

Wii U™



ACTIVISION®

INSTRUCTION BOOKLET

PRESS THE HOME BUTTON WHILE THE GAME IS RUNNING, THEN SELECT  TO VIEW THE ELECTRONIC MANUAL.

PLEASE CAREFULLY READ THE Wii U™ OPERATIONS MANUAL COMPLETELY BEFORE USING YOUR Wii U HARDWARE SYSTEM, DISC OR ACCESSORY. THIS MANUAL CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

WARNING - SEIZURES

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms:

Convulsions	Eye or muscle twitching	Altered vision
Loss of awareness	Involuntary movements	Disorientation

- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

WARNING - REPETITIVE MOTION INJURIES AND EYESTRAIN

Playing video games can make your muscles, joints, skin or eyes hurt. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. Parents should monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing, or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

CAUTION - MOTION SICKNESS

Playing video games can cause motion sickness in some players. If you or your child feel dizzy or nauseous when playing video games, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

IMPORTANT LEGAL INFORMATION

This game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying and/or distribution of any Nintendo game is illegal and is strictly prohibited by intellectual property laws.

TABLE OF CONTENTS

Introduction	2
<i>Portal of Power</i> [®]	2
Gameplay Controls	3
Menus.....	4
Playing the Game	5
Arena Modes.....	9
Save Features	9
Software License Agreement.....	10
Customer Care	Back Cover

INTRODUCTION

Skylands need your help, Portal Master! Prepare yourself for an all new adventure with the Skylanders and the SWAP Force. For generations, the SWAP Force protected the Cloudbreak Islands, home to a mystic volcano that erupts every one hundred years to replenish all of the magic in Skylands. During the last eruption, the SWAP Force became caught in the magical blast, which sent them to Earth and gave them the unique ability to swap powers! Now a new evil is threatening the Cloudbreak Islands, and it's up to you, Portal Master, to send the Skylanders and the SWAP Force back into Skylands to save the day!

PORTAL OF POWER

To begin *Skylanders SWAP Force*[™], the *Portal of Power* must first be connected up to your Wii U console. With the Wii U console powered off, insert the *Portal of Power* into an available USB port. Power on your Wii U console and the *Portal of Power* will automatically be ready for use.



It is through the *Portal of Power* that the Skylanders can enter the ancient islands that make up Skylands. Once placed on the *Portal of Power*, the Skylander will come to life and be playable in game.

TOY PLACEMENT

You may place up to 3 toys on the *Portal of Power* at once, which includes 2 playable Skylanders (for 2 player mode only) and 1 Magic Item or 1 Location Piece (sold separately).



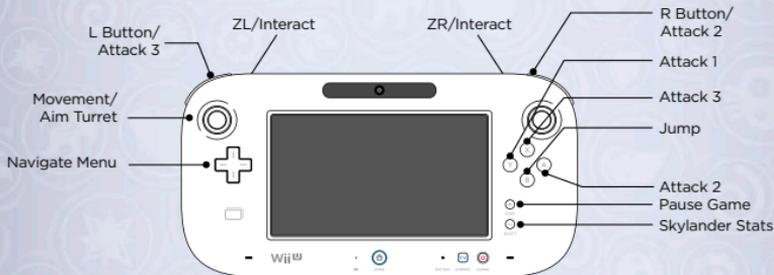
GAMEPLAY CONTROLS

The *Portal of Power* and at least one Skylander figure are required to start a new profile and to proceed in the first part of the tutorial.

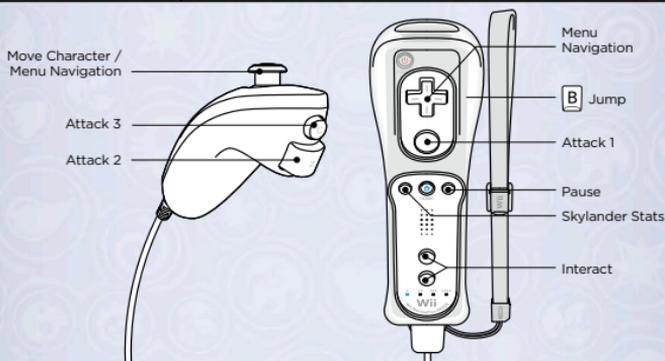
The following controllers can be paired with the Wii U console and used with this software.



- To play multiplayer modes, each player needs a separate controller.
- Only one Wii U GamePad can be paired with the console at a time.
- A Sensor Bar is required when using the Wii Remote/Wii Remote Plus. For more information, read the Wii U Operations Manual.
- A Classic Controller can be used instead of a Classic Controller Pro.



