The Ultimate Player’s Guide to
SKYLANDERS
TRAP TEAM

Hayley Camille
# Contents at a Glance

<table>
<thead>
<tr>
<th>Section</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>Introduction</td>
<td>1</td>
</tr>
<tr>
<td>CHAPTER 1 Prison Breakout!</td>
<td>5</td>
</tr>
<tr>
<td>CHAPTER 2 Ready, Set, Go!</td>
<td>7</td>
</tr>
<tr>
<td>CHAPTER 3 Meet the Skylanders</td>
<td>43</td>
</tr>
<tr>
<td>CHAPTER 4 Vile Villains</td>
<td>129</td>
</tr>
<tr>
<td>CHAPTER 5 Collectibles</td>
<td>165</td>
</tr>
<tr>
<td>CHAPTER 6 Learn to Play Skystones Smash</td>
<td>179</td>
</tr>
<tr>
<td>CHAPTER 7 Skylanders Academy</td>
<td>183</td>
</tr>
<tr>
<td>CHAPTER 8 Battle for Skylands!</td>
<td>199</td>
</tr>
<tr>
<td>CHAPTER 9 Expand Your Adventure</td>
<td>289</td>
</tr>
<tr>
<td>CHAPTER 10 Kaos Doom Challenges</td>
<td>317</td>
</tr>
<tr>
<td>CHAPTER 11 Brock's Arena Challenges</td>
<td>337</td>
</tr>
<tr>
<td>CHAPTER 12 The Sky's the Limit!</td>
<td>365</td>
</tr>
<tr>
<td>APPENDIX Lock Puzzle Cheats</td>
<td>367</td>
</tr>
</tbody>
</table>
# Table of Contents

**Introduction** ........................................... 1
- Portal Masters, Ready! .............................. 1
- What Secrets Will You Uncover? ............... 1
- Share Your Sky-deas! .............................. 3

**Chapter 1  Prison Breakout!** ....................... 5
- Greetings Portal Master! ......................... 5

**Chapter 2  Ready, Set, Go!** ....................... 7
- Where You Can Play ................................ 8
- What You Need to Play ........................... 11
- How the Game Works ............................. 13
- The Skylands Honor Roll ....................... 15
- Elements ........................................... 24
- Traps and the Traptanium Portal ............... 25
- Study Your Stats! ................................ 29
- Power Up Your Heroes with Upgrades ......... 31
- Portal Master Rankings ......................... 32
- Accessorize! ...................................... 34

**Chapter 3  Meet the Skylanders** .............. 43
- Bushwhack: “Axe to the Max!” .................. 44
- Tuff Luck: “It’s Your Lucky Day!” ............... 45
- Food Fight: “Eat This!” .......................... 47
- Sure Shot Shroomboom: “He Shoots, He Spores!” .......... 48
- High Five: “Buzz Off!” .......................... 50
- Barkley: “Be Afraid of the Bark!” .............. 51
- Whisper Elf: “Silent but Deadly!” .............. 53
- Enigma: “Out of Sight!” ......................... 54
- Blastermind: “Mind over Matter” ............... 56
- Déjà vu: “Did That Just Happen?” ............. 57
- Fizzy Frenzy Pop Fizz: “The Motion of the Potion!” .......... 59
- Cobra Cadabra: “Charmed and Ready!” ....... 60
- Spry: “All Fired Up!” .......................... 62
- Mini Jini: “Any Last Wishes?” ................. 63
- Gusto: “Gusts and Glory!” ...................... 65
- Thunderbolt: “A Storm Is Coming!” .......... 66
Blades: “Looking Sharp!” .............................................. 68
Full Blast Jet-Vac: “Hawk and Awe!” ............................... 69
Fling Kong: “Monkey See, Monkey Doom!” ....................... 71
Breeze: “Twists of Fury!” .............................................. 72
Pet Vac: “Hawk ‘N’ AWE!” ........................................... 74
Snap Shot: “Cro and Roll!” ........................................... 75
Lob-Star: “Star Bright, Star Fight!” .................................. 77
Tidal Wave Gill Grunt: “Fear the Fish!” ......................... 78
Echo: “Let’s Make Some Noise!” .................................... 80
Flip Wreck: “Making Waves!” ....................................... 81
Thumpling: “Hail to the Whale!” .................................... 83
Gill Runt: “Fear the Fish!” ............................................ 84
Jawbreaker: “Down For the Count!” ............................... 86
Gearshift: “All Geared Up!” .......................................... 87
Chopper: “Dino Might!” .............................................. 89
Tread Head: “Tread and Shred!” .................................... 90
Drobit: “Blink and Destroy!” ........................................ 91
Trigger Snappy: “No Gold, No Glory!” ......................... 93
Wildfire: “Bringing the Heat!” ..................................... 94
Ka-Boom: “Boom Time!” ............................................ 96
Torch: “Fire It Up!” .................................................... 97
Trail Blazer: “The Mane Event!” ................................... 99
Hog Wild Fryno: “Crash and Burn!” ............................. 100
Weeruptor: “Born to Burn!” ....................................... 102
Small Fry: “Crash and Burn!” ..................................... 103
Head Rush: “Taking Charge!” .................................... 105
Wallop: “Hammer It Home!” ....................................... 106
Fist Bump: “Knock, Knock...Too Late!” ......................... 108
Rocky Roll: “Roll with It!” ......................................... 109
Bop: “Rock and Roll!” .............................................. 111
Terrabite: “It’s Beatin’ Time!” .................................... 112
Krypt King: “I’ve Got the Edge!” ................................. 113
Short Cut: “Cut to the Chase!” ................................... 115
Funny Bone: “I Have a Bone to Pick!” ......................... 116
Bat Spin: “No Rest for the Wicked!” ......................... 118
The Ultimate Player's Guide to Skylanders Trap Team

Chapter 4 Vile Villains

Eye-Small: “I’ve Got My Eye on You!” .......................... 119
Hijinx: “Fear the Dark!” ........................................... 121
Knight Light: “See the Light!” .................................. 122
Spotlight: “Time to Shine!” ...................................... 124
Knight Mare: “Nowhere to Hide!” .............................. 125
Blackout: “Darkness Falls!” .................................... 127

Chompy: “The Classic Skylands Chompy!” ............... 133
Chompy Mage: “The Champ of Chomp!” .................. 133
Shield Shredder: “The Best Defense Is a Good Offense!” 134
Sheep Creep: “He’s Baaaaaad News!” ..................... 135
Cuckoo Clocker: “He’s Cuckoo for Clobbering!” ....... 135
Broccoli Guy: “Heals His Friends, Hurts His Enemies!” 136
Rage Mage: “He’s All the Rage!” .............................. 136
Bomb Shell: “Did You Hear the One About the Tortoise and the Bomb?” ............................ 137
Pain-Yatta: “Filled with Candy. And Evil.” .................. 138
Krankenstein: “So Strong, He Fears Nothing… Except Termites!” ........................................ 138
Buzzer Beak: “See What the Buzz Is All About!” ........ 139
Dreamcatcher: “You Don’t Want This Head in Your Head!” ............................................... 140
Bad Juju: “She’ll Take You for a Spin!” ...................... 140
Slobber Trap: “Just Your Average Plant Monster Dog!” .. 141
Threatpack: “A Troll in a Jetpack. Now THAT’S a Threat!” ............................................... 142
Brawl and Chain: “No Chains, No Pain!” ................. 142
Chill Bill: “Was Evil BEFORE It Was Cool.” .............. 143
The Gulper: “His Gulp Is Worse Than His Bite!” ....... 144
Cross Crow: “Don’t Cross Cross Crow!” ................. 144
Brawlrus: “Brawl + Walrus = Brawlrus!” .................. 145
Shrednaught: “2 Trolls, 1 Giant Chainsaw, Unlimited Possibilities.” ........................................ 146
Dr. Krankcase: “Not the Healing Kind of Doctor.” .... 146
Mad Lobs: “A Mabu Gone Bad? No Way!” ............... 147
Trolling Thunder: “Wears a Tank for Pants!” .......... 148
Bruiser Cruiser: “Give Him a Big Hand. Or Two!” .... 148
Chef Pepper Jack: “For Those Who Like Their Bad Guys Extra Spicy!” ........................................ 150
Scrap Shooter: “One Creature’s Trash Is Another One’s Treasure.” ........................................ 150
Smoke Scream: “No One Ever Told Him Not to Play with Fire.” ........................................ 151
Golden Queen: “As Good as Gold and a Lot More Evil!” . 152
Tussle Sprout: “Even More Dangerous Than a Brussels Sprout!” ........................................ 152
Chomp Chest: “Who Better to Find Treasure Than a Chest... with Teeth!” .......................... 153
Grave Clobber: “A Face Only a Mummy Could Love!” ........................................ 154
Hood Sickle: “Blink and You’ll Miss Him. But He Won’t Miss You!” ........................................ 154
Bone Chompy: “Even Skeleton Chompies Gotta Eat!” ........................................ 155
Masker Mind: “Everyone’s Entitled to HIS Opinion!” ........................................ 156
Wolfgang: “His Music Is Edgy—Sharp Steel Edgy.” ........................................ 156
Lob Goblin: “Danger—High Voltage!” ........................................ 157
Luminous: “He’s Got Real Star Power. From an Actual Star!” ........................................ 158
Blaster-Tron: “From the Future. This Means Lasers.” ........................................ 158
Eye Five: “Don’t Recommend Playing Patty Cake with Him.” ........................................ 159
Fisticuffs: “Speaks Softly and Carries a Big Fist!” ........................................ 160
Eye Scream: “We All Scream for Eye Scream!” ........................................ 160
Tae Kwon Crow: “Ninja Skills and the Fiendishness of a Bird.” ........................................ 161
Nightshade: “He’ll Steal the Show. And Everything Else!” ........................................ 162
Kaos: “Needs No Introduction...” ........................................ 162

Chapter 5 Collectibles ........................................ 165
Treasure Chests ........................................ 165
Legendary Treasure ........................................ 167
Story Scrolls ........................................ 169
Soul Gems ........................................ 170
Winged Sapphires ........................................ 173
Achievements and Trophies ........................................ 175
Chapter 6  Learn to Play Skystones Smash......................... 179
  How to Play.................................................. 180
  Extra Special Skystones......................... 181

Chapter 7  Skylanders Academy....................... 183
  The Courtyard........................................ 184
  The Main Hall........................................ 188
  Outer Walkway....................................... 192
  The Kitchen........................................... 194
  Upper Hallway....................................... 196

Chapter 8  Battle for Skylands!............................... 199
  Chapter 1: Soda Springs............................ 199
  Chapter 2: Know-It-All Island..................... 204
  Chapter 3: Chompy Mountain....................... 208
  Chapter 4: The Phoenix Psanctuary............... 213
  Chapter 5: Chef Zeppelin........................... 217
  Chapter 6: Rainfish Riviera....................... 221
  Chapter 7: Monster Marsh........................... 226
  Chapter 8: Telescope Towers....................... 231
  Chapter 9: Mystic Mill.............................. 235
  Chapter 10: Secret Sewers of Supreme Stink...... 239
  Chapter 11: Wilikin Workshop...................... 244
  Chapter 12: Time Town............................... 249
  Chapter 13: The Future of Skylands............... 254
  Chapter 14: Operation: Troll Rocket Steal...... 259
  Chapter 15: Skyhighlands........................... 264
  Chapter 16: The Golden Desert.................... 269
  Chapter 17: Lair of the Golden Queen............. 275
  Chapter 18: The Ultimate Weapon................... 281

Chapter 9  Expand Your Adventure......................... 289
  Chapter 19: Midnight Museum...................... 290
  Chapter 20: Sunscraper Spire...................... 296
  Chapter 21: Nightmare Express..................... 303
  Chapter 22: Mirror of Mystery..................... 310
# Table of Contents

## Chapter 10 Kaos Doom Challenges

- So It Begins Temple (Waves 1–3) ........................................... 319
- Enfuego Rain Temple (Waves 4–10) .............................. 320
- Horrible Something Temple (Waves 11–20) ...................... 322
- Worst Nightmare Marsh (Waves 21–30) ......................... 324
- Twice Doomed Marsh (Waves 31–40) ......................... 325
- Itchy Lilies Marsh (Waves 41–50) ............................... 327
- Kaos Fury Docks (Waves 51–65) ................................. 329
- Twisted Twister Docks (Waves 66–80) ....................... 331
- Finally Final Docks (Waves 81–100) ......................... 332

## Chapter 11 Brock's Arena Challenges

- Phoenix Nest ............................................................ 338
- Dream Quake ......................................................... 342
- Drain of Sorrows ..................................................... 346
- Exhaust Junction ...................................................... 350
- Quicksand Coliseum ............................................... 354
- Brock's Rumble Clubhouse ..................................... 359

## Chapter 12 The Sky's the Limit!

## Appendix

### Lock Puzzle Cheats

- Chapter 3: Chompy Mountain ................................. 367
- Chapter 5: Chef Zeppelin ....................................... 367
- Chapter 7: Monster Marsh ..................................... 368
- Chapter 8: Telescope Towers ................................. 368
- Chapter 10: Secret Sewers of Supreme Stink .......... 368
- Chapter 14: Operation: Troll Rocket Steal ............ 369
- Chapter 16: The Golden Desert ............................ 369
- Chapter 17: Lair of the Golden Queen ..................... 370
- Chapter 18: The Ultimate Weapon ......................... 370
- Chapter 20: Sunscraper Spire ............................... 370
- Chapter 21: Nightmare Express ............................. 370
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!

Acknowledgments

Writing this book was a great adventure for me—a whirlwind of late nights gaming, researching, and immersing myself in the Skylander Universe and especially, a wonderful opportunity to spend time with my little boys, Finn and Orrin, as we battled Trolls together. However, it could never have happened without the assistance of some very talented people, to whom I am truly grateful.

Firstly, to Stephen O’Brien for giving me the chance to learn from and contribute to his incredible work and for being an inspiration and friend to myself and Alex for many years. A huge thank you must go to Rick Kughen for his kind and thoughtful guidance on this project, from its inspired beginnings sharing the enthusiasm of kids for the Skylanders phenomenon, to his good humor and patience with me as it progressed to completion. The Que publishing and editorial team of Todd, Jim, Bart, Elaine, Kristen, Greg, Kristy, Mark, Gloria, Sarah, and many others have put in a great deal of time to help make this book become the best it can be, and I am truly thankful to each of you for your time, suggestions, and kind assistance.

To my family and friends who offered support, coffee, and encouragement along the way, thank you so much. Extra hugs go to Penny, Rob, Clayton, Jasmine, Kellie, Kathryn, Ben, Linda, Sian, and Teresa.

Lastly, the biggest thank you and hug goes to my husband Alex, who is a constant pillar of encouragement, wisdom, and creative genius to me, and who has never once complained that my legions of Skylander toys have taken over our home.
We Want to Hear from You!

As the reader of this book, you are our most important critic and commentator. We value your opinion and want to know what we’re doing right, what we could do better, what areas you’d like to see us publish in, and any other words of wisdom you’re willing to pass our way.

We welcome your comments. You can email or write to let us know what you did or didn’t like about this book—as well as what we can do to make our books better.

Please note that we cannot help you with technical problems related to the topic of this book.

When you write, please be sure to include this book’s title and author as well as your name and email address. We will carefully review your comments and share them with the author and editors who worked on the book.

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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)
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!
CHAPTER 3: Meet the Skylanders

Bushwhack: “Axe to the Max!”

Bushwhack’s Stats!

<table>
<thead>
<tr>
<th>Status</th>
<th>Trap Master</th>
</tr>
</thead>
<tbody>
<tr>
<td>Element</td>
<td>Life</td>
</tr>
<tr>
<td>Maximum Health</td>
<td>290</td>
</tr>
<tr>
<td>Speed</td>
<td>60</td>
</tr>
<tr>
<td>Armor</td>
<td>18</td>
</tr>
<tr>
<td>Critical Hit</td>
<td>60</td>
</tr>
<tr>
<td>Elemental Power</td>
<td>39</td>
</tr>
</tbody>
</table>

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:

<table>
<thead>
<tr>
<th>Upgrade</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>Headbash – 500</td>
<td></td>
</tr>
<tr>
<td>Nut Grenade – 700</td>
<td></td>
</tr>
<tr>
<td>In a Nut Shell – 900</td>
<td></td>
</tr>
<tr>
<td>Thorn Trail – 1200</td>
<td></td>
</tr>
</tbody>
</table>
### Axe Avenger Path:

<table>
<thead>
<tr>
<th>Skill</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>An Axe to Grind – 1700</td>
<td>Traptanium Axe attack does extra damage.</td>
</tr>
<tr>
<td>Combo Attacks – 2200</td>
<td>Press <strong>Attack 1</strong>, <strong>Attack 1</strong>, hold <strong>Attack 2</strong> for the Spin and Slash combo. Press <strong>Attack 1</strong>, <strong>Attack 1</strong> hold <strong>Attack 3</strong> for Head First combo.</td>
</tr>
<tr>
<td>Go nuts! – 3000</td>
<td>Keep holding <strong>Attack 2</strong> after a Spin and Slash combo to shoot nuts in all directions.</td>
</tr>
</tbody>
</table>

### Armor Awesomeness Path:

<table>
<thead>
<tr>
<th>Skill</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bush’s Shack – 1700</td>
<td>Hold <strong>Attack 1</strong> to create a leafy hut for protection and healing.</td>
</tr>
<tr>
<td>Primal Warrior – 2200</td>
<td>Get new armor, taking reduced damage and doing extra damage with the Headbash attack.</td>
</tr>
<tr>
<td>Spring Forward – 3000</td>
<td>Hold <strong>Attack 3</strong> to dash forward and perform a super Headbash attack.</td>
</tr>
</tbody>
</table>

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**Tuff Luck: “It’s Your Lucky Day!”**

<table>
<thead>
<tr>
<th>Tuff Luck’s Stats!</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Status:</strong> Trap Master</td>
</tr>
<tr>
<td><strong>Element:</strong> Life</td>
</tr>
<tr>
<td><strong>Maximum Health:</strong> 310</td>
</tr>
<tr>
<td><strong>Speed:</strong> 85</td>
</tr>
<tr>
<td><strong>Armor:</strong> 48</td>
</tr>
<tr>
<td><strong>Critical Hit:</strong> 80</td>
</tr>
<tr>
<td><strong>Elemental Power:</strong> 39</td>
</tr>
</tbody>
</table>

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:**

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

<table>
<thead>
<tr>
<th>Upgrade</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>Extra Ripe Tomatoes – 500</td>
<td></td>
</tr>
<tr>
<td>Green Thumb – 700</td>
<td></td>
</tr>
<tr>
<td>Zucchini Blast – 900</td>
<td></td>
</tr>
</tbody>
</table>
**Blooms of Bigger Doom – 1200:** Blooms of Doom make bigger explosions.

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

---

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

**Sure Shot Shroomboom’s Stats!**

<table>
<thead>
<tr>
<th>Status:</th>
<th>Skylander</th>
</tr>
</thead>
<tbody>
<tr>
<td>Element:</td>
<td>Life</td>
</tr>
<tr>
<td>Maximum Health:</td>
<td>260</td>
</tr>
<tr>
<td>Speed:</td>
<td>60</td>
</tr>
<tr>
<td>Armor:</td>
<td>18</td>
</tr>
<tr>
<td>Critical Hit:</td>
<td>20</td>
</tr>
<tr>
<td>Elemental Power:</td>
<td>25</td>
</tr>
</tbody>
</table>

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:**

<table>
<thead>
<tr>
<th>Upgrade</th>
<th>Cost</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Launch Paratroopers – 500</td>
<td>Press <strong>Attack 3</strong> to shoot mushroom paratroopers who drop down from the sky.</td>
<td></td>
</tr>
<tr>
<td>Super Shrooms – 700</td>
<td>Mushroom Ring gets bigger.</td>
<td></td>
</tr>
<tr>
<td>Bigger Boomshrooms – 900</td>
<td>Hold <strong>Attack 1</strong> to charge up a giant exploding mushroom.</td>
<td></td>
</tr>
<tr>
<td>Bouncing Boomshrooms – 1200</td>
<td>Exploding mushrooms bounce on the ground and do increased damage.</td>
<td></td>
</tr>
<tr>
<td>Barrier Boost Path: Upgrades</td>
<td>Provides more upgrades for the Paratrooper and Slingshot attacks.</td>
<td></td>
</tr>
<tr>
<td>Spore Power – 1700</td>
<td>Mushroom Ring creates a damaging spore cloud.</td>
<td></td>
</tr>
<tr>
<td>Ultimate Ring – 2200</td>
<td>Mushroom Ring is the biggest it gets.</td>
<td></td>
</tr>
<tr>
<td>Back to the Beginning – 3000</td>
<td>Hold <strong>Attack 2</strong> to remain underground, where you can move around freely.</td>
<td></td>
</tr>
</tbody>
</table>
High Five: “Buzz Off!”

High Five’s Stats!

