

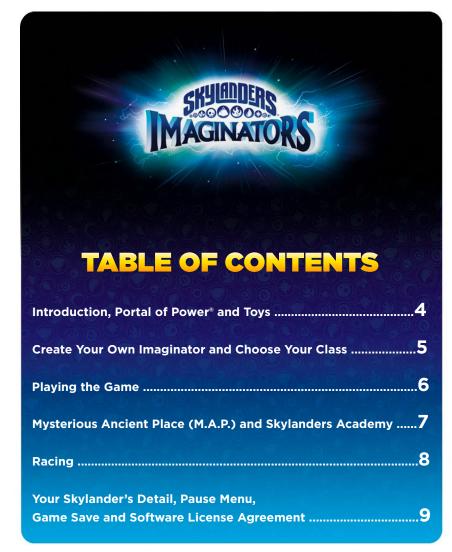


ACTIVISION®

WARNING Before playing this game, read the Xbox 360® console, Xbox 360 Kinect® Sensor, and accessory manuals for important safety and health information. www.xbox.com/support.

Important Health Warning: Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people with no history of seizures or epilepsy may have an undiagnosed condition that can cause "photosensitive epileptic seizures" while watching video games. Symptoms can include light-headedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, momentary loss of awareness, and loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects. Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents, watch for or ask children about these symptoms—children and teenagers are more likely to experience these seizures. The risk may be reduced by being farther from the screen; using a smaller screen; playing in a well-lit room, and not playing when drowsy or fatigued. If you or any relatives have a history of seizures or epilepsy, consult a doctor before playing.



INTRODUCTION

Kaos has discovered the ancient power of Mind Magic and is using it to create an unstoppable army of Doomlanders! Eon is calling upon all Portal Masters and Skylands' greatest mystic warriors, the Senseis, to stop Kaos and his minions. Now, you must use the power of your imagination to create your own Skylanders to battle in the ultimate adventure alongside the almighty Senseis to save Skylands.

PORTAL OF POWER

To begin Skylanders[®] Imaginators, connect the **Portal of Power** to your Xbox® 360 system. Once your **Portal of Power** is connected, place your Skylander on the **Portal of Power** and watch your Skylanders come to life! When playing Single Player, you can have either 1 Skylander or 1 Creation Crystal on the **Portal of Power**. While playing Local Co-op, you can have 2 Skylanders or 2 Creation Crystals. In the Skylanders Racing Mode you can boost your collection of vehicles by placing vehicles on the Portal of Power one at a time.

Note: Electronic devices and metal surfaces may interfere with the Portal of Power.

TOYS

Skylanders Imaginators can be played with Skylanders from all previous games. During gameplay you can switch Skylanders at any time. Traps can only be used in Skylanders Racing Mode, and are only compatible with a Portal of Power that includes a Trap Slot.

Your Skylander toy or Creation Crystal will save your Imaginator (Creation Crystal only), experience points and level, upgraded skills and abilities, and gold. This allows you to enter Skylands through another Portal of Power while still playing with your own upgraded collection of toys. While at your friend's house, your Skylander will continue to save any currency and experience collected.

CREATE YOUR OWN IMAGINATOR



Place your Creation Crystal on the **Portal of Power** and harness the power of Mind Magic to create your own Imaginator!

- 1. Body: Mix and match body parts, adjust size, choose color and aura.
- 2. Gear: Choose gear to boost your stats. During the game you will find new more powerful gear.
- **3. Powers:** Choose your primary, elemental and secret techniques.
- 4. Personality: Choose your Imaginator's name, voice, music and catch phrase.
- 5. Imaginite Vault: Open Imaginite Mystery Chest's that you find along your adventure, as well as be able to purchase in-game.
- 6. Imaginators Name and Stats: Displays your Imaginator's name and stats.

CHOOSE YOUR BATTLE CLASS

Choose your Imaginator's fighting style with 1 of 10 classes. Once you have chosen your Imaginator's class, you cannot reset your Creation Crystal.

