Wii U	Basic Action
+ Button	Pauses Game
- Button	Skylander Stats
L Stick	Movement/Aim Turret
B Button	Jump
Y Button	Attack 1
X Button	Attack 3
A Button	Attack 2
ZL/ZR	Interact
Repetitively Press Y Button	Open Treasure
+Control Pad	Navigate Menu
Touch Screen	Navigate Menu



CAUTION: WRIST STRAP USE

Please use the wrist strap to help prevent injury to other people or damage to surrounding objects or the Wii Remote in case you accidentally let go of the Wii Remote during gameplay.

Also remember the following:

- Make sure all players put on the wrist strap properly when it is their turn.
- Do not let go of the Wii Remote during game play.
- Dry your hands if they become moist.
- Allow adequate room around you during gameplay and make sure that all areas you might move into are clear of other people and objects.
- Stay at least three feet from the television.
- Use the Wii Remote Jacket.

MENUS

MENU NAVIGATION

+Control Pad/Control Stick - Navigate menus

A Button - Press to accept

B Button - Press to go back to the previous menu or cancel

MAIN MENU

Story Mode - Begin your adventure in either Single Player or with a friend in Co-op.

Arena Modes - Survive by yourself or with a friend in a variety of challenging stages, or battle against a friend in various arena modes.

Options - View Controls, Adjust Audio Settings (Music, Voice, and Effects), Turn On/Off Subtitles, Adjust Brightness, and View the Credits!

PAUSE MENU

Skylander - View and Manage your Skylander's Stats, Hats, Unique Quests, and Unique Upgrades on both Top and Bottom Parts of your Skylander.

Portal Master - View your Portal Master Rank as well as the number of stars you have acquired.

Collection - View your collection of Hats, Legendary Treasures, Story Scrolls, Bonus Mission Maps, Charms and Acquired Skylanders.

Options - View your Controller Settings, adjust the game's Difficulty, Adjust Audio Settings, Turn On/Off Subtitles, Adjust GamePad Output and Adjust the brightness.

Level Select - Visit previously completed levels as well as access your Bonus Missions!

Main Menu - Exit the game and return to the Main Menu.

PLAYING THE GAME



- 1. Life Meter** - This green meter displays the amount of Health your Skylander has. If the life meter of any Skylander reaches zero, they must be removed from the *Portal of Power* and replaced with a different Skylander, or you will have to restart the level. If the life meter of a SWAP Force Skylander reaches zero, then both the top and bottom halves must be removed from the *Portal of Power*. Neither half will work in any other SWAP combinations until the next level is reached or the level is restarted.
- 2. Level and Level Meter** - This meter displays the current level of your Skylander. When this meter fills up completely, your Skylander will level up. The maximum level a Skylander can reach is 20. Skylanders from *Skylanders Spyro's Adventure*® and *Skylanders Giants*™ can also reach level 20 while being used in *Skylanders SWAP Force*.
- 3. Elemental Symbol** - Displays the elemental symbol of your Skylander. If you are using SWAP Force parts with different elements, it will display both of your elements.
- 4. Elemental Bonus Symbol** - While in one of these areas, if you place a Skylander that has the matching element type on the *Portal of Power*, the Skylander will be more powerful than normal.
- 5. Dual Elemental Gate** - This gate can be unlocked by a SWAP Force Skylander that is of both featured elements. If playing in Co-Op, this gate can be unlocked if both featured elements are represented by one of the Skylanders.
- 6. Elemental Gate** - This gate can be unlocked with a Skylander that is of that element.
- 7. Health Pick Up** - Collecting food pick-ups will restore some of your Life Meter.
- 8. Currency** - Collecting various forms of treasure will allow you to purchase upgrades.

PLAYING THE GAME

SKYLANDER INFO

Press the “-” Button to view and manage each of your Skylanders in the “Skylander Info” Section. The below menus and sub menus can be found under “Skylander Info”:

Stats - Displays your current Skylander’s Stats.

Hats - View which hats your Skylander has collected and equip or remove them here.

Upgrades - View which upgrades your Skylander has acquired on both the Top and Bottom Half.

Quests - Defines your individual Skylander Quests and shows your rank, which is dependent on how many quests you have completed.

Manage - Allows you to reset the progress of your Skylander’s Top or Bottom Half, give a nickname to your Skylander or take ownership.