<table>
<thead>
<tr>
<th>Status</th>
<th>Skylander</th>
</tr>
</thead>
<tbody>
<tr>
<td>Element</td>
<td>Life</td>
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<tr>
<td>Maximum Health:</td>
<td>270</td>
</tr>
<tr>
<td>Speed</td>
<td>60</td>
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<tr>
<td>Armor</td>
<td>6</td>
</tr>
<tr>
<td>Critical Hit:</td>
<td>70</td>
</tr>
<tr>
<td>Elemental Power:</td>
<td>53</td>
</tr>
</tbody>
</table>

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:

<table>
<thead>
<tr>
<th>Upgrade</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>Poison Cloud – 500</td>
<td></td>
</tr>
<tr>
<td>Fly Slam – 700</td>
<td></td>
</tr>
<tr>
<td>Buzz Charge – 900</td>
<td></td>
</tr>
<tr>
<td>Buzzerker Overdrive – 1200</td>
<td></td>
</tr>
</tbody>
</table>

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.
### Pollen Prince Path:
Improve Poison Pellets attacks.

### Speedy Slammer Path:
Improve Buzz Dash and Fly Slam attacks.

<table>
<thead>
<tr>
<th>Ability</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Cloud Control – 1700</strong></td>
<td>Have up to five Poison Clouds active at a time, moving faster and doing more damage.</td>
</tr>
<tr>
<td><strong>Buzz ‘em Up – 2200</strong></td>
<td>Buzz Dash through Poison Clouds to power them up and extend their life.</td>
</tr>
<tr>
<td><strong>Spin Cycle – 1700</strong></td>
<td>Hold Attack 3, and enemies will be sucked up into the Fly Slam zone.</td>
</tr>
<tr>
<td><strong>Buzz Buzz Buzz – 2200</strong></td>
<td>Hold Attack 2 for consecutive Buzz Dashes.</td>
</tr>
<tr>
<td><strong>Slam Apples – 3000</strong></td>
<td>Hold Attack 3 to charge up the Fly Slam attack even further and release apples that heal you.</td>
</tr>
</tbody>
</table>

---

### Barkley: “Be Afraid of the Bark!”

#### Barkley’s Stats!

<table>
<thead>
<tr>
<th>Status</th>
<th>Mini</th>
</tr>
</thead>
<tbody>
<tr>
<td>Element</td>
<td>Life</td>
</tr>
<tr>
<td>Maximum Health</td>
<td>430</td>
</tr>
<tr>
<td>Speed</td>
<td>40</td>
</tr>
<tr>
<td>Armor</td>
<td>24</td>
</tr>
<tr>
<td>Critical Hit</td>
<td>40</td>
</tr>
<tr>
<td>Elemental Power</td>
<td>60</td>
</tr>
</tbody>
</table>

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!
CHAPTER 3: Meet the Skylanders

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:

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

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:**

<table>
<thead>
<tr>
<th>Upgrade</th>
<th>Cost</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Straw Pook Scarecrow – 500</td>
<td></td>
<td>A scarecrow appears in place of your decoy and distracts enemies.</td>
</tr>
<tr>
<td>Dragonfang Dagger – 700</td>
<td></td>
<td>Blade attacks do increased damage.</td>
</tr>
<tr>
<td>Sturdy Scarecrow – 900</td>
<td></td>
<td>Scarecrows last longer and take more damage to destroy. Prerequisite: Straw Pook Scarecrow.</td>
</tr>
<tr>
<td>Arboreal Acrobatics – 1200</td>
<td></td>
<td>Press <strong>Attack 3</strong> to perform a quick acrobatic move. Hold <strong>Attack 3</strong> and flip in any direction using the left control stick.</td>
</tr>
</tbody>
</table>
**Pook Blade Saint Path:** Further develop Whisper Elf’s blade attacks.

**Forest Ninja Path:** Further develop Whisper Elf’s Scarecrow skills.

**Elf Jitsu – 1700**
Press Attack 1, Attack 1, hold Attack 2 for Poison Spores. Press Attack 1, Attack 1, hold Attack 3 for Blade Flurry.

**Elven Sunblade – 2200**
Blade attacks deal even more increased damage.

**Shadowsbane Blade Dance – 3000**
Magical Blades fight alongside you.

**Scare-crio Trio – 1700**
Three Scarecrows are created in place of your Whisper Elf decoy.

**Scarecrow Booby Trap – 2200**
Scarecrows explode and damage enemies.

**Scarecrow Spin Slicer – 3000**
Scarecrows have axes and do extra damage.

---

**Enigma: “Out of Sight!”**

**Enigma’s Stats!**

<table>
<thead>
<tr>
<th>Status:</th>
<th>Trap Master</th>
</tr>
</thead>
<tbody>
<tr>
<td>Element:</td>
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</tr>
<tr>
<td>Maximum Health:</td>
<td>310</td>
</tr>
<tr>
<td>Speed:</td>
<td>60</td>
</tr>
<tr>
<td>Armor:</td>
<td>30</td>
</tr>
<tr>
<td>Critical Hit:</td>
<td>60</td>
</tr>
<tr>
<td>Elemental Power:</td>
<td>32</td>
</tr>
</tbody>
</table>

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:**

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

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:**

<table>
<thead>
<tr>
<th>Tasty Waves – 500: Hold Attack 1 to use the Brainwave attack for a longer duration.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Brain Freeze – 700: Press Attack 3 to create energy balls that slow enemies down.</td>
</tr>
<tr>
<td>Brain Storm – 900: Hold Attack 1 to charge up the Brainwave attack, and release for a super-powered Brain Storm. Prerequisite: Tasty Waves.</td>
</tr>
</tbody>
</table>
Déjà vu: “Did That Just Happen?”

**Déjà vu’s Stats!**

<table>
<thead>
<tr>
<th>Status</th>
<th>Skylander</th>
</tr>
</thead>
<tbody>
<tr>
<td>Element:</td>
<td>Magic</td>
</tr>
<tr>
<td>Maximum Health:</td>
<td>210</td>
</tr>
<tr>
<td>Speed:</td>
<td>60</td>
</tr>
<tr>
<td>Armor:</td>
<td>18</td>
</tr>
<tr>
<td>Critical Hit:</td>
<td>60</td>
</tr>
<tr>
<td>Elemental Power:</td>
<td>46</td>
</tr>
</tbody>
</table>

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:**

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

Fizzy Frenzy Pop Fizz’s Stats!

<table>
<thead>
<tr>
<th>Status:</th>
<th>Skylander</th>
</tr>
</thead>
<tbody>
<tr>
<td>Element:</td>
<td>Magic</td>
</tr>
<tr>
<td>Maximum Health:</td>
<td>270</td>
</tr>
<tr>
<td>Speed:</td>
<td>60</td>
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<tr>
<td>Armor:</td>
<td>18</td>
</tr>
<tr>
<td>Critical Hit:</td>
<td>30</td>
</tr>
<tr>
<td>Elemental Power</td>
<td>25</td>
</tr>
</tbody>
</table>

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:

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

Cobra Cadabra: “Charmed and Ready!”

**Cobra Cadabra’s Stats!**

<table>
<thead>
<tr>
<th>Status</th>
<th>Skylander</th>
</tr>
</thead>
<tbody>
<tr>
<td>Element</td>
<td>Magic</td>
</tr>
<tr>
<td>Maximum Health</td>
<td>290</td>
</tr>
<tr>
<td>Speed</td>
<td>70</td>
</tr>
<tr>
<td>Armor</td>
<td>36</td>
</tr>
<tr>
<td>Critical Hit</td>
<td>40</td>
</tr>
<tr>
<td>Elemental Power</td>
<td>46</td>
</tr>
</tbody>
</table>

SPRING AHEAD and STRIKE LUCKY with the Skylander that makes HISSTORY 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 Cadara’s Soul Gem in Chapter 14: Operation: Troll Rocket Steal.

**Upgrades:**

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

Spry: “All Fired Up!”

Spry’s Stats!

<table>
<thead>
<tr>
<th>Status</th>
<th>Mini</th>
</tr>
</thead>
<tbody>
<tr>
<td>Element</td>
<td>Magic</td>
</tr>
<tr>
<td>Maximum Health</td>
<td>280</td>
</tr>
<tr>
<td>Speed</td>
<td>70</td>
</tr>
<tr>
<td>Armor</td>
<td>18</td>
</tr>
<tr>
<td>Critical Hit</td>
<td>30</td>
</tr>
<tr>
<td>Elemental Power</td>
<td>60</td>
</tr>
</tbody>
</table>

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.

Bliz Spry Path: Further develop Spry’s Charging attacks.
Fire Shield – 1700
A fire shield appears when using the Flameball attack.

Exploding Fireblast – 2200
Flameballs do extra damage and the middle one explodes.

The Daybringer Flame – 3000
Hold Attack 1 to charge up a Flameball attack for maximum damage.

Stun Charge – 1700
Enemies hit by Charge attack become stunned.

Comet Dash – 2200
Charge attack does increased damage.

Ibex’s Wrath Charge – 3000
Charge longer to do extra damage.

Mini Jini: “Any Last Wishes?”

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!
**CHAPTER 3: Meet the Skylanders**

**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:**

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

<table>
<thead>
<tr>
<th>Upgrade</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>The Breath of Life</strong> – 500:</td>
<td>Regain HP by inhaling enemies.</td>
</tr>
<tr>
<td><strong>Twistin’ in the Wind</strong> – 700:</td>
<td>Press Attack 3 to spin around and whack enemies with the boomerang.</td>
</tr>
<tr>
<td><strong>Electro-Rang</strong> – 900:</td>
<td>Hold Attack 1 to charge up the Traptanium Boomerang attack.</td>
</tr>
<tr>
<td><strong>Lots of Lungpower</strong> – 1200:</td>
<td>Can inhale more enemies at a time.</td>
</tr>
</tbody>
</table>
CHAPTER 3: Meet the Skylanders

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

Thunderbolt: “A Storm Is Coming!”

Thunderbolt’s Stats!

<table>
<thead>
<tr>
<th>Status:</th>
<th>Trap Master</th>
</tr>
</thead>
<tbody>
<tr>
<td>Element:</td>
<td>Air</td>
</tr>
<tr>
<td>Maximum Health:</td>
<td>410</td>
</tr>
<tr>
<td>Speed:</td>
<td>60</td>
</tr>
<tr>
<td>Armor:</td>
<td>48</td>
</tr>
<tr>
<td>Critical Hit:</td>
<td>30</td>
</tr>
<tr>
<td>Elemental Power:</td>
<td>25</td>
</tr>
</tbody>
</table>

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:

<table>
<thead>
<tr>
<th>Lightning Clouds – 500</th>
<th>Improve Traptanium Thundersword attacks.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hurricane Pain – 700</td>
<td>Press Attack 3 to summon a Twister.</td>
</tr>
<tr>
<td>More Thunder – 900</td>
<td>Traptanium Thundersword does more damage.</td>
</tr>
<tr>
<td>Hurricane Pain Remains – 1200</td>
<td>Twister lasts longer, does more damage, and sucks in clouds. Prerequisite: Hurricane Pain.</td>
</tr>
<tr>
<td>Direct Current – 1700</td>
<td>Press Attack 1, Attack 1, hold Attack 2 for Power Conductor combo.</td>
</tr>
<tr>
<td>Thunder Thrust – 2200</td>
<td>Press Attack 1, Attack 1, hold Attack 3 for a Thunder Thrust combo.</td>
</tr>
<tr>
<td>Just Add Lightning – 3000</td>
<td>Press Attack 1, Attack 1, hold Attack 1 to add some lightning power to your sword slam.</td>
</tr>
<tr>
<td>Stormier and Stormier – 1700</td>
<td>All lightning attacks have extra range and do increased damage.</td>
</tr>
<tr>
<td>Charge It Up – 2200</td>
<td>Charge up Storm Clouds with the Thundersword with extra power.</td>
</tr>
<tr>
<td>Exploding Clouds – 3000</td>
<td>Storm Clouds can be overcharged with lightning and explode for maximum damage.</td>
</tr>
</tbody>
</table>
Blades: “Looking Sharp!”

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!


**Upgrades:**

<table>
<thead>
<tr>
<th>Upgrade</th>
<th>Cost</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Cyclone Swirl</strong> – 500</td>
<td></td>
<td>Press Attack 3 to create a Cyclone Swirl attack, damaging anything nearby.</td>
</tr>
<tr>
<td><strong>Sharpened Wings</strong> – 700</td>
<td></td>
<td>Wing Slice attacks do increased damage.</td>
</tr>
<tr>
<td><strong>Shard Harder</strong> – 900</td>
<td></td>
<td>Shoot more Blade Shards and at a further distance.</td>
</tr>
</tbody>
</table>
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.

Crushing Cyclones – 2200
Enemies inside the Cyclone Swirl take increased damage from other attacks.

Shielding Swirl – 3000
Cyclone Swirl is bigger and can deflect enemy projectiles.

Slice Shards – 1700
Wing Slice attacks occasionally shoot Blade Shards.

Cutting Edge – 2200
Blade Shards do increased damage.

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!

<table>
<thead>
<tr>
<th>Status:</th>
<th>Skylander</th>
</tr>
</thead>
<tbody>
<tr>
<td>Element:</td>
<td>Air</td>
</tr>
<tr>
<td>Maximum Health:</td>
<td>240</td>
</tr>
<tr>
<td>Speed:</td>
<td>70</td>
</tr>
<tr>
<td>Armor:</td>
<td>30</td>
</tr>
<tr>
<td>Critical Hit:</td>
<td>30</td>
</tr>
<tr>
<td>Elemental Power:</td>
<td>25</td>
</tr>
</tbody>
</table>

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:**

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

**Vac-Blaster 9000 – 900**

Vac-Blaster does increased damage.
Fling Kong: “Monkey See, Monkey Doom!”

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: Wilikin Workshop.
Chapter 3: Meet the Skylanders

**Upgrades:**

<table>
<thead>
<tr>
<th>Upgrades</th>
<th>Price</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Spiked!</strong> – 500</td>
<td></td>
<td>Power Discs with spikes do more damage.</td>
</tr>
<tr>
<td><strong>Cymbal Crash</strong> – 700</td>
<td></td>
<td>Press Attack 3 to smash Power Discs together and create sound waves to damage nearby enemies.</td>
</tr>
<tr>
<td><strong>Mad Dash</strong> – 900</td>
<td></td>
<td>Hold Attack 2 to charge up the Magic Carpet Dash to do more damage and last longer.</td>
</tr>
<tr>
<td><strong>The Kong Klang</strong> – 1200</td>
<td></td>
<td>Hold Attack 3 for a more powerful Cymbal Crash that also stuns enemies. Prerequisite: Cymbal Crash.</td>
</tr>
</tbody>
</table>

**Disc Jockey Path:** Improve Power Discs attacks.

**Carpet Captain Path:** Improve Magic Carpet Dash attacks.

<table>
<thead>
<tr>
<th>Upgrades</th>
<th>Price</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Trick Shot</strong> – 1700</td>
<td></td>
<td>Power Discs can go through enemies and bounce off walls.</td>
</tr>
<tr>
<td><strong>Smash Hit</strong> – 2200</td>
<td></td>
<td>Do a Cymbal Crash toward the end of a Magic Carpet Dash for a super-smash combo.</td>
</tr>
<tr>
<td><strong>A Toss-Up</strong> – 3000</td>
<td></td>
<td>Hold Attack 1 to charge up Power Discs for a massive overhead throw.</td>
</tr>
<tr>
<td><strong>Smash 'n' Dash</strong> – 1700</td>
<td></td>
<td>Hitting an enemy with a Magic Carpet Dash makes the dash last longer.</td>
</tr>
<tr>
<td><strong>Double Whammy</strong> – 2200</td>
<td></td>
<td>Throw a Power Disc toward the end of a Magic Carpet Dash for a double-disc combo.</td>
</tr>
<tr>
<td><strong>Shock Treatment</strong> – 3000</td>
<td></td>
<td>Leave a trail of electricity after a Magic Carpet Dash that damages enemies.</td>
</tr>
</tbody>
</table>

**Breeze: “Twists of Fury!”**

**Breeze’s Stats!**

<table>
<thead>
<tr>
<th>Status:</th>
<th>Mini</th>
</tr>
</thead>
<tbody>
<tr>
<td>Element:</td>
<td>Air</td>
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<tr>
<td>Maximum Health:</td>
<td>270</td>
</tr>
<tr>
<td>Speed:</td>
<td>70</td>
</tr>
<tr>
<td>Armor:</td>
<td>18</td>
</tr>
<tr>
<td>Critical Hit:</td>
<td>50</td>
</tr>
<tr>
<td>Elemental Power:</td>
<td>25</td>
</tr>
</tbody>
</table>

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:**

<table>
<thead>
<tr>
<th>Upgrade</th>
<th>Cost</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Rainbow Chain</strong> – 500</td>
<td></td>
<td>Rainbows do extra damage—shoot a Tempest Cloud with a Rainbow of Doom and a second rainbow chains off of it.</td>
</tr>
<tr>
<td><strong>Triple Tempest</strong> – 700</td>
<td></td>
<td>Have three Tempest Clouds active at once. Tempest Clouds do extra damage.</td>
</tr>
<tr>
<td><strong>Dragon Flight</strong> – 900</td>
<td></td>
<td>Press Attack 3 to fly. Speed and armor are increased while flying.</td>
</tr>
<tr>
<td><strong>Dual Rainbows</strong> – 1200</td>
<td></td>
<td>Hit a Tempest Cloud with a Rainbow of Doom, and two rainbows will chain off of it. Prerequisite: Rainbow Chain.</td>
</tr>
<tr>
<td><strong>Ultimate Rainbomega</strong></td>
<td></td>
<td>Further develop Breeze’s Rainbow of Doom attack.</td>
</tr>
<tr>
<td><strong>Tempest Dragon</strong></td>
<td></td>
<td>Further develop Breeze’s Tempest Cloud attack.</td>
</tr>
<tr>
<td><strong>Double Dose of Rainbow</strong> – 1700</td>
<td></td>
<td>Shoot two Rainbows of Doom at once.</td>
</tr>
<tr>
<td><strong>Atomic Rainbow</strong> – 2200</td>
<td></td>
<td>Rainbow of Doom attack does increased damage.</td>
</tr>
<tr>
<td><strong>Rainbow Singularity</strong> – 3000</td>
<td></td>
<td>Hold Attack 1 to charge up a super-powerful Rainbow of Doom black hole.</td>
</tr>
<tr>
<td><strong>Triple Rainbow, It’s Full On</strong> – 1700</td>
<td></td>
<td>Hit a Tempest Cloud with a Rainbow of Doom, and three rainbows will chain off of it.</td>
</tr>
<tr>
<td><strong>Tempest Tantrum</strong> – 2200</td>
<td></td>
<td>Bigger Tempest Cloud does increased damage with increased range.</td>
</tr>
<tr>
<td><strong>Tempest Matrix</strong> – 3000</td>
<td></td>
<td>Electricity forms between Tempest Clouds that hurts enemies.</td>
</tr>
</tbody>
</table>
Pet Vac: “Hawk ‘N’ AWE!”

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:

<table>
<thead>
<tr>
<th>Upgrade</th>
<th>Price/Unlock</th>
</tr>
</thead>
<tbody>
<tr>
<td>Feistier Fan – 500</td>
<td></td>
</tr>
<tr>
<td>Jet-Vac Jet Pack – 700</td>
<td></td>
</tr>
<tr>
<td>Vac Blaster 9000 – 900</td>
<td></td>
</tr>
<tr>
<td>Turbine Suction Fan – 1200</td>
<td></td>
</tr>
</tbody>
</table>

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.
Snap Shot: “Croc and Roll!”

**Bird Blaster Path:** Further develop Pet Vac’s Vac-Blaster attacks.

**Vac-Blaster**
- **Piercing Winds – 1700**
  Vac-Blaster does even more increased damage and pierces multiple enemies.
- **Vac Master-Blaster 20X – 2200**
  Vac-Blaster does maximum damage.
- **Super Suction Air Blaster – 3000**
  Suck up enemies with the Suction Gun, and it gives the Vac-Blaster a super shot.

**Vac-Blaster**
- **Tank Reserves – 1700**
  Can remain in flight longer and recharge faster.
- **The Mulcher – 2200**
  Suction Gun attacks do maximum damage.
- **Flying Corkscrew – 3000**
  While flying, press Attack 2 to blast forward and perform a powerful corkscrew attack.

**Vac-Packeteer Path:** Further develop Pet Vac’s Suction and Flight attacks.

**Vac-Packeteer**
- **Super Suction Air Blaster – 3000**
  Suck up enemies with the Suction Gun, and it gives the Vac-Blaster a super shot.