PLAYING THE GAME



- 1. Skylander Life Meter: Displays your Skylander's health.
- **2. Level and Experience Meter:** Displays the level and the level progression of your Skylander.
- **3. Sky-Chi Meter (Senseis Only) :** When full, your Sensei can unleash their Sky-Chi Power.
- **4. Health Pick-Up:** Collecting food will restore some of your life meter.
- 5. Gold: Various forms of treasure can be collected and used for upgrades.

SKYLANDERS CONTROLS



MYSTERIOUS ANCIENT PLACE (M.A.P.)



The Mysterious Ancient Place, or M.A.P., is where you jump from quest to quest in adventure mode, complete side quests and mini-games, compete in Skylanders Racing Mode, or open up elemental gates with your Senseis.

SKYLANDERS ACADEMY

Find Persephone in the Skylanders Academy to convert your gold into upgrades for your Skylander! Then talk to Buzz and test your skills and abilities on training dummies. View all your Selfies with your Imaginator in the photo gallery, and re-watch all videos in the Theater.

RACING



Continue to challenge your friends or enemies in the Skylanders Racing Mode. Test your speed in a Single Race, Online Race, Time Trial, Boss Pursuit, Supervillian Cup, or Mirror Cup. Find Pandergast in the M.A.P. or Skylanders Academy, or choose from the Main Menu to start racing.

- 1. Vehicle Shield Meter: Displays the amount of shield remaining. If fully depleted, your Skylander will take damage. Once their life meter is fully depleted, they will burn out for a short time.
- 2. Ammo Pod Meter: Displays the amount of ammo available.
- 3. Ammo Pod: Pick up the blue ammo pods to replenish your meter.
- **4. Power-Ups:** Pick these up for offensive and defensive power-ups!

VEHICLE CONTROLS



YOUR SKYLANDER'S DETAILS

With A Creation Crystal on the **Portal of Power** press the Back button to open the Skylander Creator menu. With a Sensei or other Skylander, the Back button will let you manage your stats and upgrades.

PAUSE MENU

- Portal Master: View your Portal Master Rank, Stats, and Emblems.
- Parts Collection: Start collecting and building your Active Sets to earn more rewards.
- Objectives: View your Story Goals, Collections, and Dares.
- Collection: View all your Skylanders, Creation Crystals and other toys that you have collected.
- Options: Change the audio, brightness, difficulty, or voice chat. Also, you can view the manual, credits, and network status.
- Imaginite Vault: Open Imaginite Mysterious Chest's that you find in game or purchase.
- Return to M.A.P: Return to the Mysterious Ancient Place (M.A.P.).
- Main Menu: Exit the game and return to the Main Menu.

GAME SAVE

Your story mode progress as well as Parts, Gear and Abilities not currently equipped are saved onto your save game slot, as opposed to being saved on your toy.

SOFTWARE LICENSE AGREEMENT

Opening the game box and using the software constitutes acceptance of the Software License Agreement available at http://support.activision.com/license

CUSTOMER CARE

Access all of your support needs at support.activision.com.

Create a personalized account, explore our extensive knowledge base of troubleshooting tips, and tap into our massive community. You can also get customized assistance for your game by selecting "Contact Us" and choosing from the available options.







© 2016 Activision Publishing, Inc. ACTIVISION, SKYLANDERS, SKYLANDERS IMAGINATORS and PORTAL OF POWER are trademarks of Activision Publishing, Inc. The rating icon is a trademark of the Entertainment Software Association. Activision makes no guarantee regarding the availability of online or app play or features, including possible in-app/game purchases, and may modify or discontinue such availability in its discretion without notice, including for example, ceasing online service for economic reasons due to a limited number of players continuing to make use of the service over time_Opening the game box and using the software constitutes acceptance of the Software License Agreement available at http://support.activision.com/license. SKYLANDERS IMAGINATORS uses Havok. © Copyright 1999-2016 Havok.com inc. (and its Licensors). All Rights Reserved. See www.havok.com for details. Uses Blink Video. Copyright © 1997-2016 by RAD Game Tools, Inc. All other trademarks and trade names are the properties of their respective owners.