



NINTENDO 3DS™

INSTRUCTION BOOKLET

ACTIVISION®

PLEASE CAREFULLY READ THE NINTENDO 3DS™ OPERATIONS MANUAL BEFORE USING YOUR SYSTEM, GAME CARD 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 - 3D FEATURE ONLY FOR CHILDREN 7 AND OVER

Viewing of 3D images by children 6 and under may cause vision damage.

Use the Parental Control feature to restrict the display of 3D images for children 6 and under. See the Parental Controls section in the Nintendo 3DS Operations Manual for more information.

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
Altered vision

Eye or muscle twitching
Involuntary movements

Loss of awareness
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 - EYESTRAIN AND MOTION SICKNESS

Playing video games can result in eyestrain after a sustained period of time, and perhaps sooner if using the 3D feature. Playing video games can also result in motion sickness in some players. Follow these instructions to help avoid eyestrain, dizziness, or nausea:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, or every half hour when using the 3D feature, even if you don't think you need it. Each person is different, so take more frequent and longer breaks if you feel discomfort.
- If your eyes become tired or sore while playing, or if you feel dizzy or nauseated, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms, stop playing and see a doctor.

WARNING - REPETITIVE MOTION INJURIES

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

- 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.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, or arms 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.

WARNING - BATTERY LEAKAGE

The Nintendo 3DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo 3DS. If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair, or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

WARNING - RADIO FREQUENCY INTERFERENCE

The Nintendo 3DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo 3DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo 3DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

THIS GAME CARD WILL WORK ONLY WITH THE NINTENDO 3DS™ VIDEO GAME SYSTEM.



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.

IMPORTANT LEGAL INFORMATION

This Nintendo game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted. REV-E



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GETTING STARTED

1. Insert the *Skylanders SWAP Force*™ Game Card into the Nintendo 3DS™ Game Card slot as described in your Nintendo 3DS instruction manual.
2. Turn the Power Button ON.
3. Tap on Skylanders SWAP Force on the Nintendo 3DS system Menu to bring up the main title screen.

*Note: The **Skylanders SWAP Force** Game Card is for the Nintendo 3DS system only.*

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!

During a return trip to Flynn's home, Boom Town, Cali has been kidnapped by the dastardly Count Moneybone. 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*, you will need to prepare your *Portal of Power*. First, please install batteries into the *Portal of Power*. To turn on your *Portal of Power*, press on the top until it clicks and the *Portal of Power* lights up.

You can use the *Portal of Power* to bring your Skylanders to life by visiting Hugo in Boom Town. When prompted, aim the rear facing infrared transceiver of the Nintendo 3DS system at the front facing infrared sensor on the *Portal of Power*. Look for the white arrow on the top of the *Portal of Power* to help you line it up.

You can place one figure on the *Portal of Power* at a time which includes: a playable character, a Magic Item or Location Piece (sold separately). The *Portal of Power* and at least two Skylanders figures are required to start a new profile and to proceed in the first part of the tutorial. Skylanders from *Skylanders SWAP Force*, *Skylanders Giants™*, and *Skylanders Spyro's Adventure®* can all be used in *Skylanders SWAP Force*.

For easy mobility, the *Portal of Power* can be powered off and the Skylanders who have entered the game through the *Portal of Power* can be swapped into play at any time using the menu at the bottom screen.

TOY SAVE FEATURE

Your Skylander Figures remember all of their powers and upgraded abilities via the *Portal of Power*. Revisiting the *Portal of Power* in Boom Town will allow you to save your personal stats and experience to your Skylanders toys. This way, when you take your Skylanders Figures to a friend's house, your Skylanders will keep all of the Experience Points you collect!

Saved stats:

- Experience Points and Experience Level.
- Upgraded Abilities and Stats.
- The hat your Skylander is currently wearing.



PORTAL OF POWER

Steps needed to save:

1. In Boom Town select the Skylander that you want to save.
2. Visit the portal in town.
3. Place the corresponding toy on the *Portal of Power* and follow the instructions on screen.
4. When the transfer is done, the level, the skills and the equipped hat are saved on the toy.