---

**Snap Shot: “Croc and Roll!”**

**Snap Shot’s Stats!**

<table>
<thead>
<tr>
<th>Status:</th>
<th>Trap Master</th>
</tr>
</thead>
<tbody>
<tr>
<td>Element:</td>
<td>Water</td>
</tr>
<tr>
<td>Maximum Health:</td>
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</tr>
<tr>
<td>Speed:</td>
<td>70</td>
</tr>
<tr>
<td>Armor:</td>
<td>24</td>
</tr>
<tr>
<td>Critical Hit:</td>
<td>30</td>
</tr>
<tr>
<td>Elemental Power:</td>
<td>46</td>
</tr>
</tbody>
</table>

**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.
CHAPTER 3: Meet the Skylanders

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:

<table>
<thead>
<tr>
<th>Upgrade</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Sure Shot Croc – 500</strong>:</td>
<td>Hold Attack 1 to charge up a Traptanium Arrow attack.</td>
</tr>
<tr>
<td><strong>Torrential Tidepool – 700</strong>:</td>
<td>Hold Attack 3 to create a controllable Torrential Tidepool.</td>
</tr>
<tr>
<td><strong>Super Slam – 900</strong>:</td>
<td>Hold Attack 2 to charge up an extra powerful Crystal Slam.</td>
</tr>
<tr>
<td><strong>Amazing Arrow – 1200</strong>:</td>
<td>Improved Traptanium Arrow does extra damage.</td>
</tr>
<tr>
<td><strong>Crackshot Croc Path</strong>:</td>
<td>Improve Traptanium Arrow attacks.</td>
</tr>
<tr>
<td><strong>Tide Turner Path</strong>:</td>
<td>Improve Tide Turner attacks.</td>
</tr>
<tr>
<td><strong>Arrowsplision – 1700</strong>:</td>
<td>Traptanium Arrows now explode on impact.</td>
</tr>
<tr>
<td><strong>Traptanium Flechette – 2200</strong>:</td>
<td>Shards of Traptanium splinter off arrows doing additional damage.</td>
</tr>
<tr>
<td><strong>Water Arrow – 3000</strong>:</td>
<td>Hold Attack 1 to charge up a Water Element-infused Traptanium Arrow.</td>
</tr>
<tr>
<td><strong>Big Wave Torrent – 1700</strong>:</td>
<td>Torrential Tidepool is bigger and does more damage.</td>
</tr>
<tr>
<td><strong>Big Wave Torrent – 1700</strong>:</td>
<td>Torrential Tidepool is bigger and does more damage.</td>
</tr>
<tr>
<td><strong>Water Trap – 2200</strong>:</td>
<td>Enemies caught in Torrential Tidepool become trapped.</td>
</tr>
<tr>
<td><strong>What’s Kraken? – 3000</strong>:</td>
<td>Torrential Tidepool now calls forth the power of the Kraken!</td>
</tr>
</tbody>
</table>
Lob-Star: “Star Bright, Star Fight!”

Lob-Star’s Stats!

<table>
<thead>
<tr>
<th>Status</th>
<th>Trap Master</th>
</tr>
</thead>
<tbody>
<tr>
<td>Element</td>
<td>Water</td>
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<tr>
<td>Maximum Health</td>
<td>240</td>
</tr>
<tr>
<td>Speed</td>
<td>60</td>
</tr>
<tr>
<td>Armor</td>
<td>30</td>
</tr>
<tr>
<td>Critical Hit</td>
<td>40</td>
</tr>
<tr>
<td>Elemental Power</td>
<td>46</td>
</tr>
</tbody>
</table>

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.

Super Stars – 1700
While Lob-Star is Boiled, Traptanium Stars do increased damage and cut through enemies.

Twice the Starpower – 2200
Hold Attack 1 and release to shoot two Traptanium Stars at once.

Star Defense – 3000
Hold Attack 1 longer to create more Traptanium Stars for protection. Prerequisite: Twice the Starpower.

Getting Steamed! – 1700
After getting hit by enemies, automatically release steam to damage them right back.

Self E-Steam – 2200
All steam abilities get stronger and consume less Boiling Power.

Full Steam Ahead – 3000
Leave a trail of damaging steam behind. Prerequisite: Self E-Steam.

Tidal Wave Gill Grunt: “Fear the Fish!”

Tidal Wave Gill Grunt’s Stats!

<table>
<thead>
<tr>
<th>Status:</th>
<th>Skylander</th>
</tr>
</thead>
<tbody>
<tr>
<td>Element:</td>
<td>Water</td>
</tr>
<tr>
<td>Maximum Health:</td>
<td>270</td>
</tr>
<tr>
<td>Speed:</td>
<td>50</td>
</tr>
<tr>
<td>Armor:</td>
<td>6</td>
</tr>
<tr>
<td>Critical Hit:</td>
<td>50</td>
</tr>
<tr>
<td>Elemental Power:</td>
<td>25</td>
</tr>
</tbody>
</table>

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.


Upgrades:

<table>
<thead>
<tr>
<th>Barbed Harpoons – 500: Harpoons do increased damage.</th>
</tr>
</thead>
<tbody>
<tr>
<td>High Pressure Hose – 700: Power Hose attack does extra damage and knocks enemies back further.</td>
</tr>
<tr>
<td>Harpoon Repeater – 900: Harpoons reload faster.</td>
</tr>
<tr>
<td>Water Jetpack – 1200: Press Attack 3 to fly until the Water Jetpack runs out. Increased speed and armor while flying.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Harpooner Path: Further Develop Gill Grunt’s Harpoon attacks.</th>
<th>Water Weaver Path: Further Develop Gill Grunt’s Power Hose and Jetpack skills.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Quadent Harpoons – 1700 Harpoons do even more increased damage.</td>
<td>Reserve Water Tank – 1700 The Power Hose and Water Jetpack never run out of water.</td>
</tr>
<tr>
<td>Piercing Harpoons – 2200 Harpoons travel straight through enemies and hit new targets.</td>
<td>Boiling Water Hose – 2200 Power Hose attack does even more increased damage.</td>
</tr>
</tbody>
</table>
CHAPTER 3: Meet the Skylanders

Echo: “Let’s Make Some Noise!”

Echo’s Stats!

<table>
<thead>
<tr>
<th>Status:</th>
<th>Skylander</th>
</tr>
</thead>
<tbody>
<tr>
<td>Element:</td>
<td>Water</td>
</tr>
<tr>
<td>Maximum Health:</td>
<td>270</td>
</tr>
<tr>
<td>Speed:</td>
<td>50</td>
</tr>
<tr>
<td>Armor:</td>
<td>42</td>
</tr>
<tr>
<td>Critical Hit:</td>
<td>20</td>
</tr>
<tr>
<td>Elemental Power:</td>
<td>46</td>
</tr>
</tbody>
</table>

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:

<table>
<thead>
<tr>
<th>Upgrade</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Sonic Slam – 500</strong></td>
<td>Press Attack 3 to create a sonic slam, damaging enemies on the ground.</td>
</tr>
<tr>
<td><strong>Pitch Control – 700</strong></td>
<td>Can hold the Siren Scream notes for longer, doing more damage.</td>
</tr>
<tr>
<td><strong>Four-Beat – 900</strong></td>
<td>Deploy up to four Bubble Bombs at any one time, which now do extra damage.</td>
</tr>
<tr>
<td><strong>Subsonic – 1200</strong></td>
<td>Sonic Slam now creates an aftershock that deals extra damage. Prerequisite: Sonic Slam.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Path</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Bubble Up Path</strong></td>
<td>Improve Bubble Bomb attacks.</td>
</tr>
<tr>
<td><strong>Bubble Shield – 1700</strong></td>
<td>Hold Attack 2 to protect yourself in a bubble that absorbs damage until it pops.</td>
</tr>
<tr>
<td><strong>Power Pop – 2200</strong></td>
<td>All Bubble Bombs do maximum damage at an increased range.</td>
</tr>
<tr>
<td><strong>Burst My Bubble – 3000</strong></td>
<td>While in a Bubble Shield, press Attack 3 to make it explode and damage nearby enemies. Prerequisite: Bubble Shield.</td>
</tr>
<tr>
<td><strong>Singalong Path</strong></td>
<td>Improve Siren Scream attacks.</td>
</tr>
<tr>
<td><strong>Ultimate Pitch Control – 1700</strong></td>
<td>Hold Attack 1 indefinitely for a never-ending Siren Scream.</td>
</tr>
<tr>
<td><strong>Scream Out – 2200</strong></td>
<td>Quickly press Attack 1 again after a Siren Scream to deliver a powerful shout attack.</td>
</tr>
<tr>
<td><strong>Ultrasound – 3000</strong></td>
<td>Hold Attack 3 to charge the Sonic Slam attack and unleash another, more powerful burst.</td>
</tr>
</tbody>
</table>

**Flip Wreck: “Making Waves!”**

**Flip Wreck’s Stats!**

<table>
<thead>
<tr>
<th>Status:</th>
<th>Skylander</th>
</tr>
</thead>
<tbody>
<tr>
<td>Element:</td>
<td>Water</td>
</tr>
<tr>
<td>Maximum Health:</td>
<td>300</td>
</tr>
<tr>
<td>Speed:</td>
<td>60</td>
</tr>
<tr>
<td>Armor:</td>
<td>30</td>
</tr>
<tr>
<td>Critical Hit:</td>
<td>30</td>
</tr>
<tr>
<td>Elemental Power:</td>
<td>39</td>
</tr>
</tbody>
</table>

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:**

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

Thumpling’s Stats!

<table>
<thead>
<tr>
<th>Status</th>
<th>Mini</th>
</tr>
</thead>
<tbody>
<tr>
<td>Element</td>
<td>Water</td>
</tr>
<tr>
<td>Maximum Health</td>
<td>460</td>
</tr>
<tr>
<td>Speed</td>
<td>40</td>
</tr>
<tr>
<td>Armor</td>
<td>30</td>
</tr>
<tr>
<td>Critical Hit</td>
<td>50</td>
</tr>
<tr>
<td>Elemental Power</td>
<td>25</td>
</tr>
</tbody>
</table>

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:


Slippery Belly – 700: Slide longer after a Belly Flop and do increased damage.

The Whallest Chomp – 900: Bigger, most powerful Whale Chomp attack.

Now There’s an Anchor! – 1200: Increases Anchor Assault’s damage.
CHAPTER 3: Meet the Skylanders

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

Gill Runt: “Fear the Fish!”

Gill Runt’s Stats!

| 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 HOUSE 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:

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

Jawbreaker’s Stats!

<table>
<thead>
<tr>
<th>Status</th>
<th>Trap Master</th>
</tr>
</thead>
<tbody>
<tr>
<td>Element</td>
<td>Tech</td>
</tr>
<tr>
<td>Maximum Health</td>
<td>340</td>
</tr>
<tr>
<td>Speed</td>
<td>50</td>
</tr>
<tr>
<td>Armor</td>
<td>12</td>
</tr>
<tr>
<td>Critical Hit</td>
<td>70</td>
</tr>
<tr>
<td>Elemental Power</td>
<td>25</td>
</tr>
</tbody>
</table>

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:**

<table>
<thead>
<tr>
<th>Upgrade</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>Spark Shock – 700:</td>
<td>Press Attack 3 to punch the ground and release a wave of electric sparks.</td>
</tr>
<tr>
<td>Alternating Current – 900:</td>
<td>Punching in Robo Rage Mode shocks enemies, doing extra damage over time.</td>
</tr>
<tr>
<td>Heavy Hands – 1200:</td>
<td>Traptanium Punches do more damage.</td>
</tr>
</tbody>
</table>
High Voltage Path: Improve Spark Shock attacks.

Static Cling – 1700
Spark Shock attack sticks to enemies, doing damage over time.

Hands Off – 2200
Getting hit by an enemy automatically releases a wave of electric sparks.

Sparking Interest – 3000
Constantly release electric sparks in Robo Rage Mode.


Jolting Jab – 1700
Punching in Robo Rage Mode creates static bursts, which damage other enemies.

Defense Firmware Update – 2200
Take less damage while in Robo Rage Mode.

Punch for Power – 3000
Stay in Robo Rage Mode longer by landing punches.

Gearshift: “All Geared Up!”

Gearshift’s Stats!

<table>
<thead>
<tr>
<th>Stat</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>Status</td>
<td>Trap Master</td>
</tr>
<tr>
<td>Element</td>
<td>Tech</td>
</tr>
<tr>
<td>Maximum Health</td>
<td>300</td>
</tr>
<tr>
<td>Speed</td>
<td>70</td>
</tr>
<tr>
<td>Armor</td>
<td>24</td>
</tr>
<tr>
<td>Critical Hit</td>
<td>40</td>
</tr>
<tr>
<td>Elemental Power</td>
<td>39</td>
</tr>
</tbody>
</table>

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!
CHAPTER 3: Meet the Skylanders

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:

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

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:

<table>
<thead>
<tr>
<th>Upgrade</th>
<th>Cost</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Roar!</td>
<td>500</td>
<td>Press Attack 3 to unleash a powerful roar attack.</td>
</tr>
<tr>
<td>Rev’d Up Rockets – 700</td>
<td></td>
<td>Raptor Rockets do extra damage.</td>
</tr>
<tr>
<td>Homing Missiles – 900</td>
<td></td>
<td>Raptor Rockets seek out enemies for a sure hit.</td>
</tr>
<tr>
<td>Better Blades – 1200</td>
<td></td>
<td>Chopper Blades do extra damage.</td>
</tr>
<tr>
<td>Roar Like Never Before Path:</td>
<td></td>
<td>Improve Roar attacks.</td>
</tr>
<tr>
<td>Blaster from the Past Path:</td>
<td></td>
<td>Improve Raptor Rocket and Chopper Blades attacks.</td>
</tr>
</tbody>
</table>
CHAPTER 3: Meet the Skylanders

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

Tread Head: “Tread and Shred!”

Tread Head’s Stats!

<table>
<thead>
<tr>
<th>Status:</th>
<th>Skylander</th>
</tr>
</thead>
<tbody>
<tr>
<td>Element:</td>
<td>Tech</td>
</tr>
<tr>
<td>Maximum Health:</td>
<td>270</td>
</tr>
<tr>
<td>Speed:</td>
<td>85</td>
</tr>
<tr>
<td>Armor:</td>
<td>18</td>
</tr>
<tr>
<td>Critical Hit:</td>
<td>20</td>
</tr>
<tr>
<td>Elemental Power:</td>
<td>25</td>
</tr>
</tbody>
</table>

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:

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

Drobit: “Blink and Destroy!”

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:**

<table>
<thead>
<tr>
<th>Upgrade</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Thruster Flight – 500:</strong></td>
<td></td>
</tr>
<tr>
<td>Hold Attack 3 to have Drobit fly. Drobit gets increased speed and armor while flying.</td>
<td></td>
</tr>
<tr>
<td><strong>Galvanized Bladegear – 700:</strong></td>
<td></td>
</tr>
<tr>
<td>Bladegears do increased damage.</td>
<td></td>
</tr>
<tr>
<td><strong>Axon Focus Crystals – 900:</strong></td>
<td></td>
</tr>
<tr>
<td>Eye Blasters do increased damage.</td>
<td></td>
</tr>
<tr>
<td><strong>Hover Mode – 1200:</strong></td>
<td></td>
</tr>
<tr>
<td>Hold Attack 3 to have Drobit hover. Prerequisite: Thruster Flight.</td>
<td></td>
</tr>
<tr>
<td><strong>Master Blaster Path:</strong> Further develop Drobit’s Blaster attacks.</td>
<td></td>
</tr>
<tr>
<td><strong>Clockwork Dragon Path:</strong> Further develop Drobit’s Bladegear attacks.</td>
<td></td>
</tr>
<tr>
<td><strong>Dendrite Focus Crystals – 1700:</strong></td>
<td></td>
</tr>
<tr>
<td>Eye Blasters do even more increased damage.</td>
<td></td>
</tr>
<tr>
<td><strong>Antimatter Changes – 2200:</strong></td>
<td></td>
</tr>
<tr>
<td>Eye Blaster beams explode on contact, doing damage to enemies.</td>
<td></td>
</tr>
<tr>
<td><strong>Quadratic Blasters – 3000:</strong></td>
<td></td>
</tr>
<tr>
<td>Press Attack 1 to shoot lasers out of your wings as well.</td>
<td></td>
</tr>
<tr>
<td><strong>Depleted Uranium Bladegears – 1700:</strong></td>
<td></td>
</tr>
<tr>
<td>Bladegears do even more increased damage.</td>
<td></td>
</tr>
<tr>
<td><strong>Explosive Bladegears – 2200:</strong></td>
<td></td>
</tr>
<tr>
<td>Bladegears explode on contact, doing damage to nearby enemies.</td>
<td></td>
</tr>
<tr>
<td><strong>Tri-spread Bladegears – 3000:</strong></td>
<td></td>
</tr>
<tr>
<td>Press Attack 2 to shoot three Bladegears at once.</td>
<td></td>
</tr>
</tbody>
</table>
Trigger Snappy: “No Gold, No Glory!”

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:

<table>
<thead>
<tr>
<th>Upgrade</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>Golden Super Charge – 500</td>
<td>500</td>
</tr>
<tr>
<td>Pot ’o Gold – 700</td>
<td>700</td>
</tr>
<tr>
<td>Golden Mega Charge – 900</td>
<td>900</td>
</tr>
<tr>
<td>Golden Machine Gun – 1200</td>
<td>1200</td>
</tr>
</tbody>
</table>

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 Money Bags Path: Further develop Trigger Snappy’s throwing skills.

### Happiness is a Golden Gun – 1700
Golden Pistols deal increased damage.

### Bouncing Bullets – 2200
Golden Pistols’ bullets bounce off walls.

### Golden Yomato Blast – 3000
Charge up your Golden Pistols even longer to do maximum damage. Prerequisite: Happiness is a Golden Gun.

Just Throwing Money Away – 1700
Lob attacks have longer range.

### Coinspllosion – 2200
Lob attacks explode in a shower of damaging coins.

### 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.

---

### Wildfire: “Bringing the Heat!”

**Wildfire’s Stats!**

<table>
<thead>
<tr>
<th>Status</th>
<th>Trap Master</th>
</tr>
</thead>
<tbody>
<tr>
<td>Element:</td>
<td>Fire</td>
</tr>
<tr>
<td>Maximum Health:</td>
<td>330</td>
</tr>
<tr>
<td>Speed:</td>
<td>60</td>
</tr>
<tr>
<td>Armor:</td>
<td>30</td>
</tr>
<tr>
<td>Critical Hit:</td>
<td>30</td>
</tr>
<tr>
<td>Elemental Power:</td>
<td>25</td>
</tr>
</tbody>
</table>

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:

<table>
<thead>
<tr>
<th>Upgrade</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Heat Shield – 500:</strong></td>
<td>Hold Attack 1 to use the Heat Shield for protection and damage to nearby enemies.</td>
</tr>
<tr>
<td><strong>Extra Chains – 700:</strong></td>
<td>Chains of Fire can now pull four enemies at once.</td>
</tr>
<tr>
<td><strong>Fire Roar – 900:</strong></td>
<td>Press Attack 3 to unleash a Fire Roar attack.</td>
</tr>
<tr>
<td><strong>Hotter Heat Shield – 1200:</strong></td>
<td>Heat Shield now burns brighter and does extra damage. Prerequisite: Heat Shield.</td>
</tr>
</tbody>
</table>

**Shield Slasher Path:** Improve Traptanium Shield Bash attacks.

**Chain Champion Path:** Improve Chains of Fire attacks.

<table>
<thead>
<tr>
<th>Upgrade</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Burning Bash – 1700:</strong></td>
<td>Press Attack 1, Attack 1, hold Attack 2 for a Heat Wave combo.</td>
</tr>
<tr>
<td><strong>Fire Spin – 2200:</strong></td>
<td>Press Attack 1, Attack 1, hold Attack 3 for a Fire Spin combo.</td>
</tr>
<tr>
<td><strong>Searing Slam – 3000:</strong></td>
<td>Press Attack 1 in the air for a Searing Slam attack.</td>
</tr>
<tr>
<td><strong>Lots of Chains – 1700:</strong></td>
<td>Chains of Fire can now pull five enemies at once.</td>
</tr>
<tr>
<td><strong>Blazing Breath – 2200:</strong></td>
<td>Fire Roar has longer range and does extra damage.</td>
</tr>
<tr>
<td><strong>No Escape! – 5000:</strong></td>
<td>Chains of Fire have a wider area of effect and can pull five enemies at once. Prerequisite: Lots of Chains.</td>
</tr>
</tbody>
</table>
Ka-Boom: “Boom Time!”

Ka-Boom's Stats!

<table>
<thead>
<tr>
<th>Status</th>
<th>Trap Master</th>
</tr>
</thead>
<tbody>
<tr>
<td>Element:</td>
<td>Fire</td>
</tr>
<tr>
<td>Maximum Health</td>
<td>250</td>
</tr>
<tr>
<td>Speed:</td>
<td>60</td>
</tr>
<tr>
<td>Armor:</td>
<td>12</td>
</tr>
<tr>
<td>Critical Hit:</td>
<td>80</td>
</tr>
<tr>
<td>Elemental Power</td>
<td>39</td>
</tr>
</tbody>
</table>

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:

<table>
<thead>
<tr>
<th>Upgrade</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Jumpquake – 500</td>
<td>Cannon Jump now creates an earthquake that damages nearby enemies over time.</td>
</tr>
<tr>
<td>Mortar Strike – 700</td>
<td>Press Attack 3 to fire exploding cannonballs into the air. Hold Attack 3 to aim your shot.</td>
</tr>
<tr>
<td>The Long Ranger – 900</td>
<td>Increases the range of the Mortar Strike attack.</td>
</tr>
<tr>
<td>Cannon Charge – 1200</td>
<td>Hold Attack 1 to charge up the cannon and release to fire a more powerful Traptanium Cannonball.</td>
</tr>
</tbody>
</table>

**Cannonball Runner Path**: Improve Traptanium Cannonball attacks.

**Jumping Juggernaut Path**: Improve Cannon Jump attacks.
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.
CHAPTER 3: Meet the Skylanders

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:

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

Trail Blazer’s Stats!