UPGRADES

Spending coins in the Mega Power Pod located within Woodburrrow or in the smaller Power Pods throughout the Cloudbreak Islands will allow your Skylanders to power up their abilities, and even gain new abilities!

ELEMENTAL CLASSES

Each Skylander possesses the power of one of 8 Elemental Classes. The Elemental Classes included are:



Air



Life



Undead



Earth



Fire



Water



Magic



Tech

ELEMENTAL GATES

Throughout Skylands, there are Elemental Gates that only Skylanders of that element can open. Inside are special areas containing new challenges, collectibles, and other rewards for you to discover!

Some elemental gates require two elements to open. Open these doors with either two Skylanders of the matching elements in Co-op, or use a SWAP Force character with a top and bottom that match both of the elements in Single Player mode.

PLAYING THE GAME

SWAP FORCE POWERS

Each SWAP Force Skylander possesses one of 8 SWAP Force Powers. The SWAP Force powers included are:



Dig



Bounce



Teleport



Sneak



Rocket



Speed



Climb



Spin

SWAP FORCE POWER ZONES

Also throughout Skylands, there are SWAP Force Power Zones that only Skylanders of that SWAP Force Power can open. To enter, the bottom half of the Skylander should have the same matching icon as on the Zone, which signifies they have that SWAP Force Power. Once inside a SWAP Force Power Zone, be prepared to face new challenges that are unique for each SWAP Force Power. Earn collectibles, such as Hats, Legendary Items, and Bonus Missions, by bouncing, flying, and racing to name a few new actions, through these SWAP Force Power Zones.

LEVELING UP

Your Skylanders will gain experience as they defeat enemies. As your Skylander levels up, their health will increase as well. The maximum level a Skylander can reach is 20.

WOODBURROW

The town of Woodburrow has been the meeting place of the Ancient Elementals for generations, and is located very close to the magical volcano Mount Cloudbreak. It is here that you may train your Skylanders to become stronger, either by purchasing new upgrades or items for your Skylanders, or by honing their skills with the use of Arena challenges.

Rufus - Rufus is the Village Crier of Woodburrow and knows everything about the village. If you are ever confused about what to do while you're in town, talk to him and he'll show you where to go.

Chieftess - The Chieftess is the only one in the village who can communicate with the Ancient Elementals. She will be invaluable on your quest to protect them from Kaos.

HipBros (Tuk and Gorm) - These brothers aren't always on the friendliest terms, but Gorm protects the only Mega Power Pod in the town, and Tuk runs the only shop in town, so you should get to know them both so you can turn in your currency you have earned on your quest for upgrades.

PLAYING THE GAME

AirDocks - Whenever there's adventuring to be done or journeys to undertake, this is the place to go! Flynn can always be found there keeping a watchful eye on his ship the Dread Yacht, and Tessa can usually be seen there, taking care of her bird Whiskers.

Eon - Go see Eon on his altar by the AirDocks to view your portal master rank, and view your portal master accolades. The more stars you collect, the higher your rank will reach.

Snaglescale's Arena Challenges - Come to the arena to test your and a friend's strength in a variety of modes, including challenge modes like Solo Survival, Team Survival, Rival Survival, and head-to-head modes like Battle and Ring Out.

Legendary Treasure Pedestals - These pedestals are located throughout Woodburrow, but you can only use them when you have a high enough portal master rank. Consult with Eon on his altar to see how you can achieve a higher portal master rank.

Wheellock - Visit Wheellock after you've completed the game to revisit some levels and complete various Score Mode Challenges.

Avril - If speed is more your game than points, you can also visit Avril after you've completed the game to try out some Time Attack Challenges.

TOYS

Skylanders SWAP Force can be played with both *Skylanders Giants* and *Skylanders Spyro's Adventure* Figures as well as the new *Skylanders SWAP Force* characters.

During gameplay you can switch Skylanders at any time. Skylanders can be used on their home *Portal of Power* or as a guest on a friend's *Portal of Power* in both Story Mode and the Arena Modes. All experience points, currency and upgrades are automatically saved to each toy.

CO-OP PLAY

At any time during Story Mode, a second player can join the game by hitting the **A Button** on a second controller, and placing a Skylander on the *Portal of Power*. To drop out of the game, Player 1 or Player 2 must remove their Skylander from the *Portal of Power* and press the **B Button** on their Wii Remote or GamePad.

ARENA MODES

In the various Battle Modes, choose from a variety of arenas and have a brawl against your friends. Use items, traps and jump pads to your advantage as you try to become the ultimate Portal Master. Challenge a friend in five different head to head modes:

Solo Survival – Survive Multiple stages of enemies of increasing difficulty.

