Heat Shield – 500: Hold Attack 1 to use the Heat Shield for protection and damage to nearby enemies.	
Extra Chains – 700: Chains of Fire can now pull four enemies at once.	
Fire Roar – 900: Press Attack 3 to unleash a Fire Roar attack.	
Hotter Heat Shield – 1200: Heat Shield now burns brighter and does extra damage. Prerequisite: Heat Shield.	
Shield Slasher Path: Improve Traptanium Shield Bash attacks.	Chain Champion Path: Improve Chains of Fire attacks.
Burning Bash – 1700 Press Attack 1, Attack 1, hold Attack 2 for a Heat Wave combo.	Lots of Chains – 1700 Chains of Fire can now pull five enemies at once.
Fire Spin – 2200 Press Attack 1, Attack 1, hold Attack 3 for a Fire Spin combo.	Blazing Breath – 2200 Fire Roar has longer range and does extra damage.
Searing Slam – 3000 Press Attack 1 in the air for a Searing Slam attack.	No Escape! – 5000 Chains of Fire have a wider area of effect and can pull five enemies at once. Prerequisite: Lots of Chains.

Ka-Boom: “Boom Time!”



Ka-Boom's Stats!

Status:	Trap Master
Element:	Fire
Maximum Health:	250
Speed:	60
Armor:	12
Critical Hit:	80
Elemental Power:	39

BURN UP the bad guys with the MASTER BLASTER of FIRE POWER!

There's no escaping the deadly aim and firepower of Ka-Boom's epic machinery creations—he's an inventor with an iron fist! When evil Captain Ironbeard and his fleet of greedy pirates threatened to invade the Munitions Forge where he worked, Ka-Boom got really fired-up! He forged a weapon that would make cannon-fodder of even the most deadly pirates, and soon they were on the run. His Traptanium Cannonballs and jumping fire explosions blast a hole through the ranks of evil every time!

Attack moves:

Traptanium Cannonballs: Press **Attack 1** to shoot Traptanium Cannonballs.

Cannon Jump: Press **Attack 2** to blast the ground and leap toward an enemy, leaving a big explosion.

Soul Gem Ability: Missile Rain! – 4000: Mortar Strike attack now rains down fiery Traptanium Missiles. Prerequisite: Find Ka-Boom's Soul Gem in Chapter 18: The Ultimate Weapon.

Upgrades:

Jumpquake – 500: Cannon Jump now creates an earthquake that damages nearby enemies over time.	
Mortar Strike – 700: Press Attack 3 to fire exploding cannonballs into the air. Hold Attack 3 to aim your shot.	
The Long Ranger – 900: Increases the range of the Mortar Strike attack.	
Cannon Charge – 1200: Hold Attack 1 to charge up the cannon and release to fire a more powerful Traptanium Cannonball.	
Cannonball Runner Path: Improve Traptanium Cannonball attacks.	Jumping Juggernaut Path: Improve Cannon Jump attacks.

<p>Bouncing Balls – 1700</p> <p>Traptanium Cannonballs ricochet off of walls.</p> <p>Super Bouncing Balls – 2200</p> <p>Traptanium Cannonballs bounce between enemies.</p> <p>Triple Shot – 3000</p> <p>Shoot three Traptanium Cannonballs at once.</p>	<p>Fire Fly – 1700</p> <p>Scorch all enemies in the path of Ka-Boom's Cannon Jump.</p> <p>Big Air – 2200</p> <p>Cannon Jump has a greater area of effect and stuns enemies.</p> <p>Triple Jump – 3000</p> <p>Can do three Cannon Jump attacks in a row without having to rest.</p>
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Torch: "Fire It Up!"



Torch's Stats!

Status:	Skylander
Element:	Fire
Maximum Health:	230
Speed:	60
Armor:	12
Critical Hit:	40
Elemental Power:	25

BRING THE HEAT on evil with a fearless fighter who has ENERGY TO BURN!

Dragons are a girl's best friend—unless they're the evil kind! Torch loved spending sweltering days in the dragon stables, helping her grandfather tend the kind guard dragons of her village. But one day she was caught out in the cold—the terrifying Snow Dragon attacked her village and breathed an enormous ice glacier across the land, freezing all the other villagers inside! Torch was hopping mad—but one step ahead! She grabbed her Firespout Flamethrower and set off to battle the cruel dragon on her own terms. With a blaze of glory and a flaming whip of her fiery hair, Flame defeated the Snow Dragon and the villagers melted back to safety. All but one—her grandfather was missing! Now, Torch carries his lucky flaming horseshoe to fire up villains and bring them down to size as she searches fearlessly for him across Skylands.

Attack moves:

Blazing Bellows: Press and hold **Attack 1** to roast enemies with a flame-thrower attack.

Flaming Horseshoes: Press **Attack 2** to pitch Flaming Horseshoes that stick to enemies.

Soul Gem Ability: The Incinerator! – 4000: Press **Attack 1** rapidly to create the ultimate flamethrower. Prerequisite: Find Torch's Soul Gem in Chapter 9: Mystic Mill.

Upgrades:

Heating Up – 500: Blazing Bellows attack shoots farther and does extra damage.	
Flaming Hair Whip – 700: Press Attack 3 to whip flaming hair around and knock back nearby enemies.	
Pyro Pendant – 900: Enemies with Flaming Horseshoes stuck to them take extra damage from fire.	
Blue Flame – 1200: Hold Attack 1 for a little longer, and flames turn blue, doing extra damage and going through enemies.	
Forged in Flames Path: Improve Blazing Bellows and Flaming Hair attacks.	Maid of Metal Path: Improve Flaming Horseshoe attacks.
<p>Scorched Earth Policy – 1700</p> <p>Blazing Bellows attack now sets the ground on fire, damaging anyone who touches it.</p> <p>Hair's Getting Long – 2200</p> <p>Flaming Hair Whip has increased range and does extra damage.</p> <p>Double Barrel Bellows – 3000</p> <p>Bigger Blazing Bellows flames.</p>	<p>Extra Hot Shoes – 1700</p> <p>Flaming Horseshoes stuck to enemies do additional damage to them over time.</p> <p>Fireworks Display – 2200</p> <p>Flaming Horseshoes will explode upon wearing off.</p> <p>Hopping Mad Horseshoes – 3000</p> <p>Use a fire attack on a Flaming Horseshoe and it comes to life, attacking enemies.</p>

Trail Blazer: “The Mane Event!”



Trail Blazer’s Stats!

Status:	Skylander
Element:	Fire
Maximum Health:	270
Speed:	85
Armor:	18
Critical Hit:	30
Elemental Power:	25

With a **BLAZING HORN** and **STAMPEDE** of **FIREBALL FURY**, this Skylander is just getting **WARMED UP!**

Trail Blazer is a noble unicorn who always fights for justice. If he sees a fellow Skylander in a situation that seems unfair, he’ll stampede in to help settle the score. When a mystical unocorn (a rare creature that sprinkles enchanted cinnamon from its Churro Horn!) was caught in a trap, Trail Blazer did the only thing he knew was right—he used his horn to cut it from the twisted net. As it turns out, freeing the unocorn was a stroke of good luck—it sprinkled cinnamon all over Trail Blazer as it tried to escape, setting his elemental fire alight! Well, that sure got him all fired up! After chasing away the cruel hunters in a blasting flame of fury, Trail Blazer decided to put his fire power to good use by joining the Skylanders’ quest.