<table>
<thead>
<tr>
<th>Status:</th>
<th>Skylander</th>
</tr>
</thead>
<tbody>
<tr>
<td>Element: Fire</td>
<td></td>
</tr>
<tr>
<td>Maximum Health:</td>
<td>270</td>
</tr>
<tr>
<td>Speed:</td>
<td>85</td>
</tr>
<tr>
<td>Armor:</td>
<td>18</td>
</tr>
<tr>
<td>Critical Hit:</td>
<td>30</td>
</tr>
<tr>
<td>Elemental Power:</td>
<td>25</td>
</tr>
</tbody>
</table>

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:

<table>
<thead>
<tr>
<th>Upgrade</th>
<th>Cost</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bring the Heat</td>
<td>500</td>
<td>Fireball attack does extra damage.</td>
</tr>
<tr>
<td>Stampede</td>
<td>700</td>
<td>Press Attack 3 for a charge attack, shooting fire out of your horn.</td>
</tr>
<tr>
<td>Bucking Bronco</td>
<td>900</td>
<td>Hold Attack 2 to go into Bucking Bronco Mode, kicking in every direction.</td>
</tr>
<tr>
<td>Fuel to Fire</td>
<td>1200</td>
<td>All attacks do extra damage.</td>
</tr>
</tbody>
</table>
CHAPTER 3: Meet the Skylanders

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

Hog Wild Fryno: “Crash and Burn!”

Hog Wild Fryno’s Stats!

<table>
<thead>
<tr>
<th>Status: Skylander</th>
<th>Element: Fire</th>
</tr>
</thead>
<tbody>
<tr>
<td>Maximum Health: 330</td>
<td>Speed: 60</td>
</tr>
<tr>
<td>Armor: 6</td>
<td>Critical Hit: 20</td>
</tr>
<tr>
<td>Elemental Power: 25</td>
<td></td>
</tr>
</tbody>
</table>

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:

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

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:

<table>
<thead>
<tr>
<th>Upgrade</th>
<th>Cost</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Big Blob Lava Throw – 500</td>
<td></td>
<td>Lava Blob attack gets bigger and does increased damage.</td>
</tr>
<tr>
<td>Fiery Remains – 700</td>
<td></td>
<td>Lava Blobs leave behind pools of flame when they hit the ground.</td>
</tr>
<tr>
<td>Eruption-Flying Tephra – 900</td>
<td></td>
<td>Lava balls shoot out during the Eruption attack.</td>
</tr>
<tr>
<td>Magma Ball – 1200</td>
<td></td>
<td>Press Attack 3 to spit out Magma Balls.</td>
</tr>
</tbody>
</table>
Small Fry: “Crash and Burn!”

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!
CHAPTER 3: Meet the Skylanders

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:

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

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:**

| 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.

Modulate Yodel – 2200
Yodel attack does even more damage, and you can control the pitch.

Forget Breaking Glass – 3000
Yodel attack is so loud, it destroys the ground beneath you.

A Stomp to Remember – 1700
Stomp attack does extra damage.

Power Steering – 2200
Turning during a charge attack makes it do additional extra damage with each turn.

Omega Stomp – 3000
Stomp attack does extra damage and destroys the ground beneath you.

Wallop: “Hammer It Home!”

Wallop’s Stats!

<table>
<thead>
<tr>
<th>Status</th>
<th>Trap Master</th>
</tr>
</thead>
<tbody>
<tr>
<td>Element</td>
<td>Earth</td>
</tr>
<tr>
<td>Maximum Health</td>
<td>300</td>
</tr>
<tr>
<td>Speed</td>
<td>60</td>
</tr>
<tr>
<td>Armor</td>
<td>18</td>
</tr>
<tr>
<td>Critical Hit</td>
<td>50</td>
</tr>
<tr>
<td>Elemental Power</td>
<td>25</td>
</tr>
</tbody>
</table>

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!
Wallop: “Hammer It Home!” 107

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:

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

Fist Bump: “Knock, Knock…Too Late!”

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.

---

**Fist Bump’s Stats!**

<table>
<thead>
<tr>
<th>Status:</th>
<th>Skylander</th>
</tr>
</thead>
<tbody>
<tr>
<td>Element:</td>
<td>Earth</td>
</tr>
<tr>
<td>Maximum Health:</td>
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<tr>
<td>Speed:</td>
<td>60</td>
</tr>
<tr>
<td>Armor:</td>
<td>30</td>
</tr>
<tr>
<td>Critical Hit:</td>
<td>20</td>
</tr>
<tr>
<td>Elemental Power:</td>
<td>25</td>
</tr>
</tbody>
</table>
Upgrades:

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

Rocky Roll: “Roll with It!”

<table>
<thead>
<tr>
<th>Rocky Roll’s Stats!</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>Status:</td>
<td>Skylander</td>
</tr>
<tr>
<td>Element:</td>
<td>Earth</td>
</tr>
<tr>
<td>Maximum Health:</td>
<td>270</td>
</tr>
<tr>
<td>Speed:</td>
<td>60</td>
</tr>
<tr>
<td>Armor:</td>
<td>30</td>
</tr>
<tr>
<td>Critical Hit:</td>
<td>40</td>
</tr>
<tr>
<td>Elemental Power:</td>
<td>25</td>
</tr>
</tbody>
</table>

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:**

<table>
<thead>
<tr>
<th>Upgrade</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Boulder Barrier – 500</strong></td>
<td>Press Attack 3 to form a protective Boulder Barrier; then press Attack 3 again to launch the boulders out.</td>
</tr>
<tr>
<td><strong>Rock On – 700</strong></td>
<td>Spit Ball and Boulder Barrier attacks do more damage.</td>
</tr>
<tr>
<td><strong>Bouncy Attack Mode – 900</strong></td>
<td>Press Attack 3 to create Boulder Barriers; then hold Attack 2 to enter Bouncy Attack Mode.</td>
</tr>
<tr>
<td><strong>Moh Boulders – 1200</strong></td>
<td>Press Attack 3 to increase the number of boulders in the Boulder Barrier from three to six. Prerequisite: Boulder Barrier.</td>
</tr>
<tr>
<td><strong>Geological Grandmaster Path</strong></td>
<td>Improve Spit Ball attacks.</td>
</tr>
<tr>
<td><strong>Rock On – 700</strong></td>
<td>Spit Ball and Boulder Barrier attacks do more damage.</td>
</tr>
<tr>
<td><strong>Rock Hardest – 2200</strong></td>
<td>Spit Ball and Boulder Barrier attacks do maximum damage.</td>
</tr>
<tr>
<td><strong>Triple Spit Balls – 3000</strong></td>
<td>Shoot three Spit Balls at once that ricochet into smaller boulders.</td>
</tr>
<tr>
<td><strong>Roll’s Roll – 1700</strong></td>
<td>Rapidly press Attack 2 to rev up the Boulder Dash for more damage and speed.</td>
</tr>
<tr>
<td><strong>Roll with the Punches – 2200</strong></td>
<td>In Bouncy Attack Mode, press Attack 1 to perform a spinning fist attack.</td>
</tr>
<tr>
<td><strong>Rocky Boxing – 3000</strong></td>
<td>In Bouncy Attack Mode, press Attack 2 to throw a dashing punch attack.</td>
</tr>
</tbody>
</table>
Bop: “Rock and Roll!”

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:

<table>
<thead>
<tr>
<th>Upgrade</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Tennis Tail – 500:</strong></td>
<td></td>
</tr>
<tr>
<td>Deflect incoming objects with your Tail Swipe.</td>
<td></td>
</tr>
<tr>
<td><strong>Iron Tail – 700:</strong></td>
<td></td>
</tr>
<tr>
<td>Tail Swipe does increased damage.</td>
<td></td>
</tr>
<tr>
<td>** Summoning Stone Projection – 900:**</td>
<td></td>
</tr>
<tr>
<td>Hold Attack 3 to summon a rock wall; hit it with your Tail Swipe to launch rocks.</td>
<td></td>
</tr>
<tr>
<td><strong>Double Roll – 1200:</strong></td>
<td></td>
</tr>
<tr>
<td>Use the Roll attack for twice as long.</td>
<td></td>
</tr>
<tr>
<td><strong>Granite Dragon Path:</strong></td>
<td></td>
</tr>
<tr>
<td>Further develop Tail Swipe &amp; Summoning attacks.</td>
<td></td>
</tr>
<tr>
<td><strong>Pulver Dragon Path:</strong></td>
<td></td>
</tr>
<tr>
<td>Further develop Roll attack.</td>
<td></td>
</tr>
</tbody>
</table>
CHAPTER 3: Meet the Skylanders

<table>
<thead>
<tr>
<th>Mace of Destruction – 1700</th>
<th>Pulver Roll – 1700</th>
</tr>
</thead>
<tbody>
<tr>
<td>Tail Swipe does more increased damage.</td>
<td>Roll attack does increased damage.</td>
</tr>
<tr>
<td><strong>Summoning:</strong> Stone Uppercut – 2200</td>
<td><strong>Earthen Force Roll</strong> – 2200</td>
</tr>
<tr>
<td>Stone Projection does increased damage.</td>
<td>Roll does more damage and can roll right through enemy attacks.</td>
</tr>
<tr>
<td>Gaia Hammer – 3000</td>
<td><strong>Continental Boulder</strong> – 3000</td>
</tr>
<tr>
<td>Hold Attack 1 to charge up the Tail Swipe and do extra damage.</td>
<td>Become a giant ball while rolling—roll faster and do even more damage.</td>
</tr>
<tr>
<td>Prerequisite: Mace of Destruction.</td>
<td>Prerequisite: Pulver Roll.</td>
</tr>
</tbody>
</table>

Terrabite: “It’s Beatin’ Time!”

**Terrabite’s Stats!**

<table>
<thead>
<tr>
<th>Status:</th>
<th>Mini</th>
</tr>
</thead>
<tbody>
<tr>
<td>Element:</td>
<td>Earth</td>
</tr>
<tr>
<td>Maximum Health:</td>
<td>310</td>
</tr>
<tr>
<td>Speed:</td>
<td>50</td>
</tr>
<tr>
<td>Armor:</td>
<td>18</td>
</tr>
<tr>
<td>Critical Hit:</td>
<td>30</td>
</tr>
<tr>
<td>Elemental Power:</td>
<td>25</td>
</tr>
</tbody>
</table>

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.
Krypt King: “I’ve Got the Edge!”

Upgrades:

<table>
<thead>
<tr>
<th>Brass Knuckles – 500:</th>
<th>Punch attacks do increased damage.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Mega Bellyflop – 700:</td>
<td>Belly flop does increased damage and affects a larger area.</td>
</tr>
<tr>
<td>Feeding Frenzy – 900:</td>
<td>Press Attack 3 to spawn mini-sharks that burrow and latch onto enemies.</td>
</tr>
<tr>
<td>Multi Target Punches – 1200:</td>
<td>Punch attack hits multiple enemies.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Sand Hog Path:</th>
<th>Further develop burrowing abilities.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Brawler Path:</td>
<td>Further develop punching abilities.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Master Earth Swimmer – 1700</th>
<th>Increased speed while burrowing.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Homing Frenzy – 2200</td>
<td>Mini-sharks home in on enemies and do extra damage.</td>
</tr>
<tr>
<td>Razorfin – 3000</td>
<td>While burrowed, your dorsal fin does damage to enemies.</td>
</tr>
<tr>
<td>Pugilist – 1700</td>
<td>Press Attack 1, Attack 1, hold Attack 2 for Body Slam. Press Attack 1, Attack 1, hold Attack 3 for Uppercut.</td>
</tr>
<tr>
<td>Spiked Knuckles – 2200</td>
<td>All punch attacks do even more damage!</td>
</tr>
<tr>
<td>Frenzy Shield – 3000</td>
<td>You launch mini-sharks at enemies who damage you.</td>
</tr>
</tbody>
</table>

Krypt King: “I’ve Got the Edge!”

Krypt King’s Stats!

<table>
<thead>
<tr>
<th>Status:</th>
<th>Trap Master</th>
</tr>
</thead>
<tbody>
<tr>
<td>Element:</td>
<td>Undead</td>
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<tr>
<td>Critical Hit:</td>
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<tr>
<td>Elemental Power:</td>
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</tr>
</tbody>
</table>

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:

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

Short Cut’s Stats!

<table>
<thead>
<tr>
<th>Status:</th>
<th>Trap Master</th>
</tr>
</thead>
<tbody>
<tr>
<td>Element:</td>
<td>Undead</td>
</tr>
<tr>
<td>Maximum Health:</td>
<td>280</td>
</tr>
<tr>
<td>Speed:</td>
<td>70</td>
</tr>
<tr>
<td>Armor:</td>
<td>18</td>
</tr>
<tr>
<td>Critical Hit:</td>
<td>80</td>
</tr>
<tr>
<td>Elemental Power:</td>
<td>39</td>
</tr>
</tbody>
</table>

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:

<table>
<thead>
<tr>
<th>Upgrade:</th>
<th>Cost:</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Cutting Frenzy</strong> – 500</td>
<td></td>
<td>Rapidly press Attack 1 to go into a cutting frenzy.</td>
</tr>
<tr>
<td><strong>Nether Needle</strong> – 700</td>
<td></td>
<td>Press Attack 3 to shoot a Nether Needle and pull enemies you hit in closer.</td>
</tr>
<tr>
<td><strong>No Strings Attached</strong> – 900</td>
<td></td>
<td>Cut a Puppet’s string with Traptanium Scissors to make it faster and more powerful.</td>
</tr>
</tbody>
</table>
CHAPTER 3: Meet the Skylanders

Cut Through Worlds – 1200: Hold Attack 1 and release to cut open a rift into another dimension.

<table>
<thead>
<tr>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>Treacherous Tangle – 1700</td>
<td>Go Out with a Bang – 1700</td>
</tr>
<tr>
<td>Enemies reeled in by the Nether Needle are tangled up in thread.</td>
<td>Phantom Puppets explode before disappearing, damaging anything around them.</td>
</tr>
<tr>
<td>Super Snips – 2200</td>
<td>Puppet Population – 2200</td>
</tr>
<tr>
<td>Enemies tangled up in thread take extra damage from Scissor attacks.</td>
<td>Can summon more Phantom Puppets at a time, and all do extra damage.</td>
</tr>
<tr>
<td>Threadsplosion – 3000</td>
<td>Paging Dr. Puppets – 3000</td>
</tr>
<tr>
<td>After an enemy becomes untangled, an explosion occurs, doing extra damage.</td>
<td>Phantom Puppets can heal you after damaging an enemy.</td>
</tr>
</tbody>
</table>

Funny Bone: “I Have a Bone to Pick!”

Funny Bone’s Stats!

<table>
<thead>
<tr>
<th>Status:</th>
<th>Skylander</th>
</tr>
</thead>
<tbody>
<tr>
<td>Element:</td>
<td>Undead</td>
</tr>
<tr>
<td>Maximum Health:</td>
<td>270</td>
</tr>
<tr>
<td>Speed:</td>
<td>70</td>
</tr>
<tr>
<td>Armor:</td>
<td>24</td>
</tr>
<tr>
<td>Critical Hit:</td>
<td>20</td>
</tr>
<tr>
<td>Elemental Power:</td>
<td>46</td>
</tr>
</tbody>
</table>

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:**

<table>
<thead>
<tr>
<th>Upgrade</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Bone Paws – 500</strong></td>
<td>Press Attack 3 to raise Bone Paws from the ground, which attack enemies.</td>
</tr>
<tr>
<td><strong>Disc Demon – 700</strong></td>
<td>Flying Bone Disc does extra damage.</td>
</tr>
<tr>
<td><strong>Ferocious Fetch – 900</strong></td>
<td>Press and hold Attack 2 to chase after the Flying Bone Disc and release to fetch it.</td>
</tr>
<tr>
<td><strong>Bump Up the Blades – 1200</strong></td>
<td>Press and hold Attack 1 to charge the Bone Saw.</td>
</tr>
<tr>
<td><strong>Tail Wagger Path</strong></td>
<td>Improve Bone Saw attacks.</td>
</tr>
<tr>
<td><strong>Bone Zoner Path</strong></td>
<td>Improve Flying Bone Disc attacks.</td>
</tr>
<tr>
<td><strong>Supercharged Saw – 1700</strong></td>
<td>Press and hold Attack 3 to supercharge the Bone Saw.</td>
</tr>
<tr>
<td><strong>Bone Paw Power – 2200</strong></td>
<td>Dash toward a Bone Paw to supercharge the Bone Saw.</td>
</tr>
<tr>
<td><strong>Head Case – 3000</strong></td>
<td>Press and hold Attack 3 during the Bone Saw attack to summon a ghostly skull to devour enemies.</td>
</tr>
<tr>
<td><strong>Flying Bone Boom – 1700</strong></td>
<td>Flying Bone Discs now explode and do additional damage.</td>
</tr>
<tr>
<td><strong>Ultimate FBD – 2200</strong></td>
<td>Flying Bone Disc Slam affects a larger area.</td>
</tr>
<tr>
<td><strong>Play Catch – 3000</strong></td>
<td>Hit a Bone Paw with a Flying Bone Disc to play catch with other paws.</td>
</tr>
</tbody>
</table>
Bat Spin: “No Rest for the Wicked!”

Bat Spin’s Stats!

<table>
<thead>
<tr>
<th>Status</th>
<th>Skylander</th>
</tr>
</thead>
<tbody>
<tr>
<td>Element</td>
<td>Undead</td>
</tr>
<tr>
<td>Maximum Health</td>
<td>240</td>
</tr>
<tr>
<td>Speed</td>
<td>85</td>
</tr>
<tr>
<td>Armor</td>
<td>12</td>
</tr>
<tr>
<td>Critical Hit</td>
<td>50</td>
</tr>
<tr>
<td>Elemental Power</td>
<td>46</td>
</tr>
</tbody>
</table>

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:

<table>
<thead>
<tr>
<th>Upgrade</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>Healing Bite – 500</td>
<td></td>
</tr>
<tr>
<td>Brawny Bats – 700</td>
<td></td>
</tr>
<tr>
<td>Go Batty! – 900</td>
<td></td>
</tr>
</tbody>
</table>
A Colony of Bats – 1200: Increase the maximum number of pet bats.

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

Eye-Small: “I’ve Got My Eye on You!”

**Eye-Small’s Stats!**

<table>
<thead>
<tr>
<th>Status:</th>
<th>Mini</th>
</tr>
</thead>
<tbody>
<tr>
<td>Element:</td>
<td>Undead</td>
</tr>
<tr>
<td>Maximum Health:</td>
<td>430</td>
</tr>
<tr>
<td>Speed:</td>
<td>50</td>
</tr>
<tr>
<td>Armor:</td>
<td>30</td>
</tr>
<tr>
<td>Critical Hit:</td>
<td>50</td>
</tr>
<tr>
<td>Elemental Power:</td>
<td>53</td>
</tr>
</tbody>
</table>

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!
CHAPTER 3: Meet the Skylanders

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:

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

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:

<table>
<thead>
<tr>
<th>Upgrade</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>Wall of Bones – 500:</td>
<td>Press Attack 3 to create a Wall of Bones to protect Hijinx.</td>
</tr>
<tr>
<td>Storm of Skulls – 700:</td>
<td>Conjure up to four skulls with your Skull Rain attack.</td>
</tr>
<tr>
<td>Bone Fortress – 900:</td>
<td>The Wall of Bones is larger and takes more damage to destroy. Prerequisite: Wall of Bones.</td>
</tr>
</tbody>
</table>
Twice the Orbage – 1200: Press Attack 1 to shoot two Phantom Orbs at once.

<table>
<thead>
<tr>
<th>Shade Master Path: Further develop Hijinx’s Phantom Orb attack.</th>
<th>Bone Crafter Path: Further develop Hijinx’s Skull Rain and Wall of Bones abilities.</th>
</tr>
</thead>
</table>
| 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!

<table>
<thead>
<tr>
<th>Status:</th>
<th>Trap Master</th>
</tr>
</thead>
<tbody>
<tr>
<td>Element:</td>
<td>Light</td>
</tr>
<tr>
<td>Maximum Health:</td>
<td>430</td>
</tr>
<tr>
<td>Speed:</td>
<td>70</td>
</tr>
<tr>
<td>Armor:</td>
<td>12</td>
</tr>
<tr>
<td>Critical Hit:</td>
<td>70</td>
</tr>
<tr>
<td>Elemental Power:</td>
<td>35</td>
</tr>
</tbody>
</table>

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 Sunscraper 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.
Knight Light: “See the Light!”

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:

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

Spotlight’s Stats!

<table>
<thead>
<tr>
<th>Status</th>
<th>Skylander</th>
</tr>
</thead>
<tbody>
<tr>
<td>Element</td>
<td>Light</td>
</tr>
<tr>
<td>Maximum Health</td>
<td>270</td>
</tr>
<tr>
<td>Speed</td>
<td>60</td>
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<tr>
<td>Armor</td>
<td>36</td>
</tr>
<tr>
<td>Critical Hit</td>
<td>20</td>
</tr>
<tr>
<td>Elemental Power</td>
<td>35</td>
</tr>
</tbody>
</table>

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:

<table>
<thead>
<tr>
<th>Upgrade</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bright Eyes – 500</td>
<td></td>
</tr>
<tr>
<td>Heavenly Aura – 700</td>
<td></td>
</tr>
<tr>
<td>The Halo Effect – 900</td>
<td></td>
</tr>
</tbody>
</table>
Knight Mare: “Nowhere to Hide!”

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

Knight Mare: “Nowhere to Hide!”