Team Survival – Survive multiple stages of enemies of increasing difficulty with a friend.

Rival Survival – Rank more points than your opponent as you fight enemies.

Battle Arena – Defeat your opponent with your attacks and by triggering hazards in the arena.

Ring Out – Knock your opponent out of the arena with well-timed power hits.

SAVE FEATURES

TOY SAVE FEATURE

While on your home *Portal of Power* the following are saved to your toys:

- Experience Level
- The “Nickname” that you give to your Skylander
- Currency
- Upgraded abilities and Statistics
- The hat your Skylander is wearing
- The Quest ranking of your Skylander

This allows you to take your Skylander to enter another *Portal of Power* and still play with your very own upgraded and personalized collection of Skylanders. While at your friend’s house, your Skylander will continue to remember and will save all of the Currency, Items, Character Quests, and Experience it has earned and collected.

Take your own personalized Skylanders to a friend’s house and help them with their quest...or fight against them in the Arena Modes!

GAME SAVE

Your progress through the objectives of the Story Mode, as well as certain types of collectibles are saved onto your save game slot as opposed to being saved on your toy. These collectibles include Story Scrolls, Hats, Soul Gems, Bonus Missions, and Legendary Treasures.

SOFTWARE LICENSE AGREEMENT

IMPORTANT - READ CAREFULLY: USE OF THIS PROGRAM IS SUBJECT TO THE SOFTWARE LICENSE TERMS SET FORTH BELOW. "PROGRAM" INCLUDES THE SOFTWARE INCLUDED WITH THIS AGREEMENT, THE ASSOCIATED MEDIA, ANY PRINTED MATERIALS, AND ANY ON-LINE OR ELECTRONIC DOCUMENTATION, AND ANY AND ALL COPIES AND DERIVATIVE WORKS OF SUCH SOFTWARE AND MATERIALS. BY OPENING THIS PACKAGE, AND/OR USING THE PROGRAM, YOU ACCEPT THE TERMS OF THIS LICENSE WITH ACTIVISION PUBLISHING, INC. ("ACTIVISION").

LIMITED USE LICENSE. Activision grants you the non-exclusive, non-transferable, limited right and license to use one copy of this Program solely and exclusively for your personal use. All rights not specifically granted under this Agreement are reserved by Activision. This Program is licensed, not sold. Your license confers no title or ownership in this Program and should not be construed as a sale of any rights in this Program.

OWNERSHIP. All title, ownership rights and intellectual property rights in and to this Program and any and all copies thereof (including but not limited to any titles, computer code, themes, objects, characters, character names, stories, dialog, catch phrases, locations, concepts, artwork, animation, sounds, musical compositions, audio-visual effects, methods of operation, moral rights, and any related documentation, incorporated into this Program) are owned by Activision or its licensors. This Program is protected by the copyright laws of the United States, international copyright treaties and conventions and other laws. This Program contains certain licensed materials and Activision's licensors may protect their rights in the event of any violation of this Agreement.

YOU SHALL NOT:

- Exploit this Program or any of its parts commercially, including but not limited to use at a cyber cafe, computer gaming center or any other location-based site. Activision may offer a separate Site License Agreement to permit you to make this Program available for commercial use; see the contact information below.
- Sell, rent, lease, license, distribute or otherwise transfer this Program, or any copies of this Program, without the express prior written consent of Activision.
- Reverse engineer, derive source code, modify, decompile, disassemble, or create derivative works of this Program, in whole or in part.
- Remove, disable or circumvent any proprietary notices or labels contained on or within the Program.
- Hack or modify (or attempt to hack or modify) the Program, or create, develop, modify, distribute or use any software programs, in order to gain (or allow others to gain) advantage of this Program in an on-line multiplayer game settings including but not limited to local area network or any other network play or on the internet.
- Export or re-export this Program or any copy or adaptation in violation of any applicable laws or regulations.

LIMITED WARRANTY. Activision warrants to the original consumer purchaser of this Program that the recording medium on which the Program is recorded will be free from defects in material and workmanship for 90 days from the date of purchase. If the purchaser finds the recorded medium of the Program defective within 90 days of original purchase, Activision agrees to replace, free of charge, such recorded medium of the Program discovered to be defective within such period upon its receipt of the recorded medium of the Program, as long as the Program is still being manufactured by Activision. In the event that the Program is no longer available, Activision retains the right to substitute a similar product of equal or greater value. This warranty is limited to the recording medium of the Program as originally provided by Activision and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment or neglect. This remedy is the purchaser's sole, exclusive remedy, and is in lieu of all other express warranties. Any implied warranties on this product prescribed by statute, including but not limited to an implied warranty of merchantability or fitness for a particular purpose, are expressly limited in duration to the 90-day period described above. Activision reserves the right to modify this warranty prospectively at any time and from time to time in our sole discretion.