Attack moves:

Fireball: Press **Attack 1** to shoot Fireballs.

Roundhouse Kick: Press **Attack 2** to deliver a Roundhouse Kick.

Soul Gem Ability: Heat Wave! – 4000: Hold **Attack 1** to charge up the Fireball attack, then release for a wave of fire. Prerequisite: Find Trail Blazer’s Soul Gem in Chapter 13: The Future of Skylands.

Upgrades:

Bring the Heat – 500: Fireball attack does extra damage.
Stampede – 700: Press Attack 3 for a charge attack, shooting fire out of your horn.
Bucking Bronco – 900: Hold Attack 2 to go into Bucking Bronco Mode, kicking in every direction.
Fuel to Fire – 1200: All attacks do extra damage.

<p>Equine Excellence Path: Improve Stampede attacks.</p>	<p>Fireballer Path: Improve Fireball attacks.</p>
<p>Flaming Forms – 1700</p> <p>Two flaming forms accompany you during the Stampede attack.</p> <p>Firewalker – 2200</p> <p>Stampede attack leaves behind a trail of fiery footprints that damage enemies.</p> <p>Triple Fireballs – 3000</p> <p>Shoot three Fireballs at a time.</p>	<p>Kick it Up a Notch – 1700</p> <p>Roundhouse Kick and Bucking Bronco attacks have increased power and duration.</p> <p>Bouncing Fireballs – 2200</p> <p>Fireballs now bounce along the ground and travel further.</p> <p>Not His 1st Rodeo – 3000</p> <p>Hold Attack 2 to stay in Bucking Bronco Mode for longer and kick up extra flame dust.</p>

Hog Wild Fryno: “Crash and Burn!”



Hog Wild Fryno’s Stats!

Status:	Skylander
Element:	Fire
Maximum Health:	330
Speed:	60
Armor:	6
Critical Hit:	20
Elemental Power:	25

Don’t PLAY WITH FIRE when you’re in the HOT SEAT; summon the HORN WITH SCORN to smash enemies with a single PUNCH!

Don’t ever let Hog Wild Fryno catch you out telling a fib! This hot-tempered rhino is a stickler for the truth. When he found out that his gang of biker friends, the Blazing Biker Brigade, had been up to no good stealing from the villagers of Skylands, he was raging mad. When Fryno confronted them, the bikers refused to return the stolen possessions, or even to say sorry—big mistake! Wild Hog Fryno decided to teach them a red-hot lesson. He flew into a rage, fighting every biker until they were running scared. Hog Wild Fryno then set upon the task of making up for all the wrong they had done in Skylands. Before long, the Skylanders decided that Hog Wild Fryno, because of his integrity and bravery, had the makings of a great protector of Skylands. Now he and his new friends are the hottest gang in town!

Attack moves:

Brawl: Press **Attack 1** to punch nearby enemies. The speed and damage of punches are increased depending on heat.

Heated: Press **Attack 2** repeatedly to smash the ground and increase the heat level.

Soul Gem Ability: Madness Maxed! – 4000: Press **Attack 2** rapidly to make Fryno even more heated. So angry!

Wow Pow! Ability: Burning Rubber – 5000: While riding the motorcycle, hold **Attack 2** to go into a power drift, blasting enemies with molten rocks.

Upgrades:

The Horn and The Hog – 500: Press Attack 3 to dash forward, dealing damage to enemies in the way. When heated, Fryno jumps on a motorcycle to deal damage to nearby enemies.	
Built Tough – 700: Health is increased (probably from punching the ground so much).	
Fired Up! – 900: Press Attack 2 repeatedly to throw a tantrum and become heated. Tantrums now have increased range and damage.	
Molten Fury – 1200: All attacks do increased damage when Fryno is heated.	
Brawler Path: Improve punching attacks.	Hot Shop Path: Improve motorcycle attacks.
<p>Hot Hands – 1700</p> <p>Hold Attack 1 to rapidly punch nearby enemies and release heat.</p> <p>Spiked Up – 2200</p> <p>New metal gloves cause Hot Hands to do increased damage. Prerequisite: Hot Hands.</p> <p>Temperature Tantrum – 3000</p> <p>Nearby enemies take damage while Fryno is heated.</p>	<p>Born to Ride – 1700</p> <p>The Horn and The Hog will always summon a molten motorcycle.</p> <p>Hot Rod – 2200</p> <p>All attacks with the motorcycle do increased damage.</p> <p>Crash and Burn – 3000</p> <p>Fryno throws the motorcycle at the end of a dash, causing a massive explosion that damages nearby enemies. (Who's paying for that?)</p>

Weeruptor: “Born to Burn!”



Weeruptor’s Stats!

Status:	Mini
Element:	Fire
Maximum Health:	290
Speed:	50
Armor:	18
Critical Hit:	30
Elemental Power:	25

BURN UP the bad guys with a LAVA-LAUNCHING HOT HEAD for a VICTORY of VOLCANIC proportions!

Weeruptor never means to lose his temper, but when villains start causing trouble in his part of town, he burns up inside. As a brand-new student on his way to Skylander Academy, Weeruptor became the unfortunate victim of an evil scheme by Kaos—he was pushed overboard onto a life raft and left floating in the sea! Weeruptor’s fiery body soon burnt through the raft and he almost fell into the wet sea—disaster! He grabbed a branch and was rescued by Cali, Tessa, and Whiskers right as the branch began to snap! Just like his full-sized counterpart Eruptor, Weeruptor throws molten fireballs and spews an avalanche of lava all around to damage enemies.

Attack moves:

Lava Lob: Press **Attack 1** to lob blobs of lava at your enemies.

Eruption: Press **Attack 2** to erupt into a pool of lava, damaging enemies all around you.

Soul Gem Ability: Mega Magma Balls! – 4000: Shoot up to three Magma Balls at a time that do extra damage.

Upgrades:

Big Blob Lava Throw – 500: Lava Blob attack gets bigger and does increased damage.
Fiery Remains – 700: Lava Blobs leave behind pools of flame when they hit the ground.
Eruption-Flying Tephra – 900: Lava balls shoot out during the Eruption attack.
Magma Ball – 1200: Press Attack 3 to spit out Magma Balls.

<p>Magmantor Path: Further develop Weeruptor's Lava Blobs and Magma Balls.</p>	<p>Volcanor Path: Further develop Weeruptor's Eruption attacks.</p>
<p>Heavy Duty Plasma – 1700</p> <p>Lava Blobs bounce and travel further.</p> <p>Lava Blob Bomb – 2200</p> <p>Lava Blobs explode and damage nearby enemies.</p> <p>Beast of Conflagration – 3000</p> <p>Lava Blobs do increased damage in the form of a fiery beast.</p>	<p>Quick Eruption – 1700</p> <p>It takes much less time to perform an Eruption attack.</p> <p>Pyroxysmal Super Eruption – 2200</p> <p>Eruption attack does increased damage.</p> <p>Revenge of Prometheus – 3000</p> <p>Eruption causes small volcanoes to form, doing extra damage. Prerequisite: Pyroxysmal Super Eruption.</p>

Small Fry: "Crash and Burn!"



Small Fry's Stats!

Status:	Mini
Element:	Fire
Maximum Health:	330
Speed:	60
Armor:	6
Critical Hit:	20
Elemental Power:	25

You can't CAGE THE RAGE of the RED HOT REV-HEAD who CHARGES THROUGH evil!