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

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!
CHAPTER 3: Meet the Skylanders

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:

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

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:

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

Academy Defense Tower (Skylanders Academy Main Hall), 190-191
accessories, 34
Hats, 35-40
Trinkets, 41-42
Achievements
Gameplay Milestone Achievements, 177
Story Board Achievements, 175-177
adding players to games, 13
Adventure Packs
Midnight Museum Adventure Pack, 173, 289-296
Mirror of Mystery Adventure Pack, 289, 310-316
Nightmare Express Adventure Pack, 289, 303-309
Pirate Seas Adventure Pack, 165
Sunscraper Spire Adventure Pack, 173, 289, 296-302
Air Gates
Chef Zeppelin, 219
Golden Desert, The, 273
Lair of the Golden Queen, The 276
Phoenix Psanctuary, 216
Air Pirates, 264-266
Alarm Clock Hat, 253
An Inconvenience of Imps (The Future of Skylands), 257
Anti-Grav Truck (The Future of Skylands), 257
Aqua Deck (Secret Sewers of Supreme Stink), 243
Aqua Jocks, 80
Arbo, 44, 205-206
Arcadian Timberland, 44
Archives (Skylanders Academy Outer Walkway), 194
Arena Battles
elements, 24-25
Portal Master rankings, 32
Argle Bargle, 224
Arkeyan Copter, 89
Arkeyans, 113
Armor meter, 30
Arrival Platform (The Future of Skylands), 255
Artillery 2: With a Vengeance (Rumble Club Exhaust Junction), 351
Artillery Attack (Rumble Club Phoenix Nest), 338
Artillery Storage (Chompy Mountain), 211
Astro Bug Zapper (The Future of Skylands), 255
attack moves
Bad Juju, 141
Barkley, 52
Bat Spin, 118
Blackout, 127
Blades, 68
<table>
<thead>
<tr>
<th>Attack Moves</th>
<th>Page Numbers</th>
</tr>
</thead>
<tbody>
<tr>
<td>Blastermind, 56</td>
<td>154</td>
</tr>
<tr>
<td>Blaster-Tron, 159</td>
<td>149</td>
</tr>
<tr>
<td>Bomb Shell, 137</td>
<td>144</td>
</tr>
<tr>
<td>Bone Chompy, 155</td>
<td>65</td>
</tr>
<tr>
<td>Bop, 111</td>
<td>105</td>
</tr>
<tr>
<td>Brawl and Chain, 143</td>
<td>50</td>
</tr>
<tr>
<td>Brawlerus, 145</td>
<td>121</td>
</tr>
<tr>
<td>Breeze, 73</td>
<td>101</td>
</tr>
<tr>
<td>Broccoli Guy, 136</td>
<td>155</td>
</tr>
<tr>
<td>Bruiser Cruiser, 149</td>
<td>86</td>
</tr>
<tr>
<td>Bushwhack, 44</td>
<td>96</td>
</tr>
<tr>
<td>Buzzer Beak, 139</td>
<td>163</td>
</tr>
<tr>
<td>Chef Pepper Jack, 150</td>
<td></td>
</tr>
<tr>
<td>Chill Bill, 143</td>
<td>123</td>
</tr>
<tr>
<td>Chomp Chest, 153</td>
<td>126</td>
</tr>
<tr>
<td>Chompies, 133</td>
<td>147</td>
</tr>
<tr>
<td>Chompy Mage, 134</td>
<td>139</td>
</tr>
<tr>
<td>Chopper, 89</td>
<td>114</td>
</tr>
<tr>
<td>Cobra Cadabra, 61</td>
<td>77</td>
</tr>
<tr>
<td>complementary attacks, 212</td>
<td>158</td>
</tr>
<tr>
<td>Cross Crow, 145</td>
<td>147</td>
</tr>
<tr>
<td>Cuckoo Clocker, 135</td>
<td>156</td>
</tr>
<tr>
<td>Déjà Vu, 58</td>
<td>64</td>
</tr>
<tr>
<td>Dreamcatcher, 140</td>
<td>162</td>
</tr>
<tr>
<td>Drobit, 92</td>
<td>138</td>
</tr>
<tr>
<td>Echo, 80</td>
<td>74</td>
</tr>
<tr>
<td>Enigma, 55</td>
<td></td>
</tr>
<tr>
<td>Eye Five, 159</td>
<td>137</td>
</tr>
<tr>
<td>Eye Scream, 161</td>
<td>110</td>
</tr>
<tr>
<td>Eye-Small, 120</td>
<td>151</td>
</tr>
<tr>
<td>Fist Bump, 108</td>
<td>135</td>
</tr>
<tr>
<td>Fisticuffs, 160</td>
<td>134</td>
</tr>
<tr>
<td>Fizzy Frenzy Pop Fizz, 59</td>
<td>146</td>
</tr>
<tr>
<td>Fling Kong, 71</td>
<td>141</td>
</tr>
<tr>
<td>Flip Wreck, 82</td>
<td>104</td>
</tr>
<tr>
<td>Food Fight, 47</td>
<td>151</td>
</tr>
<tr>
<td>Full Blast Jet-Vac, 70</td>
<td>76</td>
</tr>
<tr>
<td>Funny Bone, 117</td>
<td>124</td>
</tr>
<tr>
<td>Gearshift, 88</td>
<td>62</td>
</tr>
<tr>
<td>Gill Runt, 85</td>
<td>49</td>
</tr>
<tr>
<td>Golden Queen, 152</td>
<td>161</td>
</tr>
</tbody>
</table>
Terrabite, 112
Threatpack, 142
Thumpling, 83
Thunderbolt, 67
Tidal Wave Gill Grunt, 79
Torch, 98
Trail Blazer, 99
Tread Head, 90
Trigger Snappy, 93
Trolling Thunder, 148
Tuff Luck, 46
Tussle Sprout, 153
Wallop, 107
Weeruptor, 102
Whisper Elf, 53
Wildfire, 95
Wolfgang the Werewolf, 157
Auric
Auric’s Shop, 35, 188, 194
Lock Puzzle Keys, 367
Auxiliary Kitchen (Chef Zeppelin), 220
Aviary Gate (Phoenix Psanctuary), 215-216
Aviary Heights (Phoenix Psanctuary), 217
awards/trophies
Ball Sprawler trophy, 233
Cannon Completist achievement, 218
Da Pinchy Defacer trophy, 250
Do a Barrel Roll trophy, 283
Evilkin Eliminator trophy, 236
Garden Gladiators achievement, 271
Highwire Act trophy, 279
Jeweled Apples, 252
Just to Be Safe trophy, 258
Legendary Chompy Statue, 212
Look Ma, No Rockets! trophy, 265
No Coins Left Behind trophy, 229
No Goo For You! trophy, 243
Now YOU Know It All award, 208
Pipe Down achievement, 224
Pre-Emptive Power Trophy, 215
Royal Flush achievement, 280
Statue Smasher, 212
Aylis’ Arcane Archive (Midnight Museum Adventure Pack), 293

B

Backflow Alley (Secret Sewers of Supreme Stink), 241
Backstage (Time Town), 251
Back-to-Back Stack-N-Jack (Telescope Towers), 232
Backwash Spillway (Soda Springs), 200
Bad Dream Brawl (Rumble Club Dream Quake), 345-346
Bad Juju, 131, 140-141, 265, 268, 274-276, 279, 357
Balloon Redemption (Villain Quest), 205
Balloon Return (The Ultimate Weapon), 283-284
Ball Sprawler trophy, 233
Bank on This (The Ultimate Weapon), 282
Barge Basin (Secret Sewers of Supreme Stink), 243
Barkley, 51-52
Barnacle Shoal (Rainfish Riviera), 224
Bat Hat, 290-292
Bat Spin, 30, 118-119, 231-233
Batterson, 179, 203, 220
Batter Up Hats, 269, 273
Battle Arenas
elements, 24-25
Portal Master rankings, 32
Battle Gates
Future of Skylands, The, 258
Golden Desert, The, 270
Know-It-All Island, 208
Soda Springs, 202-203
Time Town, 251-253
Battlements (Operation: Troll Rocket Steal), 261
Battle with Wolfgang! (The Future of Skylands), 259
Beetle Hat, 276
Below Deck (Rainfish Riviera), 224
Bernie, 219-220
Bicyclopses, 125
Big Bad Woofer, 254, 258
Big Bow of Doom, 189
Big Hook (Rainfish Riviera), 225
Big Train Loading Area (Wilikin Workshop), 246
Billy Bison, 194
Bing, 230
Birdbrains, 342, 346, 359, 366
Birdy Bombs (Rumble Club Phoenix Nest), 340-341
Blackout, 127-128, 207
Blades, 68-69
Blastermind, 56-57, 264-266
Blaster-Tron, 158, 254-255, 258, 269, 350-351, 357
Blazing Biker Brigade, 100, 103
Blobbers, 195, 206, 257-258, 265
Blocker Birds, 215
Block Puzzles
  Mirror of Mystery Adventure Pack, 312
  Sunscraper Spire Adventure Pack, 299
Blowhole Beach (Rainfish Riviera), 222
Bluster Squall Island (Rainfish Riviera), 225
Bob, Toys for, 198
Boingo Nuts, 312
Bomb Closet (Nightmare Express Adventure Pack), 308
Bomb Shell, 137, 220, 224, 236, 252, 272, 320-322, 344-348, 351-353, 359-361
Bone Chompy, 155, 260, 269-271, 274
Boots the Cobbler (Monster Marsh), 230
Bop, 111-112
Bottleneck Balcony (Soda Springs), 203
Bottlenose Bay, 82
Bottom Shelf (Chef Zeppelin), 219-220
Boulder Falls Circle (Know-It-All Island), 206
Box Car (Nightmare Express Adventure Pack), 309
Brackwater Falls (Rainfish Riviera), 223
Brady, 210
Brain Hat, 281-282
Brainiac Hat, 281-283
Brawl and Chain, 142, 221, 224, 231-232, 326-327, 343-345, 348, 361
Brawlrus, 145, 221-224, 256-258, 331-333, 342, 345-347, 356
Breeze, 72-73
Brock, 189, 337-363, 366
Broken Toe Plateau (Time Town), 253
Bruiser Cruiser, 148, 208-210, 220, 338-342, 345, 362
Bubbling Bamboo Forest, 108
Bucket Hat, 203
Bucko, 222-224
Bumper Range (Midnight Museum Adventure Pack), 291
Bungo, 211
Bushwhack, 44-45, 211
Buzz, 16-17, 200-205, 208, 211, 214, 284, 291-292, 297-299
Buzz Beak, 139, 205-206, 213-214, 251-253, 265, 268, 338-340, 351, 361

C

Cali, 16-17, 102, 227, 232, 269-275, 278
Camille, Haley, 3
Candle Hat, 350
Candy Cane Hat (Doom Challenges), 334
Cannonballs, 351, 354-355
Cannon Complletist achievement, 218
Captain Grimslobber, 78
Captain Ironbeard, 96
Carbonated Plants (Soda Springs), 201
Carnival Hat, 310-312
Catwalk Cubby (Secret Sewers of Supreme Stink), 242
Ceiling Fan Hat, 216
Chamber of Dark Energy (Sunscraper Spire Adventure Pack), 300
Champion of Kaos Mode (Doom Challenges), 334
characters
compatibility with other games, 13-14
Portal Master rankings, 32-33
resetting data, 14
storing data, 13
upgrading, 21, 26, 29-32
villains, 26
cheats, Lock Puzzles, 367-370
Cheddar House (Rainfish Riviera), 225
Cheese Graters (Chef Zeppelin), 220
Chef Pepper Jack, 18, 130, 150, 213, 216-217, 220-222, 225, 272
Chef Zeppelin, 172, 175, 179, 217-221, 367
Chill Bill, 143, 166, 209-216, 220, 338-344, 348, 360
Chime Hammer Square (Time Town), 251
Chimney (Skylanders Academy Main Hall), 189
Chomp Chest, 153, 226-228, 240, 362
Chomp Dude’s Rest (Mirror of Mystery Adventure Pack), 312-313
Chompies, 75, 131, 211-212, 217, 220, 238, 243, 257, 311-315, 366
Bone Chompy, 155, 260, 269-271, 274
Chompy Mage, 18, 131-134, 205, 208-212, 218-220
Chompy Pirates, 222
Chompy Worm, 269-272
Doom Challenges, 320
En Fuego Chompies, 131, 290, 294
Goo Chompies, 240-241
Legendary Chompy Statue, 208
Magma Chompy, 213
Mega-Chompy, 131, 212
Rumble Club, 338-339, 351-362
Chompy Hatchery (Chompy Mountain), 208, 212
Chompy Head Spire (Chompy Mountain), 212
Chompy Mountain, 175, 208-212, 367
Chompy Rain, 322
Chongo, 223
Chopper, 89-90, 217-221, 235
Chopping Block (Chef Zeppelin), 219
Clam Tower (Rainfish Riviera), 224
Classic Pot Hat, 276
Cliffside Sanctuary (Nightmare Express Adventure Pack), 307
Clockward Innards (Time Town), 252
Clockwork Courtyard (Time Town), 253
Clockwork Nest (Phoenix Psanctuary), 215
Cloning Circles (Rumble Club), 342, 345, 348-350, 356-358
Cloudcracker Prison, 6, 17-18, 25, 75, 106, 199, 204, 365
Cloud Dragons, 65
Cloud Kraken, 78
Clown Bowler Hat, 245
Clown Classic Hat, 230
Clubhouse (Rumble Club), 359-363
Cobra Cadabra, 60-61, 262
Coconut Hat, 303, 306
Cog's Family Fortune (Time Town), 250
Cogsworth's Bed & Brunch (Time Town), 253
Colander Hat, 220
Cola Stream (Soda Springs), 200
Cold Front, The, 211
collectibles, 204
Achievements, 175-177
Golden Medicine Bean, 356
Legendary Treasure, 167
Soul Gems. See Soul Gems
Story Scrolls, 169-170
Treasure Chests, 165-166, 319
Troll Radios, 166, 191
Trophies, 175-177
Winged Sapphires, 31, 173-174
Combusti-Ball (Rumble Club Clubhouse), 360
Command Kitchen (Chef Zeppelin), 220
complementary attacks, 212
consoles
adding players to games, 13
compatibility, 8-10, 13-14
how the game works, 13
items needed to play, 11-12
resetting character data, 14
storing character data, 13
Containment Corner (The Future of Skylands), 257
Contemplation Cascades (Mirror of Mystery Adventure Pack), 315
Cookie, 220
Cooling Rack (Chef Zeppelin), 220
Core of Light, 16, 24, 112, 124
core Skylanders, 21
Cornucopia Hat, 310, 313
Cosmic Chamber (Telescope Towers), 232
Count Money Bone, 116
Counting Sheep (Rumble Club Dream Quake), 344
Courtyard (Skylanders Academy), 183-184
Courtyard Tower, 187
Persephone's Treehouse, 186
Crane Loading and Dropping (Wilikin Workshop), 247-248
Crawler Canyon (Operation: Troll Rocket Steal), 260-261
Crazy Light Bulb Hat, 279
Critical Hit meter, 30
Croccogators, 75
Crossbones, Skaletone Showdown, 190
Cross Crow, 144, 249-253
Cross Crows, 253, 326, 329-331, 340, 353-354
Crown Without a King (Midnight Museum Adventure Pack), 292
Crystal Canyon (Sunscraper Spire Adventure Pack), 300
Crystal Cavern

Skylanders Academy, 195
Sunscraper Spire Adventure Pack, 297
Crystal Caves (Chompy Mountain), 209
Crystal Chasm (Sunscraper Spire Adventure Pack), 300
Crystal Corridors (Sunscraper Spire Adventure Pack), 300
Crystal Orb of Light, 124
Crystal Underpass (Sunscraper Spire Adventure Pack), 298
Cubano Hat, 262
Cuckoo Clocker, 135, 213-217, 266, 319-322, 329-331, 339-344, 349, 360-362
Cuddles, Rumble Club, 345, 348, 360-361
Cutting Platform (Skyhighlands), 268
Cycling Hat, 303-304
Cyclops, 296-301
Cyclops Choppers, 112
Cyclops Dragon, 132, 360-363, 366
Cyclops Skeletons, Rumble Club, 361
Cyclops Slugs, Rumble Club, 346-348
Cyclops Spinner, 132, 257-258

Daisy Crown, 214
damage, Critical Hit meter, 30
Da Pinchy, 216, 250-254, 304
Da Pinchy Defacer trophy, 250
Dark Centaur, 125
Dark Edition Starter Packs, 8-10, 27
Darkest Reach (Lair of the Golden Queen), The, 276
Dark Eye of Tomorrow, 290, 295
Dark Food Fight, 22

Dark Gates

Know-It-All Island, 206
Monster Marsh, 229
Sunscraper Spire Adventure Pack, 300
Ultimate Weapon, The, 282
Dark Helm, 296, 300
Dark Hollow (Monster Marsh), 229
Darkness, 54
Dark Skylanders, 22
Dark Snap Shot, 22
Dark Stygian, 127
Dark Traps, Monster Marsh, 230
Dark Traptanium, 22
Dark Vault (Midnight Museum Adventure Pack), The, 294
Dark Wildfire, 22
Deep Water Wasteland, 78
Defend the Dread-Yacht (Skyhighlands), 265
Déjà Vu, 57-58, 221, 224, 235
Desert Crown, 269, 273
“Difficult Dare” challenges, 34
Digestion Deck (Secret Sewers of Supreme Stink), 243
Digger’s Dungeon (Skyhighlands), 266
Diggs, 266
Dining Car (Nightmare Express Adventure Pack), 309
Diorama Drama (Time Town), 251
Dire Sands (Rainfish Riviera), 224
Dizzying Dunes, 90
Do a Barrel Roll trophy, 283
Don’t Get Hit (Rumble Club Exhaust Junction), 352
Doom Challenges, 17, 31, 130, 184, 317, 366
Candy Cane Hat, 334
Champion of Kaos Mode, 334
elements, 25
Enfuego Rain Temple, 320
Finally Final Docks, 332
goal of, 318
Horrible Something Temple, 322
how to play, 318-319
Itchy Lilies Marsh, 327-328
Kaos Fury Docks, 329
Mystery Box of Doom, 318-324, 327-329, 333
Portal Master rankings, 32-34
So It Begins Temple, 319
Trinkets, 41
Twice Doomed Marsh, 325
Twisted Twister Docks, 331-332
villains, swapping, 324
Worst Nightmare Marsh, 324-325
DoomHelm Pass (Mirror of Mystery Adventure Pack), 314
Doom Raiders, 6, 16-18, 75, 78, 129-131, 204-205, 213, 221, 235, 239, 244, 247, 287, 366
Doom Sharks, 286-287
Drobit, 91-92
Dredger’s Yacht (Rainfish Riviera), 224
Dust Bowl (The Golden Desert), 271

E

Earthen Alcove (The Golden Desert), The, 273
Earth Gates
Golden Desert, The, 273
Know-It-All Island, 205
Operation: Troll Rocket Steal, 260
Rainfish Riviera, 224
Sunscraper Spire Adventure Pack, 297
Time Town, 252
Eastern Storage Unit (Mystic Mill), 238
Echo, 80-81, 239-241
Effluent Deck (Secret Sewers of Supreme Stink), 240
Eggsecutioners, 214, 252, 338, 362
Eggshell Hat, 341
Elbow, 308
Electric Ooglers, 292
Electro Bridge Controls (The Future of Skylands), 255
Elemental Diamond trinket, 187
Elemental Gates, 12, 33
Chef Zeppelin, 219
Telescope Towers, 233
Elemental Power meter, 30
Elemental Steps (Skylanders Academy), 198
Elemental Traps, 12
Embellisher’s Retreat (Know-It-All Island), 208
Embroidered Bridge (Telescope Towers), 232
Empty Isle (Monster Marsh), 230
Enchanted Forest (Know-It-All Island), 206
End of the Line (Wilikin Workshop), 246
Enfuego Chompies, 131, 290, 294, 340, 343-346, 357-359
Enfuego Rain Temple, Doom Challenges, 320
Enigma, 54-55, 263
Eon, 15-17, 23, 43, 71, 74, 92, 115, 124, 127, 315. See also Evilon
Eruptor, 23, 102
Eternal Chuckling Trees, 116
Eventide Walk (Midnight Museum Adventure Pack), The, 293
Evershifting Abyss (Lair of the Golden Queen), The, 279
Evil Flynn, 314-316
Evilikin Cannons, 237-239, 242, 327, 347-349, 356, 359
Evilikin Eliminator trophy, 236
Evilikin Sponners, Rumble Club, 362
Spinning Evilikins, 246-247
Evilon, 311, 314-315. See also Master Eon
Evil Persephone, 314
Evolved Villains, 28
Exhaust Junction (Rumble Club), 350-354
Experience (XP orbs), 29
External Power Sorter (The Ultimate Weapon), 284
Extreme Viking Hat, 254-256
Eye Five, 159, 222-223, 226, 230, 325-327, 332, 344, 355-356, 360-361
Eye of Kaos Hat, 290, 293
Eye Scream, 160, 226-228, 230, 345, 349, 360
Eye-Small, 119-120