 This game uses an auto-save feature for game progression. Please do not touch the Power Button or remove the Game Card when this icon is displayed.

GAMEPLAY CONTROLS

Button	Basic Action
START/SELECT	Pause Menu
Circle Pad	Move Character
HOME Button	Access Home Menu
B Button	Jump/Double Jump
A Button	Sprint
Y Button	Primary Attack/Use/Talk
X Button	Secondary Ability
Touch Screen	Switch Skylander
L Button	SWAP Force Power
R Button	Use Magic Item

MENUS

MENU NAVIGATION

Use the stylus to navigate the menus.

MENUS

MAIN MENU

Select a Profile - Store up to three Save Profiles.

Play - Tap once a Save Profile has been selected.

PAUSE MENU

Resume - Return to your adventure.

Upgrades - Displays statistics and abilities of the active Skylander.

Options - Adjust the music and FX volumes and Difficulty level.

Retry - You can restart the level from the beginning.

Boom Town - From here you can return to the town at any time.

PLAYING THE GAME

IN-GAME DISPLAY

- 1. Health Meter** - The green meter displays the amount of Health your Skylander has. Leveling up your Skylander will increase the max amount of health available.
- 2. Experience Meter** - When the meter is filled up, your Skylanders will level up.
- 3. Coins** - Displays the amount of coins collected.



PLAYING THE GAME

- 4. Experience Orbs** - Collecting these orbs will increase your Experience Meter.
- 5. Skylander Selection** - Displays your current Skylander. Tap on an element to display all Skylanders of that type that are available, and select one to summon it.
- 6. Skylander Level** - Reflects the experience level for your Skylander.
- 7. Skylander Name** - Name of your current Skylander.
- 8. Element Symbol(s)** - Represents the element or elements of your current Skylander.
- 9. SWAP Force Icon** - Shows which SWAP Force ability your character has.
- 10. SWAP Power Meter** - Displays how much energy your Skylander currently has available to use for SWAP Powers.

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

Each day, two different Elements will magically be in sync with the Skylands. These elements will be shown in Boom Town in front of the coffin near Hugo. Skylanders of those Elements will gain extra experience and deal more damage when playing through a level. Remember, the special Elements change every day, so use different characters each day to keep getting the bonus!

PLAYING THE GAME

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!

SWAP FORCE POWER

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

LEVELING UP

Your Skylanders will gain experience as they complete objectives and defeat enemies. As they level up, their health and stats will increase as well. Each character can unlock new abilities as their level increases. The max level a Skylander can reach is 20.

PLAYING THE GAME

BOOM TOWN

Boom Town is your base of operations while you try to stop Count Moneybone. Various inhabitants of the town may be able to assist you on your quest. Explore the town and you will discover various helpful places which include:

- **Flynn's Dock** – Visit Flynn at the docks to continue the adventure, or to go back to levels that you have previously played.
- **Portal of Power** – Summon new Skylanders into the game by visiting the Portal of Power near Hugo in town.
- **Skylands Museum** – Visit the museum to view your Skylander Collection, check out any guest Skylanders you may have encountered through StreetPass™, change hats through your Hat Collection, or to simply enjoy the artwork adorning the building.
- **Count Moneybone's Coffin** – Count Moneybone stole Flynn's statue and left this huge box in the middle of the town! Check which elements are glowing in front of it to see which ones will currently give you an advantage during gameplay.
- **Tower of Time** – If you have the Tower of Time adventure pack, you can go here to go on an all new adventure!
- **Sheep Wreck Island Portal** – If you have the Sheep Wreck Island adventure pack, you can go on an all new adventure!

STREETPASS™

When StreetPass is activated, you will gain access to a demo of a Skylander that is not in your collection for one level. Please note that the Skylander will be able to enter elemental gates but they will not be able to gain experience or level up.

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 knowledge base 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.

The Activision logo is displayed in a bold, black, sans-serif font. The letters are closely spaced, and the 'I' in 'VISION' has a distinctive shape with a small gap at the top. The logo is positioned in the bottom left corner of the page.

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