Small Fry is a tiny rhino with a big temper! Just like his full-sized mentor Fryno, this hot-headed Skylander is a stickler for the truth. When Fryno found out that his own gang of biker friends, the Blazing Biker Brigade, had been stealing things, he was raging mad. But Fryno returned all the stolen possessions to the villagers of Skylands and then taught those bad bikers a lesson they wouldn't forget by chasing them right out of town. These days, nothing gets by the rhino team. Whenever evil rears its head in Skylands, you can always count on Small Fry to ride into the fight beside Fryno, burning rubber on his motorcycle and revving up the bad guys!

Attack moves:

Brawl: Press **Attack 1** to punch nearby enemies. The speed and damage of punches are increased depending on heat.

Heated: Press **Attack 2** repeatedly to smash the ground and increase the heat level.

Soul Gem Ability: Madness Maxed! – 4000: Press **Attack 2** rapidly to make Small Fry even more heated. So angry!

Upgrades:

The Horn and The Hog – 500: Press Attack 3 to dash forward, dealing damage to enemies in the way. When heated, Small Fry jumps on a motorcycle to deal damage to nearby enemies.	
Built Tough – 700: Health is increased (probably from punching the ground so much).	
Fired Up! – 900: Press Attack 2 repeatedly to throw a tantrum and become heated. Tantrums now have increased range and damage.	
Molten Fury – 1200: All attacks do increased damage when heated.	
Brawler Path: Improve punching attacks.	Hot Shop Path: Improve motorcycle attacks.
<p>Hot Hands – 1700</p> <p>Hold Attack 1 to rapidly punch nearby enemies and release heat.</p> <p>Spiked Up – 2200</p> <p>New metal gloves cause Hot Hands to do increased damage. Prerequisite: Hot Hands.</p> <p>Temperature Tantrum – 3000</p> <p>Nearby enemies take damage while Small Fry is heated.</p>	<p>Born to Ride – 1700</p> <p>The Horn and The Hog will always summon a molten motorcycle.</p> <p>Hot Rod – 2200</p> <p>All attacks with the motorcycle do increased damage.</p> <p>Crash and Burn – 3000</p> <p>Small Fry throws the motorcycle at the end of a dash, causing a massive explosion that damages nearby enemies. (Who's paying for that?)</p>

Head Rush: "Taking Charge!"



Head Rush's Stats!

Status:	Trap Master
Element:	Earth
Maximum Health:	340
Speed:	60
Armor:	48
Critical Hit:	10
Elemental Power:	25

SHATTER the bad guys with a BATTLECRY that grips destiny BY THE HORNS!

Sometimes all it takes to defeat evil is to find your voice. Head Rush lived on a quiet farming island that she dearly loved. For years it was ruled by an evil Harvest Sphinx who turned the villagers into slaves. One day, Head Rush refused to let her family and friends succumb to his tyranny anymore, so she gathered all her courage and lifted her horns high and proud. She bolted through the village toward the evil Sphinx, yodeling a cry of freedom! The villagers realized that together they were far more powerful than any one person alone. They followed Head Rush into battle against the Sphinx until he was banished forever. This courageous Trap Master now uses her Traptanium horns to defend and inspire the villagers of Skylands every day!

Attack moves:

Traptanium Horns: Press **Attack 1** to head bash enemies; hold **Attack 1** to charge ahead.

Stomp! Press **Attack 2** to stomp the ground so hard that anything nearby takes damage.

Soul Gem Ability: Horns Aplenty! – 4000: New Traptanium Horns do ultimate damage. Prerequisite: Find Head Rush's Soul Gem in Chapter 11: Wilikin Workshop.

Upgrades:

Mega Stomp – 500: Press Attack 2, Attack 2, Attack 2 for a Mega Stomp combo.
Yodel – 700: Press Attack 3 to perform a powerful yodel attack, damaging all enemies within earshot.
Stomping on Air – 900: While in the air, press Attack 2 to stomp down with more power.

Charge Control – 1200: Can turn while performing a charge attack, which also does extra damage.	
Lungs of Steel Path: Improve Yodel attacks.	Stomp Harder Path: Improve Stomp attacks.
High Note – 1700 Yodel attack does extra damage.	A Stomp to Remember – 1700 Stomp attack does extra damage.
Modulate Yodel – 2200 Yodel attack does even more damage, and you can control the pitch.	Power Steering – 2200 Turning during a charge attack makes it do additional extra damage with each turn.
Forget Breaking Glass – 3000 Yodel attack is so loud, it destroys the ground beneath you.	Omega Stomp – 3000 Stomp attack does extra damage and destroys the ground beneath you.

Wallop: “Hammer It Home!”



Wallop’s Stats!

Status:	Trap Master
Element:	Earth
Maximum Health:	300
Speed:	60
Armor:	18
Critical Hit:	50
Elemental Power:	25

When you’re HOT under the collar fighting MINIONS and machines, SMASH through with the master of MELTDOWN POWER!

Wallop’s hard-hitting Traptanium Hammers come in handy when you’re in a tight spot. Once, he helped the Skylanders defeat the evil musical genius Wolfgang the Werewolf and his Troll minions, locking them safely back in Cloudcracker Prison. Before he became a Trap Master, Wallop spent his days learning to forge weapons in his homeland of Mount Scorch. With strength and unrelenting effort, he shaped hot metal into hammers and swords in the boiling lava pits of the volcano. But Wallop wasn’t the only creature to call the grumbling volcano home. An enormous fire viper who had been hibernating in the coals awoke to the sounds of his hammers and—STRIKE!—attacked the peaceful tribe of Mount Scorch! Wallop leapt in action, thrashing and slamming his hammers at the beast until it fled from the volcano, never to be seen again!

Attack moves:

Traptanium Hammer: Press **Attack 1** to swing the mighty Traptanium Hammers.

Hammer Toss: Press **Attack 2** to toss Traptanium Hammers, which smash down with mighty force.

Soul Gem Ability: Now That's a Hammer! – 4000: Hold **Attack 2** to charge up the Hammer Toss and make super hammers. Prerequisite: Find Wallop's Soul Gem in Chapter 3: Chompy Mountains.

Upgrades:

Tantrum Mode – 500: Rapidly press Attack 1 to enter Tantrum Mode.	
Hammer Slammer – 700: Hammer Toss attack does extra damage.	
When Hammers Collide – 900: Press Attack 3 to spin both hammers into the battlefield, which then smash together.	
Cutting Edge – 1200: New Traptanium Hammers do extra damage.	
Tantrum Thrower Path: Improve Tantrum Mode attacks.	Hammer Handler Path: Improve Hammer Toss attacks.
Instant Tantrum – 1700 Hold Attack 1 to instantly enter Tantrum Mode.	Better with Shrapnel – 1700 Tossed Hammers shoot out Traptanium shrapnel on impact.
Total Meltdown – 2200 Hold Attack 1 to remain in Tantrum Mode for longer and do extra damage.	What a Collision! – 2200 The When Hammers Collide attack creates a bigger explosion that does extra damage.
Aftershock Wave – 3000 Release a powerful wave of Earth energy after coming out of Tantrum Mode.	Traptanium Splinters – 3000 Traptanium shrapnel from Hammer Toss sticks to enemies and does damage over time.

Fist Bump: “Knock, Knock...Too Late!”



Fist Bump's Stats!