F

Factory Power Plant (Operation: Troll Rocket Steal), 262
Factory Storage (Operation: Troll Rocket Steal), 262
Factory (Wilikin Workshop), The, 247
Fan Wing Thermals (Phoenix Psanctuary), 216
Farmers Guild Trolls, 47
Father Cog’s Patio (Time Town), 250
Fearsome Fang, 78
Feather Bed Hatchery (Phoenix Psanctuary), 216
Feng Shui Shove (Telescope Towers), 234
Fight Boom with Doom (The Ultimate Weapon), 284
Fight to Remember (Rumble Club Clubhouse), A, 362-363
Finally Final Docks, Doom Challenges, 332
Fire Falls (Mystic Mill), 237
Firefly Gardens (Midnight Museum Adventure Pack), The, 293-294
Firefly Jar Hat, 290, 294
Fire Gates
Chef Zeppelin, 220
Future of Skylands, The, 256
Mystic Mill, 237
Secret Sewers of Supreme Stink, 242
First Beam Control Floor (Sunscraper Spire Adventure Pack), 298
First Quarter Island (Sunscraper Spire Adventure Pack), 296-297
Fishbone’s Card Shack (Rainfish Riviera), 222
Fishbone’s Retreat (Rainfish Riviera), 223
Fish Eyed Control (Rainfish Riviera), 224
Fish Eyed Walk (Rainfish Riviera), 224
Fishiness Protection Program (Mirror of Mystery Adventure Pack), 311
Fish Mouth (Rainfish Riviera), 225
Fist Bump, 58, 108-109, 226-227
Fizzy Frenzy Pop Fizz, 59-60
Flag, You're It (Rumble Club Dream Quake), 343-344
Flam Bam, 243
Flam Bam’s Retreat (Secret Sewers of Supreme Stink), 240
Flame Game (Rumble Club Clubhouse), 359
Flames and Flags Forever (Rumble Club Quicksand Coliseum), 357
Flaming Flag Finale (Rumble Club Exhaust Junction), 353-354
Fledgling Rise (Phoenix Psanctuary), 214
Fling Kong, 58, 71-72, 246
Flipper Reach (Midnight Museum Adventure Pack), 292
Flip Wreck, 81-82, 235, 238
Flog, 252
Flow Drain Dropoff (Secret Sewers of Supreme Stink), 241
Flower Power Fields (Mirror of Mystery Adventure Pack), 313
Flying Flora (Mystic Mill), 238
Fly Wheels (The Ultimate Weapon), 285
Food Fight, 34, 47, 208
Forgotten Ledge (Nightmare Express Adventure Pack), 305
Fortunata Springs, 45
Fourth Beam Control Floor (Sunscraper Spire Adventure Pack), 302
Framing an Art Attack (Telescope Towers), 234
Free Range Rollers (Phoenix Psanctuary), 217
Frequency Modulator of Doom, 204
Frost Mages, 66
Fryno, 13, 21, 100-103
Full Blast Jet-Vac, 69-70, 221
Funny Bone, 116-117, 216
Future of Skylands, The, 172, 176, 254-259
Fynn, 305

G

Galactic Bubble Center (Telescope Towers), 232
Galley, 225
Galli, 233
gameplay
adding players to games, 13
compatibility with other games, 13-14
Gameplay Milestone Achievements, 177
how the game works, 13
items needed to play, 11-12
resetting character data, 14
storing character data, 13
Game Room (Skylanders Academy Upper Hallway), 197
Garbage Disposal (Chef Zeppelin), 220
Garden Gladiator achievement, 271
Garden Tower (Midnight Museum Adventure Pack), The, 292
Garrison Hat, 236
Gearshift, 87-88, 255
Gems (Soul), 170-173, 186, 199
Barkley, 52
Bat Spin, 118, 231-233
Blackout, 127
Black Out, 207
Blades, 68
Blastermind, 56, 264-266
Bop, 111
Breeze, 73
Bushwhack, 44, 211
character upgrades, 32
Chef Zeppelin, 217-219
Chompy Mountain, 210-211
Chopper, 89, 217-219
Cobra Cadabra, 61, 262
Déjà Vu, 58, 221, 224
Drobit, 92
Echo, 80, 239-241
Enigma, 55, 263
Eye-Small, 120
Fist Bump, 108, 226-227
Fizzy Frenzy Pop Fizz, 59
Fling Kong, 71, 246
Flip Wreck, 82, 235, 238
Food Fight, 47, 208
Full Blast Jet-Vac, 70
Funny Bone, 117, 216
Future of Skylands, The, 254-255, 258
Gearshift, 88, 254-255
Gill Runt, 85
Golden Desert, The, 269, 272
Gusto, 65, 210
Head Rush, 105, 244, 247
High Five, 50, 239, 243
Hijinx, 121
Hog Wild Fryno, 101
Jawbreaker, 86
Ka-Boom, 96, 281, 284-285
Knight Light, 123, 296-298
Knight Mare, 126, 290-292
Know-It-All Island, 207-208
Krypt King, 114, 226-227
Lair of the Golden Queen, The 277
Lob Star, 77, 221-222
Midnight Museum Adventure Pack, 290-292
Mini Jini, 64
Monster Marsh, 226-227
Mystic Mill, 235-238
Operation: Troll Rocket Steal, 262-263
Pet Vac, 74
Phoenix Psanctuary, 215-216
Rainfish Riviera, 221-224
Rocky Roll, 110, 249-250
Secret Sewers of Supreme Stink, 239-243
Short Cut, 115, 277
Skyhighlands, 264-266
Small Fry, 104
Snap Shot, 76, 215
Soda Springs, 201-203
Spotlight, 124
Spry, 62
Sunscraper Spire Adventure Pack, 296-298
Sure Shot Shroombroom, 49
Telescope Towers, 231-233
Terrabite, 112
Thumpling, 83
Thunderbolt, 67, 251
Tidal Wave Gill Grunt, 79
Time Town, 249-251
Torch, 98, 235, 238
Trailblazer, 99, 254, 258
Tread Head, 91, 235-237
Trigger Snappy, 93
Tuff Luck, 46, 269, 272
Wallop, 107, 211
Weeruptor, 102
Whisper Elf, 53
Wildfire, 95, 231-232
Wilkin Workshop, 244-247
Germ Wars (Rumble Club Drain of Sorrows), 346
Giant Chompies, 356-358
Giants, 13, 18, 21, 32, 48, 277
Gill Grunt, 13-14, 21-23, 78-79
Gill Runt, 84-85
Glumshanks, 17, 213, 244, 259, 276-277, 285, 312, 316
Going Down (Secret Sewers of Supreme Stink), 243
Golden Desert, The, 172, 176, 269-274
Golden Fear Serpent, 68
Golden Keys
Know-It-All Island, 205
Mystic Mill, 236-238
Rainfish Riviera, 222-224
Secret Sewers of Supreme Stink, 243
Golden Medicine Bean, 356
Golden Queen, 6, 18, 152, 173, 177, 207, 221, 259, 268-269, 274-280, 281-282, 355, 365, 370
Golden Springs (The Golden Desert), 273
Gondolier Hat, 310, 315
Goober’s Trail (Secret Sewers of Supreme Stink), 240
Goo Chompies, 240-241, 353-354
Gorilla-Goos, 71
Grand Approach (Time Town), 250
Grand Library (Skylanders Academy Outer Walkway), 192
Grand Theft Plan (Nightmare Express Adventure Pack), 306
Grape Flavored Vista (Soda Springs), 203
Grave Clobber, 131, 154, 227, 269-278, 329-331, 358-361
Great Chimney (Skylanders Academy Main Hall), 189
Great Gear, The, 87
Great Mabuni, The, 60
Great Spiral Observatory (Telescope Towers), The, 234
Greebles, 108
Greenhouse (Skyhighlands), 266
Grinder (The Ultimate Weapon), The, 285
Grinnade, 149, 220, 260, 263-266, 282-284, 305-309, 319-322, 326-333, 348, 352-353, 361
Grit Chamber (Secret Sewers of Supreme Stink), 241
Grocer Jack’s (Monster Marsh), 230
Gulper, 18, 144, 199, 202-205
Gumbus, 207-209
Gumbus the 10,000th, 258
Gusto, 34, 65-66, 210
Gyro-Dino-Exo-Suit, 89

H
Hall of Trials (Midnight Museum Adventure Pack), The, 292
Halls of Treachery (Lair of the Golden Queen), The, 276
Ham Dragon, 56
Hand of Fate, 289
Hans, 250
Harmonic Hold (The Future of Skylands), 258
Harvest Sphinx, 105
Hatchling Hall (Phoenix Psanctuary), 216
Hats, 35-40, 199, 204
Alarm Clock Hat, 253
Bat Hat, 290-292
Batter Up Hat, 269, 273
Beetle Hat, 276
Brain Hat, 281-282
Brainiac Hat, 281-283
Bucket Hat, 203
Candle Hat, 350
Carnival Hat, 310-312
Ceiling Fan Hat, 216
Classic Pot Hat, 276
Clown Bowler Hat, 245
Clown Classi Hat, 230
Coconut Hat, 303, 306
Colander Hat, 220
Cornicopia Hat, 310, 313
Crazy Light Bulb Hat, 279
Cubano Hat, 262
Cycling Hat, 303-304
Daisy Crown, 214
Dark Helm, 296, 300
Desert Crown, 269, 273
Dragon Skull Hat, 227
Eggshell Hats, 341
Extreme Viking Hat, 254-256
Eye of Kaos Hat, 290, 293
Firefly Jar Hat, 290, 294
Garrison Hat, 236
Gondolier Hat, 310, 315
Hedgehog Hat, 206
Horns Be With You Hat, 210
Hunting Hat, 212
Imperial Hat, 224
Juicer Hat, 219
Kepi Hat, 261
Kokoshnik Hat, 254-255
Lightbulb Hat, 296-297
Lighthouse Beacon Hat, 296-297, 302
Lil’ Elf Hat, 246
Medic Hat, 303, 308
Melon Hat, 201
Metal Fin Hat, 223
Monday Hat, 260
Mountie Hat, 238
Night Cap, 346
Nurse Hat, 260
Old-Time Movie Hat, 233
Outback Hat, 303-305
Paperboy Hat, 210
Parrot Hat, 214
Planet Hat, 354
Pyramid Hat, 358
Radar Hat, 267
Rubber Glove Hat, 241
Rugby Hat, 233
Scooter Hat, 219
Shadow Ghost Hat, 229
Shower Cap, 243
Skipper Hat, 207
Skylanders Bobby Hat, 251
Sleuth Hat, 205
Steampunk Hat, 224
Synchronized Swimming Cap, 235
Tin Foil Hat, 254, 257
Trash Lid Hat, 243
Turtle Hat, 201
Volcano Island Hat, 237
Weather Vane Hat, 202
William Tell Hat, 266
Wizard Hat, 363
Hatterson's Hat Store, 35, 196
Haunted Approach (Monster Marsh), 227-228
Haunted Wreck (Monster Marsh), 227
Hawk, 232
Hawkmongous, 264-268
Hazard Birds, 270
Head Rush, 105-106, 244, 247
Headwick, 228, 232, 235
health
Health Regenifier, 261-262
Max Health meter, 29
Heart of Gold (Lair of the Golden Queen), 279
Hedgehog Hat, 206
help (online resources), 3, 27
Hex, 121
Hidden Cavern (Nightmare Express Adventure Pack), 305
Hidden Flavor Grotto (Soda Springs), 200
Hidden Path (Sunscraper Spire Adventure Pack), 297
Hidden Treasure magic item (Treasure Chests), 165
High Five, 50, 239, 243
Highwire Act trophy, 279
Hijinx, 121-122
hits, Critical Hit meter, 30
Hog Hoarder, 289
Hog Wild Fryno, 100-101
Hole in the Wall (The Golden Desert), 272
Hood Sickle, 28, 154, 196, 231, 234, 284, 294, 351-355
Hooked Bill Ascent (Phoenix Sanctuary), 215
Horns Be With You Hat, 210
Horrible Something Temple, Doom Challenges, 322
Howling Caverns (The Golden Desert), The, 272-273
how-to-play
adding players to games, 13
compatibility with other games, 13-14
how the game works, 13
items needed to play, 11-12
resetting character data, 14
storing character data, 13
Hugo, 16-17
Hungry Isle (Monster Marsh), 228
Hunting Hat, 212
Hydra, 16
Hypnosis Pocus (Telescope Towers), 232

I

Ice Cream in the Future (The Future of Skylands), 255
Ice Cream Planet (The Future of Skylands), 255
Ice Vikings, 82
Imperial Hat, 224
Impossible Gravity Collider (Telescope Towers), 233-234
Imps, 257
Inconvenience of Imps (The Future of Skylands), The, 257
Information Squid, 221, 225-226
Inner Headworks (Secret Sewers of Supreme Stink), 242-243
Ironbeard (Captain), 96
Iron Tank Confrontation (Nightmare Express Adventure Pack), 308
Itchy Lilies Marsh, Doom Challenges, 327-328

J

Jawbreaker, 86-87, 203
Jet Vac, 21, 69-70, 74, 221
Jeweled Apples, Time Town, 252
Jeweled Coliseum (The Golden Desert), The, 274
Joyia’s Athenaeum (Midnight Museum Adventure Pack), 291-292
Juicer Hat, 219
Just to Be Safe trophy, 258

K

K-Troll Radio (Chompy Mountain), 211
Ka-Boom, 30, 96-97, 281, 284-285
KABOO-oose (Nightmare Express Adventure Pack), 309
Kaos, 6, 16-18, 22, 25-27, 31-34, 41, 45, 73-75, 78, 82, 89, 102, 112, 124, 129-130, 162, 184, 204, 213, 221, 226, 244-249, 254, 280-287, 311-312, 316-320, 331-333, 365-366
Kaos Fury Docks, Doom Challenges, 329
Kaos Mode. See Doom Challenges
Kaos Traps, 12
Kepi Hat, 261
Keys
Golden Keys
Know-It-All Island, 205
Mystic Mill, 236-238
Rainfish Riviera, 222-224
Secret Sewers of Supreme Stink, 243
Legendary Geode Key, 195, 264-266
Lock Puzzles, 367
King Fish, 77
King Mercurus, 87
King of Woodburrow, 292
Kitchen of Shame (Chef Zeppelin), 219
Kitchen (Skylanders Academy), 194
Knight Light, 122-123, 296-298
Knife Mare, 125-126, 290-292
Know-It-All Island, 171, 204-209
Knuckleheads, 204-205
Kokoshnik Hat, 254-255
Krankcase, Dr., 18, 132, 146-147, 239, 242-244, 248-253
Krankenstein, 138-139, 235, 239, 248, 260-261, 329-332, 347
Krueger, 230
Krypt King, 113-114, 226-227
Kubla-Wa, 71

L

Lair of the Golden Queen, The 173, 177, 275-280, 370
Landing Pan (Chef Zeppelin), The, 218
Landing Platforms (Skyhighlalnds), 265
Lantern Bower (Midnight Museum Adventure Pack), The, 294
Larry Puzzles (The Ultimate Weapon), 285
Laser Invader (Rumble Club Clubhouse), 361-362
Lazy Lookout (Mirror of Mystery Adventure Pack), 313
Legendary Treasures, 167, 199, 204, 208
Legendary Blades, 22
Legendary Bubble Fish, 222
Legendary Chompy Statue, 208, 212
Legendary Clocktower (Time Town), 249, 253
Legendary Cyclops Teddy Bear, 231, 235
Legendary Déjà Vu, 22
Legendary Dragon Head, 269-271
Legendary Eel Plunger, 239, 243
Legendary Egg, 213-214
Legendary Gargoyle, 290-292
Legendary Geode Key, 195, 264-266
Legendary Golden Frog, 226, 229
Legendary Hippo Head, 277
Legendary Jawbreaker, 22
Legendary Knight Statue, 296, 301
Legendary Masterpieces statue, 246
Legendary Parachuting Mabu Statue, 262
Legendary Pepper Chest, 217-218
Legendary Rocket, 198, 254, 257
Legendary Saw Blade, 235, 239
Legendary Skylanders, 22
Legendary Statue of Awesome, 303, 306
Legendary Tribal Statue, 204-206
Legendary Weird Robot, 281-283
Legendary Windmill, 310-312
Leviathan, 77
Leviathan Cloud Crabs, 83
Leyland, 251
Library (Skylanders Academy Outer Walkway), 192
Library Lock Out (Telescope Towers), 235
Life Gates
  Know-It-All Island, 206
  Mirror of Mystery Adventure Pack, 313
  Mystic Mill, 238
  Skyhighlands, 266
  Soda Springs, 201
Life Traps (Chompy Mountain), 212
Lightbulb Hat, 296-297
Light Gates
  Future of Skylands, The, 255
  Midnight Museum Adventure Pack, 294
  Soda Springs, 201-202
Lighthouse Beacon Hat, 296-297, 302
Light Traps
  Future of Skylands, The, 258
  Golden Desert, The, 269
  Lil' Elf Hat, 246
Little Chicken Landing (Phoenix Sanctuary), 216
Little House on the Misty Marshes (Monster Marsh), The, 228
Loading Docks (Mystic Mill), 236
Loading Zone (The Ultimate Weapon), 282
Lob Star, 77-78, 221-222
Lock Puzzles, 199
  cheats, 367-370
  Chef Zeppelin, 219-220
  Chompy Mountain, 211-212
  Keys, 367
  Monster Marsh, 227-228
  Operation: Troll Rocket Steal, 261-262
  Secret Sewers of Supreme Stink, 242
  Sunscraper Spire Adventure Pack, 299
  Ultimate Weapon, The, 283
Loggins, 236-237
Lonely Locale (Mirror of Mystery Adventure Pack), 314
Look Ma, No Rockets! trophy, 265
Lost and Found (Skyhighlands), 268
Lower Defenses (Skyhighlands), 266
Lower Elevator (Skyhighlands), 266
Lower Gardens (Midnight Museum Adventure Pack), The, 295-296
Lower Rolling Bomb Range (Nightmare Express Adventure Pack), 309
Lumberjack Trolls, 44
Lumber Mill Office (Mystic Mill), 236
Luminous, 18, 122, 158, 296-297, 302

M

Mabu, 16-17, 205, 208-211, 230, 233-238, 256-257, 261-263, 279, 310, 315
Mabu Flagship (Mystic Mill), 236
Mabu Landing Pier (Chompy Mountain), 209
Mabu Main Base (Operation: Troll Rocket Steal), 260-261
Mabu Mystic, 54
Mabuni, The Great, 60
Machine Magnus, 68
Mad Lob, 147, 311-313
Magic Gates
- Chompy Mountain, 209-210
- Lair of the Golden Queen, The, 279
- Midnight Museum Adventure Pack, 293-294
- Nightmare Express Adventure Pack, 304, 308
- Telescope Towers, 233
- Wilikin Workshop, 246
magic items
- Hand of Fate, 289
- Hidden Treasure, 165
- Hog Hoarder, 289
- Ram Rocket, 289
- Tiki Speaky, 289
- Trolly Grail, 303
- Winged Boots, 276
Magma Chompy, 213
Mags, 221-226, 265, 275, 298
Main Counter Top (Chef Zeppelin), 218
Main Gate (Mystic Mill), 238
Main Hall (Skylanders Academy), 183, 188-189
- Academy Defense Tower, 190-191
- Great Chimney, 189
- Skeleton Showdown, 190
Main Kabobs (Chef Zeppelin), 219
Main Spring Fly (Time Town), 251
Malefor (Dragon King), 121
Marsha, 228-229
Masker Mind, 131, 156, 221-223, 231-232, 272
Mask of Power, 78
Master Eon, 15-17, 23, 43, 69-71, 74, 92, 115, 124, 127, 315. See also Evilon
Matter Refactoring Room (The Ultimate Weapon), 282-283
Max Health meter, 29
Mech Factory (Operation: Troll Rocket Steal), 263
Medic Hat, 303, 308
Meditation Pool (Telescope Towers), 233
Mega-Chompy, 131, 212, 351, 362
Melon Flavor Farm (Soda Springs), 201
Melon Hat, 201
Metal Fin Hat, 223
Metallana, 87
Middle Defenses (Skyhighlands), 266
Midnight Museum Adventure Pack, 289-296
MightyBall Bombardment (Rumble Club Quicksand Coliseum), 355
Milestone (Gameplay) Achievements, 177
Millington, 228
Miner Troubles II (Skyhighlands), 266
Mini Jini, 63-64
Mini Sun (The Future of Skylands), 256
Minis (Sidekicks), 14, 20
Mirror of Mystery Adventure Pack, 289, 310-316
Mission Con-Troll (Operation: Troll Rocket Steal), 263
Misty Marshes (Monster Marsh), 228
Monday Hat, 260
Money Bone (Count), 116
Monk-Ru, 71
Monsoon Point (Rainfish Riviera), 222
Monster Marsh, 175, 226-230, 368
Monster Multiplier (Rumble Club Dream Quake), 342-343
Moonbeam, 311-313
Moon Gear Rise (Time Town), 250
Mountain Falls Lagoon (Chompy Mountain), 211
Mount Cloudpierce, 66
Mountie Hat, 238
Mount Scorch, 106
Mudder’s Corner (Mystic Mill), 237
Multi-Ball Expanse (Midnight Museum Adventure Pack), 294
Multiplication Fever (Rumble Club Quicksand Coliseum), 356
Munitions Forge, 96
Museum of Important Rockers (The Future of Skylands), 255
Musgrove, 309
Musical Terrace (Time Town), 250
Mut, 276
Mysteriously Mad Masters of Mystery, 61
Mystery Box of Doom (Doom Challenges), 318-324, 327-329, 333
Mystery Gates
Court yard (Skylanders Academy), 186
Court yard Tower (Skylanders Academy), 187
Soda Springs, 201-202
Mystical Recess (Nightmare Express Adventure Pack), 308
Mystic Mill, 172, 176, 235-239
Night Cap, 346
Nightmare Express Adventure Pack, 289, 303-310, 370
Nightmare Express Lock Puzzles, cheats, 370
Nightshade, 18, 162, 290-295
Night Side Storeroom (Midnight Museum Adventure Pack), 290-291
Night Sky Walk (Midnight Museum Adventure Pack), The, 292
Night Tower (Midnight Museum Adventure Pack), 290
Nilbog, Prof., 263
Ninjini, 63
Nintendo 3DS Starter Packs, console compatibility, 10
No Coins Left Behind trophy, 229
No Goo For You! trophy, 243
Noobman, 255
Noobry, Dr., 282
Noodles, 309-310
Nort, 261
Nort’s House (Chompy Mountain), 210
Nort’s Rescue, 212
North Star Tower (Midnight Museum Adventure Pack), The, 294
Northeast Tower (Operation: Troll Rocket Steal), 262
Northwest Tower (Operation: Troll Rocket Steal), 262
Now YOU Know It All award, 208
Nurse Hat, 260
Nut, 279