When returning the Program for warranty replacement please send the original product disc or cartridge, as applicable, only in protective packaging and include: (1) a photocopy of your dated sales receipt; (2) your name and return address typed or clearly printed; (3) a brief note describing the defect, the problem(s) you are encountering and the system on which you are running the Program; and (4) if you are returning the Program after the 90-day warranty period, but within one year after the date of purchase, please include check or money order for \$20 U.S. currency per disc or cartridge replacement, as applicable.

NOTE: Certified mail is recommended.

For customers in North America: Please contact Activision Customer Support for warranty replacements at 310-255-2050 or www.activision.com/support.

LIMITATION ON DAMAGES. IN NO EVENT WILL ACTIVISION BE LIABLE FOR SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE PROGRAM, INCLUDING DAMAGES TO PROPERTY, LOSS OF GOODWILL, COMPUTER FAILURE OR MALFUNCTION AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURIES, EVEN IF ACTIVISION HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. ACTIVISION'S LIABILITY SHALL NOT EXCEED THE ACTUAL PRICE PAID FOR THE LICENSE TO USE THIS PROGRAM. SOME STATES/COUNTRIES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM JURISDICTION TO JURISDICTION.

TERMINATION. Without prejudice to any other rights of Activision, this Agreement will terminate automatically if you fail to comply with its terms and conditions. In such event, you must destroy all copies of this Program and all of its component parts.

U.S. GOVERNMENT RESTRICTED RIGHTS. The Program and documentation have been developed entirely at private expense and are provided as "Commercial Computer Software" or "restricted computer software." Use, duplication or disclosure by the U.S. Government or a U.S. Government subcontractor is subject to the restrictions set forth in subparagraph (c)(1)(ii) of the Rights in Technical Data and Computer Software clauses in DFARS 252.227-7013 or as set forth in subparagraph (c) (1) and (2) of the Commercial Computer Software Restricted Rights clauses at FAR 52.227-19, as applicable. The Contractor/ Manufacturer is Activision Publishing, Inc., 3100 Ocean Park Boulevard, Santa Monica, California 90405.

INJUNCTION. Because Activision would be irreparably damaged if the terms of this Agreement were not specifically enforced, you agree that Activision shall be entitled, without bond, other security or proof of damages, to appropriate equitable remedies with respect to breaches of this Agreement, in addition to such other remedies as Activision may otherwise have under applicable laws.

INDEMNITY. You agree to indemnify, defend and hold Activision, its partners, affiliates, contractors, officers, directors, employees and agents harmless from all damages, losses and expenses arising directly or indirectly from your acts and omissions to act in using the Product pursuant to the terms of this Agreement.

MISCELLANEOUS. This Agreement represents the complete agreement concerning this license between the parties and supersedes all prior agreements and representations between them. It may be amended only by a writing executed by both parties. If any provision of this Agreement is held to be unenforceable for any reason, such provision shall be reformed only to the extent necessary to make it enforceable and the remaining provisions of this Agreement shall not be affected. This Agreement shall be construed under California law as such law is applied to agreements between California residents entered into and to be performed within California, except as governed by federal law and you consent to the exclusive jurisdiction of the state and federal courts in Los Angeles, California.

CUSTOMER CARE

Access all of your support needs at support.activision.com. From this site, you will be able to create a personalized account and get access to our extensive knowledgebase and our massive community. You can also get personalized assistance for your game by clicking "Contact Us", filling out the required information and choosing from the available options.

LICENSED BY NINTENDO



The Official Seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.

ACTIVISION®

© 2013 Activision Publishing, Inc. SKYLANDERS SWAP FORCE, SWAP FORCE, SWAPPABLE. UNSTOPPABLE., SKYLANDERS GIANTS, SKYLANDERS SPYRO'S ADVENTURE, PORTAL OF POWER, LIGHTCORE, BRING THE SKYLANDERS TO LIFE, and ACTIVISION are trademarks of Activision Publishing, Inc. Uses Bink Video. Copyright © 1997-2013 by RAD Game Tools, Inc. All other trademarks and trade names are the properties of their respective owners.