Status:	Skylander
Element:	Earth
Maximum Health:	280
Speed:	60
Armor:	30
Critical Hit:	20
Elemental Power:	25

Get your HANDS DIRTY in every fight with the GROUND-BREAKING skills of a ROCK STAR!

Fist Bump may look like a hard case, but he's a party animal at heart! His break-dancing moves are always the talk of the town. (When he gets too excited, he tends to break the dance floor!) Before he became a Skylander, this rock panda had been in hibernation for many years. The Bubbling Bamboo Forest was peaceful—perfect for a good, long nap—until the day the evil Greebles came! The Greebles decided it was the perfect place to set up camp. They tore down trees and ripped up the earth to prepare for building. What a mess! Fist Bump woke as they began smashing rocks with their huge machines of destruction. He flew into a rage at the sight of them and smashed the ground with his fists of stone until it shattered beneath their feet. The rock-crunching machines broke into little pieces, and the evil Greebles ran for their lives! With the forest peaceful once more, Fist Bump set off to crush the plans of evildoers everywhere as part of the Skylander team.

Attack moves:

Panda Pound: Press **Attack 1** to smash the ground and also activate Fault Lines.

Fault Line Slam: Press **Attack 2** to slam the ground so hard, it creates Fault Lines.

Soul Gem Ability: Riding the Rails! – 4000: Walking creates Fault Lines and mini fault cracks. Prerequisite: Find Fist Bump's Soul Gem in Chapter 7: Monster Marsh.

Upgrades:

Seismic Slide – 500: Press Attack 3 to slide across the ground and ram into enemies.	
Panquake – 700: Panda Pound attack creates mini fault cracks, and performing it in the air creates Fault Lines.	
Hold The Line – 900: Fault Lines travel further.	
Don’t Bump Fist Bump – 1200: All Fault Lines are automatically activated when you take damage.	
Rowdy Richter Path: Improve Fault Line attacks.	Bamboo Bonanza Path: Grow Bamboo from your Fault Lines.
Fault Lines in Glass Houses – 1700 When Fault Lines are activated, some of them shoot stones at enemies.	Healing Bamboo – 1700 When Fault Lines are activated, some of them spawn bamboo. Slide into them to regain HP.
Quake ‘n’ Bake – 2200 Activated Fault Lines are more powerful and do extra damage.	Bamboo Harvest – 2200 Perform a Panda Pound in the air, and bamboo plants explode, damaging enemies.
A Bolder Boulder – 3000 When Fault Lines are activated, some shoot spikey boulders at enemies.	Jump for It – 3000 Can perform a Panda Pound in the air much quicker and create an extra Fault Line.

Rocky Roll: “Roll with It!”



Rocky Roll’s Stats!

Status:	Skylander
Element:	Earth
Maximum Health:	270
Speed:	60
Armor:	30
Critical Hit:	40
Elemental Power:	25

When you’re stuck between a ROCK and a HARD PLACE, ROLL with the duo that make RUBBLE of the rebels!

This dynamic duo are best friends with a common goal—traveling through Skylands to help make it a better place for everyone! Both knew there was a greater adventure out there waiting for them after mining school. Rocky graduated as a first-class rock digger, and Roll impressed the whole school with his final Boulder Dash performance, but soon they went their separate ways. As fate would have it after years apart, Roll and Rocky ended up on the same journey to achieve their childhood dream of visiting Peek’s Peak, a mystical place where true destinies are foretold. There they discovered that they were an unbeatable team! Together, they set off to explore and protect Skylands, turning every day into an epic adventure.

Attack moves:

Spit Ball: Press **Attack 1** to have Roll spit out a bouncing rock projectile.

Boulder Dash: Press **Attack 2** to perform a Boulder Dash charge attack.

Soul Gem Ability: Boulder Posse! – 4000: Press **Attack 3** to increase the amount of boulders in the Boulder Barrier, all the way up to nine.

Prerequisite: Find Rocky Roll’s Soul Gem in Chapter 12: Time Town.

Upgrades:

Boulder Barrier – 500: Press Attack 3 to form a protective Boulder Barrier; then press Attack 3 again to launch the boulders out.	
Rock On – 700: Spit Ball and Boulder Barrier attacks do more damage.	
Bouncy Attack Mode – 900: Press Attack 3 to create Boulder Barriers; then hold Attack 2 to enter Bouncy Attack Mode.	
Moh Boulders – 1200: Press Attack 3 to increase the number of boulders in the Boulder Barrier from three to six. Prerequisite: Boulder Barrier.	
Geological Grandmaster Path: Improve Spit Ball attacks.	Rolling Rumbler Path: Improve Roll attacks.
Super Spit Ball – 1700 Hold Attack 1 to charge up your Spit Ball attack into a giant boulder projectile.	Let’s Roll – 1700 Rapidly press Attack 2 to rev up the Boulder Dash for more damage and speed.
Rock Hardest – 2200 Spit Ball and Boulder Barrier attacks do maximum damage.	Roll with the Punches – 2200 In Bouncy Attack Mode, press Attack 1 to perform a spinning fist attack.
Triple Spit Balls – 3000 Shoot three Spit Balls at once that ricochet into smaller boulders.	Rocky Boxing – 3000 In Bouncy Attack Mode, press Attack 2 to throw a dashing punch attack.

Bop: "Rock and Roll!"



Bop's Stats!

Status:	Mini
Element:	Earth
Maximum Health:	310
Speed:	50
Armor:	12
Critical Hit:	20
Elemental Power:	25

CRUSH evil by a LANDSLIDE with the IRON TAIL of DRAGON DESTRUCTION!

Growing up as a dragon in Miniverse Skylands is a challenge, especially if you can't fly. But Bop has never been one to give up when the going gets tough—he just gets tougher! Just like his mentor Bash, this Miniverse Skylander has a very thick skin. He uses it to his best advantage by rolling into a ball and powering through enemies, knocking them flat with his spiky spines. When the villains close in, Bop calls on the rocky earth to smash upward, breaking through evil in one swift blow. Although he'll never fly, Bop found a better way to use his talents: to tear through obstacles that threaten Skylands—the true mark of a hero!

Attack moves:

Tail Swipe: Press **Attack 1** to swing your tail around to attack 360 degrees of enemies.

Rock and Roll: Hold **Attack 2** to roll into a ball and then over your enemies.

Soul Gem Ability: Triceratops Honor Guard! – 4000: New armor makes you harder to hit.

Upgrades:

Tennis Tail – 500: Deflect incoming objects with your Tail Swipe.	
Iron Tail – 700: Tail Swipe does increased damage.	
Summoning Stone Projection – 900: Hold Attack 3 to summon a rock wall; hit it with your Tail Swipe to launch rocks.	
Double Roll – 1200: Use the Roll attack for twice as long.	
Granite Dragon Path: Further develop Tail Swipe & Summoning attacks.	Pulver Dragon Path: Further develop Roll attack.

<p>Mace of Destruction – 1700</p> <p>Tail Swipe does more increased damage.</p> <p>Summoning: Stone Uppercut – 2200</p> <p>Stone Projection does increased damage.</p> <p>Gaia Hammer – 3000</p> <p>Hold Attack 1 to charge up the Tail Swipe and do extra damage. Prerequisite: Mace of Destruction.</p>	<p>Pulver Roll – 1700</p> <p>Roll attack does increased damage.</p> <p>Earthen Force Roll – 2200</p> <p>Roll does more damage and can roll right through enemy attacks.</p> <p>Continental Boulder – 3000</p> <p>Become a giant ball while rolling—roll faster and do even more damage. Prerequisite: Pulver Roll.</p>
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Terrabite: “It’s Beatin’ Time!”