Nasty Noodles, 307
Nattybumpo, 15
Natural Ingredients Tree (Soda Springs), 201
Nature Bridges - North (Mystic Mill), 238
Nature Bridges - West (Mystic Mill), 239
Nest Ball (Rumble Club Phoenix Nest), 338-339

Observation Loggia (Telescope Towers), 233
Observation Terrace (Telescope Towers), 232
Observatory (Skylanders Academy Upper Hallway), 198
Old Diggs, 269
Old Mabu Town (Chompy Mountain), 209
Old Mill (Wilikin Workshop), The, 246-247
Old-Time Movie Hat, 233
Online resources (help), 3, 27
Ooglers, 291, 294, 366
Doom Challenges, 324-327
Electric Ooglers, 292
Rumble Club, 344-346, 350-352, 358, 361
Operation: Troll Rocket Steal, 172, 176, 259-263, 369
Oracle of Stones, The, 125
organizing traps, 27
Oubliette (Sunscraper Spire Adventure Pack), 300
Outback Hat, 303-305
Out Plumage (Phoenix Psanctuary), 214
Outer Sewage Segue (Secret Sewers of Supreme Stink), 240
Outer Walkway (Skylanders Academy)
Archives, 194
Grand Library, 192
Reading Room, 192
Overgrown Ramparts (Chompy Mountain), 210
Owl Clock Gallery (Time Town), 254

Paisley Perch (Mirror of Mystery Adventure Pack), 313
Paperboy Hat, 210
Parade of Broken Soldiers (Lair of the Golden Queen), The, 278
Paradise Highway (Phoenix Psanctuary), 214
Parrot Hat, 214
Patronizing Plateau (Know-It-All Island), 207
Pawn Shop (Mirror of Mystery Adventure Pack), 312
Peaceful Palace (Mirror of Mystery Adventure Pack), 315-316
Pearl of Wisdom, 80
Peculiarity of Light (Chef Zeppelin), 219
Peebs, 306
Peek's Peak, 110
Pendulum Bob's House (Time Town), 250
Pepper Jack, Chef, 18, 130, 150, 213, 216-217, 220-222, 225, 272
Perilous Perch Skirmish (Rumble Club Phoenix Nest), 341
Persephone, 31, 165-166, 173-174, 186, 205, 211, 216, 219, 224, 228, 232, 239, 241, 247, 257, 272, 284, 293, 300, 309, 314, 319, 323, 366
Petrified Darkness prison, 22
Pet-Vac, 69, 74-75
Phantom Tide, The, 83
Phoenix Chicken, 213, 216-217
Phoenix Nest (Rumble Club), 338-341
Phoenix Psanctuary, 175, 213-217
Pibbs, 203
Piggybanks (The Ultimate Weapon), 282-285
Pipe Down achievement, 224
Pirate Chompies, 342, 356
Pirate Seas Adventure Pack, 165
Planet Ham (The Future of Skylands), 258
Planet Hat, 354
Plant Processing Plant (Mystic Mill), 238
Pompous Point (Know-It-All Island), 205
Pop Fizz, 21, 59-60
Pork Pie Hat, 34
Portal Master, 5-6, 32-33
Port Gangway (Chef Zeppelin), 220
Pot Roast, 221
Power Exhaust Ports (The Ultimate Weapon), 284
Power House (Mystic Mill), 237-238
Power Re-Router, 282
Preemptive Power Trophy, 215
Prime Tower (Midnight Museum Adventure Pack), The, 291
Prism, 264, 268
Prismatic Palace, 124
Prof. Nilbog, 263
Psionic Power Crystals, 56
Pulp Shredder (Mystic Mill), 239
Pulseblock Pillow Pit (Telescope Towers), 232
Pulseblock Plains (Telescope Towers), 232
Pulse Puzzles (The Ultimate Weapon), 282
Punch Line Island, 116
Puzzle Locks
Golden Desert, The, 272-273
Nightmare Express Adventure Pack, 307
Pyramid Hat, 358
Quicksand Coliseum (Rumble Club), 355-358
Quigley, 192, 257
Radar Hat, 267
Radiant City, 122
Rage Mage, 136, 239-243, 255
Railcar Arena (Wilikin Workshop), 245
Railcar Gauntlet (Wilikin Workshop), 245
Railcar Repair Shop (Wilikin Workshop), 245
Rail Repair Station (Wilikin Workshop), 245
Rainbow Harmony Farms (Mirror of Mystery Adventure Pack), 312
Rainbow Rockside (Mirror of Mystery Adventure Pack), 312
Rainfish Riviera, 172, 175, 221-225
Rain Flower Grotto (Phoenix Psanctuary), 214
Ram Rocket, 289
Rare Species Walk (Phoenix Psanctuary), 215
Rattlin’ Rhoda, 190
Raven Lobbers, 284, 292-294, 351-353, 360-362
Raven Warriors, Doom Challenges, 331-333
Ravenwood, 309
Reading Room (Skylanders Academy Outer Walkway), 192
Really Secret Spot (Soda Springs), 202
Realm of Dreams, 127
Receiving Dock (The Ultimate Weapon), 282
Relay System (The Ultimate Weapon), 282-283
Remote Location (Lair of the Golden Queen), 276
Repair Platform H (The Ultimate Weapon), 283-284
resetting character data, 14
resources (online), 3, 27
Retired Clock Storage (Time Town), 253
Rip, 230
Rizzo, 209-212, 235-236, 261-262
Rochester's House (Wilikin Workshop), 246-247
Rocky, 211
Rocky Roll, 109-110, 249-250
Roof Observation Deck (Telescope Towers), 234
Royal Flusher achievement, 280
Royal High Flying Dragonfly, 50
Rubber Glove Hat, 241
Rubble Pathway (Nightmare Express Adventure Pack), 305
Rugby Hat, 233
Rumble Club, 189, 337
Clubhouse, 359-363
Drain of Sorrows, 346-349
Dream Quake, 342-346
Exhaust Junction, 350-354
Phoenix Nest, 338-341
Quicksand Coliseum, 355-358
Rump Feather Roost (Phoenix Psanctuary), 214

S

Safe Toy Disposal (Wilikin Workshop), 246
Sage's Stewhouse (Mirror of Mystery Adventure Adventure Pack), 312
Sapphires (Winged), 173-174, 199, 204
character upgrades, 31
Chef Zeppelin, 221
Chompy Mountain, 209
Future of Skylands, The, 257
Golden Desert, The, 272
Know-It-All Island, 206
Lair of the Golden Queen, The 277-278
Midnight Museum Adventure Pack, 291
Mirror of Mystery Adventure Pack, 313
Monster Marsh, 227
Mystic Mill, 238
Nightmare Express Adventure Pack, 307
Operation: Troll Rocket Steal, 261
Phoenix Psanctuary, 216
Rainfish Riviera, 225
Secret Sewers of Supreme Stink, 242
Skyhighlands, 268
Soda Springs, 200
Sunscraper Spire Adventure Pack, 298
Telescope Towers, 233
Time Town, 252
Ultimate Weapon, The, 282
Wilikin Workshop, 247
Sardonic Mountains, 56
Sawdust Processing (Mystic Mill), 237
Saw Mill Main Gate (Mystic Mill), 238
Scalos Castle, 68
Scooter Hat, 219
Scorched Sand Showdown (Rumble Club Quicksand Coliseum), 358
Scrap Shooter, 150-151, 241-247, 329, 351, 357, 363
Scrolls (Story), 169-170
Seat of Flowing Gold (Lair of the Golden Queen), The, 279-280
Second Beam Control Floor (Sunscraper Spire Adventure Pack), 299
second-hand characters, resetting, 14
second player, adding to games, 13
Second Quarter Island (Sunscraper Spire Adventure Pack), 298
Secret Basement (Monster Marsh), 228
Secret Ingredients Cavern (Soda Springs), 202
Secret Platform (Sunscraper Spire Adventure Pack), 298-299
Secret Sewers of Supreme Stink, 172, 176, 239-243, 346-349, 368
Secret Stashaway (Mirror of Mystery Adventure Pack), 314
Secret Vault (Lair of the Golden Queen), The, 277
Seltzer Pit (Soda Springs), 201
Sewer-Ball (Rumble Club Drain of Sorrows), 348
Shadow Ghost Hat, 229
Shadowy Sanctum (Know-It-All Island), 207
Sheep Creep, 135, 199-200, 203, 209, 362
Sheep Flush (Rumble Club Drain of Sorrows), 347
Shield Shredder, 134, 235-239, 242-245, 326, 347, 351
Shield Skeletons, 132, 271-278, 329-333, 355-358, 362
Short Cut, 115-116, 272, 277
Shower Cap, 243
Shrednaught, 146, 206, 213-217, 236-238, 339, 347, 353, 361
Shroomboom, 21, 48-49
Sidekicks (Minis), 14, 20
Side Spinner, 218
Sigil of Mystery, 54
Skeletone Showdown, 189-190
Skeletones gang, 366
Skeletal Dragons, 278
Skeleton Pirates, 115
Skipper Hat, 207
Sky Baron, 69, 74
Skyhighlands, 172, 176, 264-268
Skylander Academy, 365-366
Skylander Giants, Doom Challenges, 325
Skylanders, 18. See also individual character entries
categorizing, 43
core Skylanders, 21
Dark Skylanders, 22
Eon’s Elite Skylanders, 23
Legendary Skylanders, 22
Minis (Sidekicks), 20
Portal Master rankings, 32-33
Trap Masters, 20
upgrading, 21, 29-32
Skylanders Academy
Auric’s Shop, 35
Courtyard, 183-187
Crystal Caverns, 195
Doom Challenges, 317
Elemental Steps, 198
Hatterson’s Hat Store, 35
Kitchen, 194
Legendary Rocket statue, 198
Legendary Treasure, 167
Main Hall, 183, 188-191
Outer Walkway, 192-194
Treasure Chests, 166
Upper Hallway, 196-198
Villain Vault, 129
Skylanders Bobby Hat, 251
Skylanders Gameplay channel (YouTube), 3
Fist Bump, 108, 226-227
Fizzy Frenzy Pop Fizz, 59
Fling Kong, 71, 246
Flip Wreck, 82, 235, 238
Food Fight, 47, 208
Full Blast Jet-Vac, 70
Funny Bone, 117, 216
Future of Skylands, The, 254-255, 258
Gearshift, 88, 254-255
Gill Runt, 85
Golden Desert, The, 269, 272
Gusto, 65, 210
Head Rush, 105, 244, 247
High Five, 50, 239, 243
Hijinx, 121
Hog Wild Fryno, 101
Jawbreaker, 86
Ka-Boom, 96, 281, 284-285
Knight Light, 123, 296-298
Knight Mare, 126, 290-292
Know-It-All Island, 207-208
Krypt King, 114, 226-227
Lair of the Golden Queen, The 277
Lob Star, 77, 221-222
Midnight Museum Adventure Pack, 290-292
Mini Jini, 64
Monster Marsh, 226-227
Mystic Mill, 235-238
Operation: Troll Rocket Steal, 262-263
Pet Vac, 74
Phoenix Psanctuary, 215-216
Rainfish Riviera, 221-224
Rocky Roll, 110, 249-250
Secret Sewers of Supreme Stink, 239-243
Short Cut, 115, 277
Skyhighlands, 264-266
Small Fry, 104
Snap Shot, 76, 215
Soda Springs, 201-203
Spotlight, 124
Spry, 62
Sunscraper Spire Adventure Pack, 296-298
Sure Shot Shroombroom, 49
Telescope Towers, 231-233
Terrabite, 112
Thumpling, 83
Thunderbolt, 67, 251
Tidal Wave Gill Grunt, 79
Time Town, 249-251
Torch, 98, 235, 238
Trailblazer, 99, 254, 258
Tread Head, 91, 235-237
Trigger Snappy, 93
Tuff Luck, 46, 269, 272
Wallop, 107, 211
Weeruptor, 102
Whisper Elf, 53
Wildfire, 95, 231-232
Wilkin Workshop, 244-247
Southeast Tower (Operation: Troll Rocket Steal), 261
Southwest Tower (Operation: Troll Rocket Steal), 261
Space Dog Field (The Future of Skylands), 257
Special Delivery (Nightmare Express Adventure Pack), 309
Special Edition traps, 27-28
Speed meter, 30
Spinner’s Landing (Chompy Mountain), 210
Spinning Evilikins, 246-247
Spiral Balcony (Telescope Towers), 235
Spirestone Cliffs (Monster Marsh), 227
Spirestone Crypt (Monster Marsh), 227
Spirestone Graveyard (Monster Marsh), 227
Spirestone Grotto (Monster Marsh), 227
Spirestone Mausoleum (Monster Marsh), 228
Splash Station (Secret Sewers of Supreme Stink), 243
Spoiled Sanctum (Secret Sewers of Supreme Stink), 241
Spool Storage Shack (Wilikin Workshop), 245
Spotlight, 124-125
Spyro, 62-63
Spyclops, 292-293
Spyclopters, 290-292, 295
Spy Guys, 278
Spyro, 13, 18, 21-23, 32, 62, 165
Stairway to the Stars (Telescope Towers), 235
Starfish's Sub (Rainfish Riviera), 224
Starlight, 122
Starters Packs, 8-11
Statue of Limitations (Nightmare Express Adventure Pack), 304
Stealth Elf, 23, 53, 193
Steam Locks (Time Town), 252-253
Steampunk Hat, 224
Steam Vent Junction (Know-It-All Island), 206
Steel Fin Balcony (Rainfish Riviera), 222
Stolen Property Room (Skyhighlands), 265
Stone Heads, 205-207, 225
storing character data, 13
Storm Drain (Secret Sewers of Supreme Stink), The, 241
Story Mode Achievements, 175-177
Story Scrolls, 169-170, 199, 204
Chef Zeppelin, 219
Chompy Mountain, 211
Future of Skylands, The, 256
Golden Desert, The, 269
Know-It-All Island, 206
Lair of the Golden Queen, The, 279
Midnight Museum Adventure Pack, 293
Mirror of Mystery Adventure Pack, 313
Monster Marsh, 228
Mystic Mill, 237
Nightmare Express Adventure Pack, 305
Operation: Troll Rocket Steal, 263
Phoenix Psanctuary, 216
Rainfish Riviera, 223
Secret Sewers of Supreme Stink, 240
Skyhighlands, 265
Soda Springs, 201-202
Sunscraper Spire Adventure Pack, 297
Telescope Towers, 232
Time Town, 250
Ultimate Weapon, The, 283
Wilikin Workshop, 245
Strawberry the Troll, 312
Stuck Up Steppes (Know-It-All Island), 205
Subatomic Particle Smasher (The Future of Skylands), 257
Submarine Pen (Rainfish Riviera), 224
Sub-Orbital Combat Plaza (The Future of Skylands), 256
Subwoofer Ship, 258
Sugar Free Landing (Soda Springs), 202
Sugar Plateau (Soda Springs), 200
Sunny Side Narrows (Time Town), 252
Sunscraper Spire Adventure Pack, 122, 289, 296-302, 370
Super Bundle Starter Packs, 11
Supply Room (Monster Marsh), 228
Sure Shot Shroomboom, 48-49
Suspended Island Ruin (Nightmare Express Adventure Pack), 304
Swap Force, 13, 18, 21, 32
Sweet Dreams (Wilikin Workshop), 246-247
Synchronized Swimming Cap, 235

T

T-Bone the Skeleton, 290
Tablet Starter Packs, console compatibility, 9
Tae Kwon Crow, 161, 264, 268-270, 361
Tail Winds (Chef Zeppelin), 219
Tank Factory (Operation: Troll Rocket Steal), 262
Tank Terrace Ruins (Nightmare Express Adventure Pack), 305
Tech Gates
   Nightmare Express Adventure Pack, 305
   Operation: Troll Rocket Steal, 262
   Soda Springs, 202-203
   Telescope Towers, 233
   Ultimate Weapon, The, 283
   Telescope Towers, 172, 176, 231-235, 368
   Temple Battle Arena (Nightmare Express Adventure Pack), 307
   Temple of Boom (Nightmare Express Adventure Pack), 307
   Temple of the Divine Treasure (Lair of the Golden Queen), The, 280
   Temple of Topaz (The Golden Desert), The, 272-273
   Temple Ruins Approach (Nightmare Express Adventure Pack), 304-305
   Temple Site Overlook (Nightmare Express Adventure Pack), 305
   Terra, 297
   Terrabite, 112-113
   Terrafin, 23, 112
   Tessa, 102, 215, 220, 252, 265-266, 270, 292
   Third Beam Control Floor (Sunscraper Spire Adventure Pack), 301
   Threatpack, 142, 260, 263-266, 359-360
   Thumpback, 83
   Thumpling, 83-84
   Thunderbolt, 34, 66-67, 251
   Thunderclap Kingdom, 65
   Tidal Wave Gill Grunt, 78-79
   Tiki Speaky, 289
   Time Town, 176, 249-253
   Tin Foil Hat, 254, 257
   Told You So Terrace (Know-It-All Island), 205
   Tomb of the Forgotten Queen (Lair of the Golden Queen), 276
   Tombstones, Rumble Club, 355
   Top Shelf (Chef Zeppelin), 220
   Topside Burners (Chef Zeppelin), 219
   Torch, 97-98, 235, 238
   Tortellinas, 261
   Totally Trail (Mirror of Mystery Adventure Pack), 313
   Tower Approach (Time Town), 253
   Toy Returns (Wilikin Workshop), 245
   Toys for Bob rocket, 198
   Trailblazer, 58, 99-100, 254, 258
   Transformed Barrels, 132, 359, 362
   Trap Masters, 20
   traps, 25
   Evolved Villains, 28
   list of, 27-28
organizing, 27
Special Edition traps, 27-28
Traptanium Crystal Traps, 26
Ultimate Kaos Trap, 27
Variant Villains, 28
Traptanium, 6, 20-22, 25-28, 186, 322-324, 331, 365
Traptanium Crystals, 322-324, 331
Chompy Mountain, 210-211
Future of Skylands, The, 257-258
Golden Desert, The, 272-273
Know-It-All Island, 205-206
Lair of the Golden Queen, The, 277-278
Midnight Museum Adventure Pack, 290, 294
Mirror of Mystery Adventure Pack, 313
Monster Marsh, 227-230
Mystic Mill, 238-239
Nightmare Express Adventure Pack, 306-308
Operation: Troll Rocket Steal, 261
Phoenix Psanctuary, 214, 217
Rainfish Riviera, 223-225
Secret Sewers of Supreme Stink, 241
Skyhighlands, 268
Soda Springs, 200-203
Sunscraper Spire Adventure Pack, 296-298
Telescope Towers, 233
Time Town, 250, 253
Traps, 26
weapons, 20
Wilikin Workshop, 246-247
Traptanium Dome, 130
Traptanium Portals, 6, 25-26, 129, 186, 365
Trash Lid Hat, 243
Tread Head, 90-91, 235-237
Treasure Chests, 166, 199, 204
Chef Zeppelin, 220
Chompy Chest, 153
Chompy Mountain, 209-211
Doom Challenges, 319
Future of Skylands, The, 255-258
Golden Desert, The, 272-273
hidden treasures, 165
Know-It-All Island, 205-206
Lair of the Golden Queen, The, 277-279
Midnight Museum Adventure Pack, 290-292, 295
Mirror of Mystery Adventure Pack, 313
Monster Marsh, 227, 230
Mystic Mill, 238
Nightmare Express Adventure Pack, 304-305, 308
Operation: Troll Rocket Steal, 261-262
Phoenix Psanctuary, 214-217
Rainfish Riviera, 223-225
Secret Sewers of Supreme Stink, 240-242
Skyhighlands, 267-268
Soda Springs, 200-203
Sunscraper Spire Adventure Pack, 296, 299
Telescope Towers, 234
Time Town, 250-253
Ultimate Weapon, The, 283-284
Wilikin Workshop, 245-247
Treasure (Legendary), 167, 199, 204, 208
Legendary Blades, 22
Legendary Bubble Fish, 222
Legendary Chompy Statue, 208, 212
Legendary Clocktower (Time Town), 249, 253
Treasure (Legendary)