Terrabite’s Stats!

Status:	Mini
Element:	Earth
Maximum Health:	310
Speed:	50
Armor:	18
Critical Hit:	30
Elemental Power:	25

Unleash the KING OF THE RING to slam evil UNDERGROUND!

There’s no stopping Terrabite when this shark gets his fins dirty! He loves a good fight and always plays to win, especially if there’s money involved! Terrabite transforms the earth around him, smashing down mountains and burrowing underground, ready to spring up and attack his enemies when they least expect it. With his school of dirt-sharks in multi-attack mode, Terrabite does extra damage, leaving the villains quaking in fear! He’s a skilled boxer and loves to hear his mentor Terrafin recount stories of when he battled Kaos and the Cyclops Choppers to protect the Core of Light.

Attack moves:

Punch: Press **Attack 1** to punch the enemy. Press **Attack 1, Attack 1**, hold **Attack 1** to perform a combo.

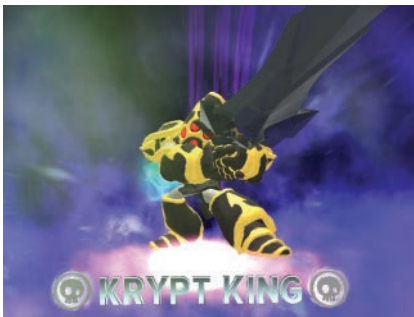
Earth Swim: Press **Attack 2** to burrow underground, and press **Attack 1** to perform a belly flop.

Soul Gem Ability: Surface Feeder! – 4000: Collect power-ups while burrowed.

Upgrades:

Brass Knuckles – 500: Punch attacks do increased damage.	
Mega Bellyflop – 700: Belly flop does increased damage and affects a larger area.	
Feeding Frenzy – 900: Press Attack 3 to spawn mini-sharks that burrow and latch onto enemies.	
Multi Target Punches – 1200: Punch attack hits multiple enemies.	
Sand Hog Path: Further develop burrowing abilities.	Brawler Path: Further develop punching abilities.
Master Earth Swimmer – 1700 Increased speed while burrowing.	Pugilist – 1700 Press Attack 1, Attack 1, hold Attack 2 for Body Slam. Press Attack 1, Attack 1, hold Attack 3 for Uppercut.
Homing Frenzy – 2200 Mini-sharks home in on enemies and do extra damage.	Spiked Knuckles – 2200 All punch attacks do even more damage!
Razorfin – 3000 While burrowed, your dorsal fin does damage to enemies.	Frenzy Shield – 3000 You launch mini-sharks at enemies who damage you.

Krypt King: "I've Got the Edge!"



Krypt King's Stats!

Status:	Trap Master
Element:	Undead
Maximum Health:	300
Speed:	60
Armor:	24
Critical Hit:	40
Elemental Power:	32

When EVIL creeps under darkness, summon the KING from the KRYPT to champion your fight in true ARKEYAN style!

It was a sad and lonely life for the ghost of a noble knight as he wandered from town to town in Skylands. He had nobody (literally, no body!) at all, so one day, when he found an empty suit of armor in an ancient Arkeyan weapon vault, he tried it on. Terrible idea! The armor was booby trapped! A battalion of evil machines smashed out of a secret chamber and launched an attack on the poor spirit. In defiance, he took up the great sword of his

new armor and bravely fought back. As he fought, the ancient power of the Arkeyans filled his spirit. The Krypt King summoned a swarm of insects to aid his attack and battled the machines with his broadsword until he defeated every one of them. His honor led him to the Skylanders, to whom he offered his undying service in haunting evil wherever it lurks.

Attack moves:

Traptanium Broadsword: Press **Attack 1** to swing the Traptanium Broadsword. Press **Attack 1, Attack 1, Attack 1** for a combo attack.

The Swarm: Press **Attack 2** to release a swarm of Undead insects that seek out enemies.

Soul Gem Ability: Unlimited Traptanium Works! – 4000: Landing a critical hit causes swords to rain down upon Krypt King’s enemies. Prerequisite: Find Krypt King’s Soul Gem in Chapter 7: Monster Marsh.

Upgrades:

Haunted Sword – 500: Press Attack 3 to release the Traptanium Broadsword and steer it toward enemies.	
Spectral Slowdown – 700: Haunted Sword slows down all enemies it touches.	
The Broader the Broadsword – 900: Traptanium Broadsword attack does extra damage with greater reach.	
Super Swarm – 1200: Hold Attack 2 to charge up the Swarm attack to unleash a larger swarm.	
Lord of the Sword Path: Improve Traptanium Broadsword attacks.	Swarm Summoner Path: Improved Swarm attacks.
<p>Enchanted Armor – 1700 Armor is increased upon defeating an enemy.</p> <p>The Rich Get Richer – 2200 Attacks do increased damage after defeating an enemy.</p> <p>Combo Attacks – 3000 Press Attack 1, Attack 1, Attack 2 for Sabre Spin Combo. Press Attack 1, Attack 1, Attack 3 for Nether Blast Combo.</p>	<p>Stunning Sting – 1700 Swarm attack now stuns enemies.</p> <p>Stir Up the Swarm – 2200 Hit the Swarm with your Traptanium Broadsword to power it up.</p> <p>Parasitic Power – 3000 Get healed by the Swarm after it dies.</p>

Short Cut: “Cut to the Chase!”



Short Cut's Stats!

Status:	Trap Master
Element:	Undead
Maximum Health:	280
Speed:	70
Armor:	18
Critical Hit:	80
Elemental Power:	39

Trust Traptanium SHEARS to CUT evil down to size and leave the bad guys ALL SEWN UP!

Short Cut was famous for his flair with fashion, but before he became one of Eon's finest, the Skeleton Pirates had him all stitched up! They kidnapped him onto a flying sailing ship and forced him to sew a magic hat made of stolen golden yarn. Short Cut knew the hat would be used to foretell the future of the people of Skylands—and in the mean hands of the Skeleton leader, that meant disaster! While the members of the crew were snoring in their bunks, Short Cut swiftly sewed their clothes together and left them in a tangle! With his giant shears, he slit the sails and hemmed the pirate prisoners inside. Now, that's a fancy way to cut down the bad guys!

Attack moves:

Traptanium Scissors: Press **Attack 1** to snip away with Traptanium Scissors.

Phantom Puppets: Press **Attack 2** to summon puppet minions who attack enemies.

Soul Gem Ability: Scissor Stilts! – 4000: Hold **Attack 1** and press **Attack 2** to walk on the Traptanium Scissors like stilts, damaging anything in your path. Prerequisite: Find Short Cut's Soul Gem in Chapter 17: Lair of the Golden Queen.

Upgrades:

Cutting Frenzy – 500: Rapidly press Attack 1 to go into a cutting frenzy.
Nether Needle – 700: Press Attack 3 to shoot a Nether Needle and pull enemies you hit in closer.
No Strings Attached – 900: Cut a Puppet's string with Traptanium Scissors to make it faster and more powerful.

Cut Through Worlds – 1200: Hold Attack 1 and release to cut open a rift into another dimension.	
Scary Seamster Path: Upgrade Traptanium Scissor attacks.	Puppet Master Path: Upgrade Phantom Puppet attacks.
Treacherous Tangle – 1700 Enemies reeled in by the Nether Needle are tangled up in thread.	Go Out with a Bang – 1700 Phantom Puppets explode before disappearing, damaging anything around them.
Super Snips – 2200 Enemies tangled up in thread take extra damage from Scissor attacks.	Puppet Population – 2200 Can summon more Phantom Puppets at a time, and all do extra damage.
Threadsplosion – 3000 After an enemy becomes untangled, an explosion occurs, doing extra damage.	Paging Dr. Puppets – 3000 Phantom Puppets can heal you after damaging an enemy.

Funny Bone: “I Have a Bone to Pick!”



Funny Bone’s Stats!

Status:	Skylander
Element:	Undead
Maximum Health:	270
Speed:	70
Armor:	24
Critical Hit:	20
Elemental Power:	46

When there’s GRAVE DANGER AHEAD, you’d better get the TOP DOG in town to UNLEASH some damage!

He may look frightening, but this playful puppy loves to fetch a bone and flings phantom Frisbees while he nips at the heels of evil minions. He’s always up to mischief—like the time he buried his neighbor’s birthday cake near the Eternal Chuckling Trees. The trees are the most popular spot in Punch Line Island for picnics because of their magical ability to make everybody laugh. On this particular day, Funny Bone’s mischief came to good use when he spotted the nasty minions of Count Money Bone trying to chop down the Chuckling Trees. He dropped his doggy treat and attacked the minions

instead, foiling their evil plans to overpower Skylands by creating a devastating "Funny Bomb" from the magic wood. Funny Bone digs up skeletal Bone Paws to attack enemies in a tight spot, and his spinning Bone Saw attack cuts through enemy lines with ease, making him all bark and all bite in a fight!

Attack moves:

Bone Saw: Press **Attack 1** to dash forward and slice enemies.

Flying Bone Disc: Press **Attack 2** to shoot a Flying Bone Disc.

Soul Gem Ability: Healing Paws! – 4000: Bone Paws pet Funny Bone to heal him. Prerequisite: Find Funny Bone's Soul Gem in Chapter 4: The Phoenix Psanctuary.

Upgrades:

Bone Paws – 500: Press Attack 3 to raise Bone Paws from the ground, which attack enemies.	
Disc Demon – 700: Flying Bone Disc does extra damage.	
Ferocious Fetch – 900: Press and hold Attack 2 to chase after the Flying Bone Disc and release to fetch it.	
Bump Up the Blades – 1200: Press and hold Attack 1 to charge the Bone Saw.	
Tail Wagger Path: Improve Bone Saw attacks.	Bone Zoner Path: Improve Flying Bone Disc attacks.
Supercharged Saw – 1700 Press and hold Attack 3 to supercharge the Bone Saw.	Flying Bone Boom – 1700 Flying Bone Discs now explode and do additional damage.
Bone Paw Power – 2200 Dash toward a Bone Paw to supercharge the Bone Saw.	Ultimate FBD – 2200 Flying Bone Disc Slam affects a larger area.
Head Case – 3000 Press and hold Attack 3 during the Bone Saw attack to summon a ghostly skull to devour enemies.	Play Catch – 3000 Hit a Bone Paw with a Flying Bone Disc to play catch with other paws.

Bat Spin: “No Rest for the Wicked!”



Bat Spin's Stats!

Status:	Skylander
Element:	Undead
Maximum Health:	240
Speed:	85
Armor:	12
Critical Hit:	50
Elemental Power:	46

When evil SWARMS in Skylands, sound your BAT-TLE CRY loud and clear for a BAT ATTACK that will send Kaos SCREECHING in fear!

Bat Spin was an underworld orphaned vampire who had wandered lost and lonely for a very long time when she finally stumbled across a colony of magical bats. Although she was scared and sad, the bat family took her in and cared for her, teaching Bat Spin everything they knew about the magical sonar powers they possessed. One day, the bat cave was attacked by a cruel horde of undead trolls, bent on stealing the bats' magic to build an evil sonar weapon. Bat Spin flew into attack, summoning magic pet bats to protect her family. She transformed herself into an enormous screeching bat, attacking the trolls. They fled in terror, never to return! Her bat colony was safe once again, so Bat Spin began her new adventure with the Skylanders, searching out the lurking forces of evil and sending them into a spin.

Attack moves:

Bat Attack: Press **Attack 1** to shoot bitey pet bats out at enemies.

Bat Swarm: Press **Attack 2** to summon a maelstrom of bat damage.

Soul Gem Ability: Great Balls of Bats! – 4000: Hold **Attack 1** to launch a giant ball of bats! Prerequisite: Find Bat Spin's Soul Gem in Chapter 8: Telescope Towers.

Upgrades:

Healing Bite – 500: Collect pet bats after they have bitten enemies to regain HP.

Brawny Bats – 700: Pet bats last longer, do more damage, and are more aggressive.

Go Batty! – 900: Press Attack 3 to transform into a Giant Bat! In Bat Form, press Attack 1 to bite and Attack 2 to screech.

A Colony of Bats – 1200: Increase the maximum number of pet bats.	
Pet Purveyor Path: Improve abilities to summon bats.	Bat Betterment Path: Improve Bat Form abilities.
<p>Mr. Dizzy – 1700</p> <p>A new pet bat, Mr. Dizzy, stuns and confuses enemies.</p> <p>Mr. Blocky – 2200</p> <p>A new pet bat, Mr. Blocky, protects you by deflecting projectiles.</p> <p>Mr. Bitey – 3000</p> <p>A new pet bat, Mr. Bitey, does extra biting damage.</p>	<p>Bat-tle Cry – 1700</p> <p>In Bat Form, the screech attack does extra damage and powers up pet bats.</p> <p>Ultimate Bat Squad – 2200</p> <p>More pet bats fly with you and have additional powers.</p> <p>Chiropteran Call – 3000</p> <p>In Bat Form, the bite attack shoots out three additional pet bats.</p>

Eye-Small: "I've Got My Eye on You!"



Eye-Small's Stats!

Status:	Mini
Element:	Undead
Maximum Health:	430
Speed:	50
Armor:	30
Critical Hit:	50
Elemental Power:	53

Keep your EYE ON THE PRIZE with the LASER GLARE fighter that punches evil OUT OF SIGHT!

What do you get when you cross a headless giant with an enormous flying eyeball? Seriously, it's no joke! You get an epic fist-smashing hero with an eye out for trouble (literally!). There's nowhere to hide when Eye-Small comes looking! This Mini Skylander is ruthless in a fight and demands an eye for an eye, just like his full-sized mentor, Eye Brawl. It took over a century of fighting for Eye Brawl to become the respected Skylander he is today! What originally began as a friendly staring contest between a giant and an eyeball turned bad, and soon became an epic battle for the history books—until they both realized they were actually a fantastic crime-fighting team when they could learn to cooperate! These days, when Eye-Small follows Eye Brawl into battle with reckless abandon, he never misses a trick!

Attack moves:

Haymaker: Press **Attack 1** to throw some heavy punches. Press **Attack 1**, **Attack 1**, hold **Attack 1** for a special combo.

Eye Fly: Press the **Attack 2** button to detach the eyeball and fly around. While flying, press **Attack 1** to shoot eye lasers.

Soul Gem Ability: You'll Shoot Your Eye Out! – 4000: Hold **Attack 1** to charge up Eye-Small's eye and then release to pop it off the body, smashing directly ahead.