Legendary Cyclops Teddy Bear, 231, 235
Legendary Déjà Vu, 22
Legendary Dragon Head, 269-271
Legendary Eel Plunger, 239, 243
Legendary Egg, 213-214
Legendary Gargoyle, 290-292
Legendary Geode Key, 195, 264-266
Legendary Golden Frog, 226, 229
Legendary Hippo Head, 277
Legendary Jawbreaker, 22
 Legendary Knight Statue, 296, 301
Legendary Masterpieces statue, 246
Legendary Parachuting Mabu Statue, 262
Legendary Pepper Chest, 217-218
Legendary Rocket, 198, 254, 257
Legendary Saw Blade, 235, 239
Legendary Skylanders, 22
Legendary Statue of Awesome, 303, 306
Legendary Tribal Statue, 204-206
Legendary Weird Robot, 281-283
Legendary Windmill, 310-312
Tree Ents, 44
Treehouse (Persephone), 186
Tree Rex, 51
Tricked You Tower (Sunscraper Spire Adventure Pack), 302
Trigger Happy, 23
Trigger Snappy, 30, 93-94
Trinkets, 41-42
Troll Base Entrance (Operation: Troll Rocket Steal), 262
Troll Firing Range (Operation: Troll Rocket Steal), 261
Trolling Thunder, 148, 304-309
Troll Main Base (Operation: Troll Rocket Steal), 262
Troll Radios, 166, 191
Chef Zeppelin, 219-220
Chompy Mountain, 209-211
Future of Skylands, The, 255-258
Golden Desert, The, 272
Know-It-All Island, 205
Lair of the Golden Queen, The 276
Midnight Museum Adventure Pack, 290
Mirror of Mystery Adventure Pack, 312-313
Monster Marsh, 227-230
Mystic Mill, 237
Nightmare Express Adventure Pack, 304, 307
Operation: Troll Rocket Steal, 260
Phoenix Psanctuary, 216
Rainfish Riviera, 224
Secret Sewers of Supreme Stink, 241
Skyhighlands, 265
Soda Springs, 200, 203
Sunscraper Spire Adventure Pack, 298
Telescope Towers, 233
Time Town, 252-253
Ultimate Weapon, The, 282
Wilkin Workshop, 245
Trolls, 34, 106, 132, 148, 204-211, 214-220, 236, 252, 259-263, 284, 307-313
Farmers Guild Trolls, 47
Gear Trolls, 86
Lumberjack Trolls, 44
Rumble Club, 338, 347, 362
Threatpack, 142
Troll Bombers, 94
Troll Coptors, 309
Troll Racing Team, 50
Troll Warriors, 320, 366
Troll Welders, 309
Troll Village (Mirror of Mystery Adventure Pack), 311-313
Troll Warriors, 320, 366
Troll Weapons Lab (Operation: Troll Rocket Steal), 262
Trolly Grail, 303, 307
trophies/awards
  Ball Sprawler trophy, 233
  Cannon Completist achievement, 218
  Da Pinchy Defacer trophy, 250
  Do a Barrel Roll trophy, 283
  Evilikin Eliminator trophy, 236
  Gameplay Milestone Trophies, 177
  Garden Gladiator achievement, 271
  Highwire Act trophy, 279
  Jeweled Apples, 252
  Just to Be Safe trophy, 258
  Legendary Chompy Statue, 212
  Look Ma, No Rockets! trophy, 265
  No Coins Left Behind trophy, 229
  No Goo For You! trophy, 243
  Now YOU Know It All award, 208
  Pipe Down achievement, 224
  Pre-Emptive Power Trophy, 215
  Royal Flusher achievement, 280
  Soda Saver Trophy, 203
  Statue Smasher, 212
  Story Board Trophies, 175-177
  Trophy of Sparx, 50
  Tubtub Hub (Mirror of Mystery Adventure Pack), 311
  Tuff Luck, 45-46, 269, 272
  Turtle Hat, 201
  Tussle Sprout, 152, 205, 214, 338, 355
  Twice Doomed Marsh, Doom Challenges, 325
  Twisted Spinners, 331-333
  Twisted Twister Docks, Doom Challenges, 331-332
  Twisting Top (Soda Springs), 201

Ultimate Kaos in the Dark Edition Starter Packs, 10
Ultimate Kaos Trap, 27
Ultimate Weapon, The, 173, 177, 276, 281-287, 370
Uncle Ziggy’s Garage (Mirror of Mystery Adventure Pack), 312-313
Undead Gates
  Chompy Mountain, 211
  Monster Marsh, 227
  Rainfish Riviera, 223
  Wilikin Workshop, 245
Undead Stormriders, 87
Undead Traps
  Future of Skylands, The, 259
  Golden Desert, The, 271
Undead Vista (Chompy Mountain), 212
Underground Ruins (Nightmare Express Adventure Pack), 305
Under Island Maintenance Area (Sunscraper Spire Adventure Pack), 298-299
upgrades, 323, 366
  Bad Juju, 141
  Barkley, 52
  Bat Spin, 118-119
  Blackout, 128
  Blades, 68-69
  Blastermind, 56-57
  Blaster-Tron, 159
  Bomb Shell, 137
  Bone Chompy, 155
  Bop, 111-112
  Brawl and Chain, 143
  Brawlrus, 145
  Breeze, 73
  Broccoli Guy, 136
  Bruiser Cruiser, 149
<table>
<thead>
<tr>
<th>Upgrades</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bushwhack, 44-45</td>
<td>Hood Sickle, 155</td>
</tr>
<tr>
<td>Buzzer Beak, 139</td>
<td>Jawbreaker, 86-87</td>
</tr>
<tr>
<td>Chef Pepper Jack, 150</td>
<td>Ka-Boom, 96-97</td>
</tr>
<tr>
<td>Chill Bill, 143</td>
<td>Kaos, 163</td>
</tr>
<tr>
<td>Chomp Chest, 153</td>
<td>Knight Light, 123</td>
</tr>
<tr>
<td>Chompies, 133</td>
<td>Knight Mare, 126</td>
</tr>
<tr>
<td>Chompy Mage, 134</td>
<td>Krankcase, Dr., 147</td>
</tr>
<tr>
<td>Chopper, 89-90</td>
<td>Krankenstein, 139</td>
</tr>
<tr>
<td>Cobra Cadabra, 61</td>
<td>Krypt King, 114</td>
</tr>
<tr>
<td>cost of, 174</td>
<td>Lob Goblin, 157</td>
</tr>
<tr>
<td>Cross Crow, 145</td>
<td>Lob Star, 77-78</td>
</tr>
<tr>
<td>Cuckoo Clocker, 135</td>
<td>Luminous, 158</td>
</tr>
<tr>
<td>Déjà Vu, 58</td>
<td>Mad Lob, 147</td>
</tr>
<tr>
<td>Dreamcatcher, 140</td>
<td>Masker Mind, 156</td>
</tr>
<tr>
<td>Drobit, 92</td>
<td>Mini Jini, 64</td>
</tr>
<tr>
<td>Echo, 81</td>
<td>Nightshade, 162</td>
</tr>
<tr>
<td>Enigma, 55</td>
<td>Pain Yatta, 138</td>
</tr>
<tr>
<td>Evolved Villains, 28</td>
<td>Pet Vac, 74-75</td>
</tr>
<tr>
<td>Eye Five, 159</td>
<td>Rage Mage, 137</td>
</tr>
<tr>
<td>Eye Scream, 161</td>
<td>Rocky Roll, 110</td>
</tr>
<tr>
<td>Eye-Small, 120</td>
<td>Scrap Shooter, 151</td>
</tr>
<tr>
<td>Fist Bump, 109</td>
<td>Sheep Creep, 135</td>
</tr>
<tr>
<td>Fisticuffs, 160</td>
<td>Shield Shredder, 134</td>
</tr>
<tr>
<td>Fizzy Frenzy Pop Fizz, 59</td>
<td>Short Cut, 115-116</td>
</tr>
<tr>
<td>Fling Kong, 72</td>
<td>Shrednaught, 146</td>
</tr>
<tr>
<td>Flip Wreck, 82</td>
<td>Skylanders, 21</td>
</tr>
<tr>
<td>Food Fight, 47</td>
<td>Slobber Trap, 141</td>
</tr>
<tr>
<td>Full Blast Jet-Vac, 70</td>
<td>Small Fry, 104</td>
</tr>
<tr>
<td>Funny Bone, 117</td>
<td>Smoke Scream, 151</td>
</tr>
<tr>
<td>Gearshift, 88</td>
<td>Snap Shot, 76</td>
</tr>
<tr>
<td>Gill Runt, 85</td>
<td>Spotlight, 124-125</td>
</tr>
<tr>
<td>Golden Queen, 152</td>
<td>Spry, 62-63</td>
</tr>
<tr>
<td>Grave Clobber, 154</td>
<td>Sure Shot Shroombroom, 49</td>
</tr>
<tr>
<td>Grinnade, 149</td>
<td>Tae Kwon Crow, 161</td>
</tr>
<tr>
<td>Gulper, 144</td>
<td>Terrabite, 113</td>
</tr>
<tr>
<td>Gusto, 65-66</td>
<td>Threatpack, 142</td>
</tr>
<tr>
<td>Head Rush, 105-106</td>
<td>Thumpling, 83-84</td>
</tr>
<tr>
<td>High Five, 50</td>
<td>Thunderbolt, 67</td>
</tr>
<tr>
<td>Hijinx, 121-122</td>
<td>Tidal Wave Gill Grunt, 79</td>
</tr>
<tr>
<td>Hog Wild Fryno, 101</td>
<td>Torch, 98</td>
</tr>
</tbody>
</table>
Villain Quest, 99-100
Tread Head, 91
Trigger Snappy, 93-94
Trolling Thunder, 148
Tuff Luck, 46
Tussle Sprout, 153
Wallop, 107
Weeruptor, 102-103
Whisper Elf, 53-54
Wildfire, 95
Wolfgang the Werewolf, 157
Wow Pow! Upgrades
  Fizzy Frenzy Pop Fizz, 59
  Full Blast Jet-Vac, 70
  Hog Wild Fryno, 101
  Sure Shot Shroombroom, 49
  Tidal Wave Gill Grunt, 79
upgrading
  characters, 29-32
  villains, 26
Upper Defenses (Skyhighlands), 268
Upper Elevator (Skyhighlands), 266
Upper Hallway (Skylanders Academy), 196
  Game Room, 197
  Hatterson’s Hat Store, 196
  Observatory, 198
Upper Rolling Bomb Range (Nightmare Express Adventure Pack), 309

Variant Villains, 28
Verl, 241
Vertical Challenge (Nightmare Express Adventure Pack), 305
Viewing Platform (Sunscraper Spire Adventure Pack), 296
Village Approach (Monster Marsh), 230
Villain Quest, 130
  Bad Juju, 141
  Blaster-Tron, 159
  Bomb Shell, 137
  Bone Chompy, 155
  Brawl and Chain, 143
  Brawlrus, 145
  Broccoli Guy, 136
  Bruiser Cruiser, 149
  Buzzer Beak, 139
  Chef Pepper Jack, 150
  Chomp Chest, 153
  chompies, 133
  Chompy Mage, 134
  Cross Crow, 145
  Cuckoo Clocker, 135
  Dreamcatcher, 140
  Eye Five, 159
  Eye Scream, 161
  Fisticuffs, 160
  Golden Queen, 152
  Grave Clobber, 154
  Grinnade, 149
  Gulper, 144
  Hood Sickle, 155
  Kaos, 163
  Krankcase, Dr., 147
  Krankenstein, 139
  Lob Goblin, 157
  Luminous, 158
  Mad Lob, 147
  Masker Mind, 156
  Nightshade, 162
  Pain Yatta, 138
  Rage Mage, 137
  Scrap Shooter, 151
  Sheep Creep, 135
  Shield Shredder, 134
  Shrednaught, 146
  Slobber Trap, 141
Villain Quest

Smoke Scream, 151
Tae Kwon Crow, 161
Threatpack, 142
Trolling Thunder, 148
Tussle Sprout, 153
Wolfgang the Werewolf, 157
Villain Quests, 12, 26, 35, 129, 184, 205, 366
Bad Juju, 276
Balloon Redemption, 205
Blaster-Tron, 269
Bomb Shell, 236
Bone Chompy, 260
Brady, 210
Brawl and Chain, 232
Brawlrus, 224
Broccoli Guy, 219
Bruiser Cruiser, 210
Buzzer Beak, 214
Chef Pepper Jack, 225
Chef Zeppelin, 218-220
Chill Bill, 211
Chomp Chest, 240
Chompies, 311-313
Chompy Mage, 220
Chompy Mountain, 209-211
Cold Front, The, 211
Cross Crow, 252
Cuckoo Clocker, 216
Dreamcatcher, 247
Evolved Villains, 28
Eye Five, 223
Eye Scream, 227
Future of Skylands, The, 255-257
Golden Desert, The, 269-270
Golden Queen, 282
Grave Clobber, 278
Grinnade, 266
Gulper, 205
Hood Sickle, 28
Know-It-All Island, 205-208

Krankcase, Dr., 251
Krankenstein, 261
Lair of the Golden Queen, The
276-278
Lob Goblin, 304-306
Luminous, 296-297, 302
Mad Lobs, 311-313
Masker Mind, 232
Midnight Museum Adventure Pack, 290-291
Mirror of Mystery Adventure Pack, 311-313
Monster Marsh, 227
Mystic Mill, 236
Nightmare Express Adventure Pack, 304-306
Nightshade, 290-291
Operation: Troll Rocket Steal, 260
Pain-Yatta, 241
Phoenix Psanctuary, 214-216
Rage Mage, 255
Rainfish Riviera, 222-225
Scrap Shooter, 246
Secret Sewers of Supreme Stink, 240-241
Sheep Creep, 209
Shrednaught, 236
Skyhighlands, 264-266
Slobber Trap, 207-208
Smoke Scream, 284
Sunscrapper Spire Adventure Pack, 296-297, 302
Tae Kwon Crow, 270
Telescope Towers, 231-232
Threatpack, 265-266
Time Town, 250-252
Trolling Thunder, 304
Tussle Sprout, 214
Ultimate Weapon, The, 281-284
Wilkin Workshop, 245-247
Wolfgang the Werewolf, 257
Villain Stashes, 199, 204
Chef Zeppelin, 219
Future of Skylands, The, 257
Golden Desert, The, 273
Know-It-All Island, 205
Lair of the Golden Queen, The 276
Midnight Museum Adventure Pack, 294
Monster Marsh, 230
Mystic Mill, 237
Nightmare Express Adventure Pack, 306
Phoenix Psanctuary, 214
Rainfish Riviera, 224
Secret Sewers of Supreme Stink, 241
Skyhighlands, 266
Soda Springs, 203
Sunscraper Spire Adventure Pack, 298
Telescope Towers, 234
Time Town, 251
Ultimate Weapon, The, 285
Wilkin Workshop, 247
Villain Vault, 12, 129, 205, 314
villains, 129, 132. See also individual entries
Doom Challenges, 324
Evolved Villains, 28
swapping, 324
traps, list of, 27-28
upgrading, 26
Volcano Island Hat, 237

W
Wallop, 106-107, 211
Waste Water Cove (Rainfish Riviera), 222
Water Dragons, 80
Waterfall Cave (Time Town), 253
Waterfall Fall (Telescope Towers), 235
Water Gates
Mirror of Mystery Adventure Pack, 314-315
Phoenix Psanctuary, 214
Secret Sewers of Supreme Stink, 243
Skyhighlands, 268
Soda Springs, 201
Telescope Towers, 235
Watering Hole Encounter (Telescope Towers), 232
Water Traps
Know-It-All Island, 208
Soda Springs, 203
Waterways (Mystic Mill), 237
Waterworks (Skyhighlands), The, 267
Wayward Cog Storage (Time Town), 251
Weather Vane Hat, 202
web resources (help), 3, 27
Weeruptor, 102-103
Weighting Room (Know-It-All Island), The, 205
Western Storage Unit (Mystic Mill), 237
Wheelhouse A (Mystic Mill), 237
Wheelhouse B (Mystic Mill), 237
Where is Flynn? (Lair of the Golden Queen), 278
Whirlwind, 23, 73
Whiskers, 102
Whisper Elf, 53-54
Wildfire, 94-95, 231-232
Wilkin Workshop, 172, 176, 244-249
William Tell Hat, 266
Windbag Woods (Know-It-All Island), 206
Windham, 69
<table>
<thead>
<tr>
<th>Location/Item</th>
<th>Page Numbers</th>
</tr>
</thead>
<tbody>
<tr>
<td>Windmill Hill (Monster Marsh)</td>
<td>228</td>
</tr>
<tr>
<td>Windy Heights (The Golden Desert), The</td>
<td>273</td>
</tr>
<tr>
<td>Windy Watch (The Golden Desert), The</td>
<td>273</td>
</tr>
<tr>
<td>Winged Boots</td>
<td>276</td>
</tr>
<tr>
<td>Winged Sapphires</td>
<td>173-174, 199, 204</td>
</tr>
<tr>
<td>character upgrades</td>
<td>31</td>
</tr>
<tr>
<td>Chef Zeppelin</td>
<td>221</td>
</tr>
<tr>
<td>Chompy Mountain</td>
<td>209</td>
</tr>
<tr>
<td>Future of Skylands, The</td>
<td>257</td>
</tr>
<tr>
<td>Golden Desert, The</td>
<td>272</td>
</tr>
<tr>
<td>Know-It-All Island, The</td>
<td>206</td>
</tr>
<tr>
<td>Lair of the Golden Queen, The</td>
<td>277-278</td>
</tr>
<tr>
<td>Midnight Museum Adventure Pack</td>
<td>291</td>
</tr>
<tr>
<td>Mirror of Mystery Adventure Pack</td>
<td>313</td>
</tr>
<tr>
<td>Monster Marsh</td>
<td>227</td>
</tr>
<tr>
<td>Mystic Mill</td>
<td>238</td>
</tr>
<tr>
<td>Nightmare Express Adventure Pack</td>
<td>307</td>
</tr>
<tr>
<td>Operation: Troll Rocket Steal</td>
<td>261</td>
</tr>
<tr>
<td>Phoenix Psanctuary</td>
<td>216</td>
</tr>
<tr>
<td>Rainfish Riviera</td>
<td>225</td>
</tr>
<tr>
<td>Secret Sewers of Supreme Stink</td>
<td>242</td>
</tr>
<tr>
<td>Skyhighlands</td>
<td>268</td>
</tr>
<tr>
<td>Soda Springs</td>
<td>203</td>
</tr>
<tr>
<td>Sunscrapper Spire Adventure Pack</td>
<td>298</td>
</tr>
<tr>
<td>Telescope Towers</td>
<td>233</td>
</tr>
<tr>
<td>Time Town</td>
<td>252</td>
</tr>
<tr>
<td>Ultimate Weapon, The</td>
<td>282</td>
</tr>
<tr>
<td>Wilkin Workshop</td>
<td>247</td>
</tr>
<tr>
<td>Winkle</td>
<td>230</td>
</tr>
<tr>
<td>Wishbone Landing (Phoenix Psanctuary)</td>
<td>217</td>
</tr>
<tr>
<td>Wishing Well (Chompy Mountain)</td>
<td>210</td>
</tr>
<tr>
<td>Wizard Hat</td>
<td>363</td>
</tr>
<tr>
<td>Wolfgang the Werewolf</td>
<td>18, 75, 106, 156-157, 206, 254-259</td>
</tr>
<tr>
<td>Woodburrow, King of, The</td>
<td>292</td>
</tr>
<tr>
<td>Workers’ Compensation (Mirror of Mystery Adventure Pack)</td>
<td>312</td>
</tr>
<tr>
<td>Worst Nightmare Marsh, Doom Challenges</td>
<td>324-325</td>
</tr>
<tr>
<td>Wow Pow! Upgrades</td>
<td>32</td>
</tr>
<tr>
<td>Fizzy Frenzy Pop Fizz</td>
<td>59</td>
</tr>
<tr>
<td>Full Blast Jet-Vac</td>
<td>70</td>
</tr>
<tr>
<td>Hog Wild Fryno</td>
<td>101</td>
</tr>
<tr>
<td>Sure Shot Shroombroom</td>
<td>49</td>
</tr>
<tr>
<td>Tidal Wave Gill Grunt</td>
<td>79</td>
</tr>
<tr>
<td>XP orbs (Experience)</td>
<td>29</td>
</tr>
<tr>
<td>X’s Shifting Sands (The Golden Desert)</td>
<td>269</td>
</tr>
<tr>
<td>Yar Har</td>
<td>247</td>
</tr>
<tr>
<td>Yoho</td>
<td>246</td>
</tr>
<tr>
<td>You Break It, You Fix It (Skyhighlands)</td>
<td>265</td>
</tr>
<tr>
<td>You’re MINE (Rumble Club Exhaust Junction)</td>
<td>350-351</td>
</tr>
<tr>
<td>YouTube (help)</td>
<td></td>
</tr>
<tr>
<td>Skylanders Gameplay channel, 3</td>
<td></td>
</tr>
<tr>
<td>traps, organizing</td>
<td>27</td>
</tr>
<tr>
<td>Zero Calorie Cavern (Soda Springs), 203</td>
<td></td>
</tr>
<tr>
<td>Zeta Blobbers</td>
<td>257-258</td>
</tr>
</tbody>
</table>