Upgrades:

An Eye in Team – 500: Press Attack 3 to summon more eyeballs from the earth to attack enemies.	
Awesome Occu-Blast – 700: Eye laser has a faster rate of fire.	
The Pummeler – 900: Punch attacks do increased damage.	
Headless, Not Helpless – 1200: While flying the eyeball, his headless body punches continuously.	
Eye Brawler Path: Further develop Eye Small's melee combat skills.	Eye for an Eye Path: Further develop Flying Eyeball abilities.
Eye-Small Combos – 1700 Press Attack 1, Attack 1, hold Attack 2 for Eye Ball Spin. Press Attack 1, Attack 1, hold Attack 3 for 360 Spin.	Asserting Independence – 1700 Eyeball can now fly faster and for a longer duration.
Ultimate Pummeler – 2200 Melee attacks do additional damage.	Eye-Crawlers – 2200 When enemies are hit with eye lasers, eyes form around the point of impact.
Beats an Eye Patch – 3000 New armor provides additional protection.	Bouncy Bouncy! – 3000 While flying the eyeball, press Attack 3 to bounce the eye on the ground.

Hijinx: "Fear the Dark!"



Hijinx's Stats!

Status:	Mini
Element:	Undead
Maximum Health:	270
Speed:	60
Armor:	18
Critical Hit:	30
Elemental Power:	60

Take a WALK ON THE DARK SIDE with the Undead Elf that puts every villain to REST IN PEACE.

With a swish of her black gown and a death stare to terrify the most hardened villains, Hijinx is a force to be reckoned with! Although the other Skylanders think she's a little too serious for her own good, this Miniverse fighter is too busy being awesome to care! Her full-sized counterpart, Hex, was once a great elven sorceress who hunted the evil Dragon King Malefor into his Undead lair to defeat him. It was only upon returning home that Hex discovered that the veil of the Undead had fallen upon her as she entered the Underworld—forever changing her into a specter of fear. Just like Hex, Hijinx has an affinity for skulls and bones, drowning her enemies in skeletal rain and imprisoning them in a wall of bones!

Attack moves:

Conjure Phantom Orb: Press **Attack 1** to launch magic orbs of spectral energy that track Hijinx's foes.

Rain of Skulls: Hold **Attack 2** to begin casting this spell. Release when the attack is fully charged, and ghostly skulls rain down on Hijinx's enemies.

Soul Gem Ability: Skull Shield! – 4000: Skull Rain knocks away enemies and attacks.

Upgrades:

Wall of Bones – 500: Press Attack 3 to create a Wall of Bones to protect Hijinx.
Storm of Skulls – 700: Conjure up to four skulls with your Skull Rain attack.
Bone Fortress – 900: The Wall of Bones is larger and takes more damage to destroy. Prerequisite: Wall of Bones.

Twice the Orbage – 1200: Press Attack 1 to shoot two Phantom Orbs at once.	
Shade Master Path: Further develop Hijinx’s Phantom Orb attack.	Bone Crafter Path: Further develop Hijinx’s Skull Rain and Wall of Bones abilities.
Long Distance Orbs – 1700 Hold Attack 1 to increase the range of your Phantom Orbs.	Compound Fracture – 1700 Wall of Bones damages any enemy that touches it.
Caustic Phantom Orbs – 2200 Phantom Orbs do increased damage.	Master Caster – 2200 Takes much less time to cast Skull Rain and Wall of Bones.
Unstable Phantom Orbs – 3000 Phantom Orbs explode, damaging nearby enemies.	Troll Skulls – 3000 Skull Rain does increased damage.

Knight Light: “See the Light!”



Knight Light’s Stats!

Status:	Trap Master
Element:	Light
Maximum Health:	430
Speed:	70
Armor:	12
Critical Hit:	70
Elemental Power:	35

BANISH villains at the SPEED OF LIGHT with this SHINING STAR’S SPINNING SCIMITAR!

Knight Light is no stranger to battle. In years past, he fought the evil reign of Luminous, the greedy villain who desired to steal Starlight from under Knight Light’s noble protection. The Starlight wasn’t just a beacon of brightness and energy for the inhabitants of Radiant City—it represented all that was good and wise in their world. Without it, the city would plunge into darkness and despair! Knight Light fought Luminous unrelentingly, until the evil creature was banished to Sunscrafer Spire forever. With Radiant City safe once more, Knight Light now protects all of Skylands, channeling the elemental power of Light to aid him in his quest.

Attack moves:

Traptanium Scimitar: Press **Attack 1** to swing the Traptanium Scimitar. Press **Attack 1**, **Attack 1**, hold **Attack 1** for a combo attack.

Prismatic Pounce: Press **Attack 2** for a Scimitar slash attack and create a Light Aura, where Scimitar attacks do more damage.

Soul Gem Ability: Brilliant Blade! – 4000: Traptanium Scimitar is upgraded to its ultimate form and does maximum damage. Prerequisite: Find Knight Light's Soul Gem in Sunscraper Spire Adventure Pack.

Upgrades:

Hallowed Ground – 500: Enemies in Light Auras move slower and do reduced damage.	
Light Up– 700: Hold Attack 3 to create a circle of light; release to levitate and damage anything near the circle.	
Lasting Light – 900: Light Auras last longer.	
Scharper Scimitar – 1200: Traptanium Scimitar does more damage. Improve Traptanium Scimitar attacks.	
Scimitar Slasher Path: Improve Traptanium Scimitar attacks.	Luminary of Light Path: Improve Prismatic Pounce attacks.
<p>Ascending Strike – 1700</p> <p>Traptanium Scimitar knocks enemies into the air.</p> <p>Speed of Light – 2200</p> <p>While holding Attack 3, press Attack 2 to teleport to the Light Up target and perform an upward strike.</p> <p>Spinning Slash – 3000</p> <p>Hold Attack 1 to charge up the Traptanium Scimitar and release for a 360-degree attack.</p>	<p>Radiant Radius – 1700</p> <p>Prismatic Pounce hits a larger area, and Light Auras are larger as well.</p> <p>Illumination Detonation – 2200</p> <p>Light Auras explode before disappearing, damaging anything nearby.</p> <p>Flash Dash – 3000</p> <p>Press Attack 2, Attack 2 for a more powerful Prismatic Pounce attack and invulnerability while flickering.</p>

Spotlight: “Time to Shine!”



Spotlight’s Stats!

Status:	Skylander
Element:	Light
Maximum Health:	270
Speed:	60
Armor:	36
Critical Hit:	20
Elemental Power:	35

Be mesmerised by the HALO EFFECT that glows BRIGHTER with each STRIKE!

Spotlight is a one-of-a-kind pure white dragon of the Light Element, who magically appeared to Master Eon when he touched the Crystal Orb of Light in the Prismatic Palace. Both Spotlight and Eon immediately recognized the wisdom and power that the other was imbued with. Master Eon knew the dragon was important, so he decided Spotlight should be the Skylander Protector of the Core of Light. Her intense laser beam eyes and blinding aura always kept enemies at bay, until the day evil Kaos and his four-headed dragon attacked! Kaos smashed the Core of Light, scattering the Skylanders to Earth to await a new Portal Master that could return them. In the greatest mystery of all, Spotlight disappeared, never to be seen since.

Attack moves:

Eye Beams: Press **Attack 1** to fire concentrated beams of light.

Halo Rings: Press **Attack 2** to release Halo Rings, which damage enemies and refract Eye Beams.

Soul Gem Ability: Light Dragons! – 4000: Shoot a Heavenly Aura with Eye Beams to create Light Dragons who attack enemies. Prerequisite: Find Spotlight’s Soul Gem in Chapter 1: Soda Springs.

Upgrades:

Bright Eyes – 500: Eye Beams do more damage.
Heavenly Aura – 700: Press Attack 3 to create a Heavenly Aura, damaging enemies inside.
The Halo Effect – 900: Hit enemies with Halo Rings to prevent them from attacking.

Hello Halo – 1200: Can have more Halo Rings active at a time.	
Visionary Path: Improve Eye Beam attacks.	The Ringer Path: Improve Halo Ring attacks.
Aura Charge – 1700 Shoot a Heavenly Aura with Eye Beams to power it up and do more damage.	Heavy Halo – 1700 Halo Rings are larger and do more damage.
Light It Up – 2200 Eye Beams do even more damage and have longer range.	Ring Shot – 2200 Halo Rings shoot light beams of their own.
Bling – 3000 Shoot two Halo Rings at once.	Uplifting Experience – 3000 Lift enemies caught in Halo Rings up with the Heavenly Aura.

Knight Mare: "Nowhere to Hide!"



Knight Mare's Stats!

Status:	Trap Master
Element:	Dark
Maximum Health:	350
Speed:	85
Armor:	36
Critical Hit:	40
Elemental Power:	35

When the KNIGHT AWAKENS and BATTLE HORN sounds, trust that the SHADOW OF DARKNESS is on your trail!

Knight Mare is a skilled hunter and tracker who loves nothing more than chasing down evil. When a nasty gang of Bicyclopes stole The Oracle of Stones that the Dark Centaur was protecting, she galloped into action! Knight Mare knew that in the wrong hands, the magical game of Dark Skystones could doom Skylands forever. But the Bicyclopes were selfish and greedy. They wanted the enchanted game to foretell their own futures, but didn't know how to use it. They were just about to set off its cursed trap when Knight Mare tracked them down! All alone, she fought the evil creatures into submission with her huge flame-bladed sword. Now, her Battle Horn is legend, and every villain in Skylands shudders at the sound!

Attack moves:

Traptanium Flamberge: Press **Attack 1** to swing the Traptanium Flamberge sword. Press **Attack 1**, **Attack 1**, hold **Attack 1** for a combo attack.

Shadow Joust: Press **Attack 2** to charge right through enemies

Soul Gem Ability: The Shadow Realm! – 4000: Battle Horn creates a Shadow Realm, where Shadowy Clones are stronger and enemies can't see. Prerequisite: Find Knight Mare's Soul Gem in the Midnight Museum and purchase the Battle Horn.

Upgrades:

Gift Keeps on Giving – 500: Traptanium Flamberge attacks continue to damage enemies even after they've been hit.	
Charged Up Charge – 700: Hold Attack 2 to charge up the Shadow Joust attack for more damage.	
Battle Horn – 900: Hold Attack 3 to play a Battle Horn that stuns nearby enemies.	
Shadowy Clones – 1200: Hit enemies with the Battle Horn attack to make a shadowy clone who fights for you. Prerequisite: Purchase Battle Horn.	
Shadow Summoner Path: Improve Battle Horn abilities.	Flamberge Aficionado Path: Improve Traptanium Flamberge attacks.
More Clones – 1700 Increase the amount of Shadowy Clones you can have at once.	Shadow Stab – 1700 Press Attack 1, Attack 1, hold Attack 2 for a Shadow Stab combo.
It's Win-Win – 2200 Shadowy Clones now explode, hurting enemies and healing you.	Flamberge Fragment – 2200 Press Attack 1, Attack 1, hold Attack 3 for a Flamberge Fragment combo.
Shadowy Sacrifice – 3000 Battle Horn destroys existing Shadowy Clones to power up other attacks.	Sword of Darkness – 3000 Traptanium Flamberge attacks do more damage.

Blackout: "Darkness Falls!"



Blackout's Stats!

Status:	Skylander
Element:	Dark
Maximum Health:	260
Speed:	60
Armor:	24
Critical Hit:	40
Elemental Power:	35

When peril is at your door, summon the SHADOW BLADE that DARES TO DREAM.

It takes great courage to battle the demons within a mind, and this is the noble path Blackout once chose. Nightmares were created in the Realm of Dreams, a magical place that gathered all of the terrifying creatures conjured up in the imaginations of the universe. The guardian dragons then sent the nightmares into the dreams of evil creatures to scare them into behaving. But the dragon clan of Dark Stygian soon became cruel and allowed their nightmares to terrorize the sleep of all creatures in Skylands, good included. Blackout's kind nature wouldn't allow such an abuse of power. He took matters into his own hands, enlisting his own dark magic to shift into the haunted dreams himself, where he battled the evil nightmare creatures, bringing peace and hope to the sleeping Skylanders. When Master Eon witnessed Blackout's bravery, he called on the dragon to fight against the corrupt Dark Stygians. The nightmare makers were soon defeated, and Blackout joined the Skylanders to protect the dreams of his people forever more.

Attack moves:

Wing Whip: Press **Attack 1** to perform a Wing Whip. Press **Attack 1, Attack 1, Attack 1** for a combo attack.

Shadow Orbs: Press **Attack 2** to shoot Shadow Orbs, which leave behind Darkness energy and shockwaves.

Soul Gem Ability: Supernova Black Hole! – 4000: Shoot two Black Holes on top of each other to create a Supernova Black Hole. Prerequisite: Find Blackout's Soul Gem in Chapter 2: Know-It-All Island and purchase Black Hole.

Upgrades:

<p>Black Hole – 500: Press Attack 3 to open up Black Holes that pull enemies in; hold and release Attack 3 to teleport yourself.</p>	
<p>Darkness Overload – 700: Shoot a Shadow Orb into a Black Hole to create an explosive eruption. Prerequisite: Purchase Black Hole.</p>	
<p>Shadow Blade – 900: Jump and press Attack 1 to turn into a spinning Shadow Blade.</p>	
<p>Take It Black – 1200: Black Holes hold enemies longer and they do more damage. Prerequisite: Purchase Black Hole.</p>	
<p>Wing Warrior Path: Improve Wing Whip attacks.</p>	<p>Prince of Darkness Path: Improve Shadow Orb attacks.</p>
<p>A Spinning Finish – 1700</p> <p>Press Attack 1, Attack 1, Attack 1 for a Ground Pound combo. Press Attack 1, Attack 1, Attack 1, Attack 1 to charge ahead as a Shadow Blade.</p> <p>Whip It Up – 2200</p> <p>Wing Whip, Shadow Blade, and Warp Speed attacks do more damage.</p> <p>Warp Speed – 3000</p> <p>Hold Attack 1 to repeatedly teleport through enemies and pierce them with your horn.</p>	<p>Dark Energy Clouds – 1700</p> <p>Shadow Orbs explode into massive Dark Energy Clouds, which damage enemies.</p> <p>Under the Cover of Darkness – 2200</p> <p>Blackout receives less damage when inside Dark Energy Clouds. Prerequisite: Purchase Dark Energy Clouds.</p> <p>Cloud Gravity – 3000</p> <p>Hold Attack 2 to lift enemies inside a Dark Energy Cloud and damage all nearby enemies. Prerequisite: Purchase Dark Energy Clouds.</p>

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