

(Download pdf ebook) Skylanders SuperChargers Official Strategy Guide

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Ken Schmidt : Skylanders SuperChargers Official Strategy Guide before purchasing it in order to gauge whether or not it would be worth my time, and all praised Skylanders SuperChargers Official Strategy Guide:

3 of 4 people found the following review helpful. A True "Strategy Guide" for the Characters, Vehicles, Levels etc. It spells out some of the differences..By Fun Times Mom NOTE: NOT FOR THE ORIGINAL Wii VERSION OF THE

GAME.. It doesn't have online racing capability and the maps are slightly different if I understand correctly. The Nintendo DS has some differences too, but has the ability to race online. BUT FOR THE REST OF THOSE THAT HAVE THE XBOX, Wii U AND PS 3-4 VERSIONS (none of the other guides in the past included the other system's differences either): One of the best versions of game guides that I've seen in a while for game strategy! It gives the stats for the vehicles and the characters as well as strategy recommendations for using them in gameplay. It has the traditional well colored pages that I have come to expect with this games book. The maps appear to be a little vague but are still very helpful. There are some key differences to expect with this version of Skylanders that are new to this version and this guide is helpful in explaining those. THIS BOOK HAS A FREE E GUIDE CODE FOR ANY WEB ENABLED DEVICE AT THE BACK OF THE BOOK!!!!!!!!!!!!OR THERE IS....AN OFFICIAL "SKYLANDERS SUPERCHARGERS" MAP APP FOR iOS AND ANDROID IS AVAILABLE FOR \$2.99!!!!!! IT LISTS THAT IT CONTAINS RED TOOLBOXES, EPIC TREASURE CHESTS, WISH STONES, LIVE WIRE LOCKS AND SKYSTONES OVERDRIVE...AND MORE.... (It doesn't sound like much/or anything is missing??) Levels: The Treasure Chests, Gift Wrapped Boxes, Epic Treasure Chests and items given at the Wishing Well in Skylanders Academy are now random. They can be Winged Sapphires, Skystones, Hats, Soul Gems, Kaos Diary or Legendary Treasures. This makes needing the map a little more critical to find everything since you don't know what you will miss out on. There are Pinatas now too that are also random items but they are either Gold, Food, Gearbits (upgrade shields or weapons on vehicles) and Stardust (increases your portal master Rank from 1-75). There are Portal Master Emblems to Earn based on Game-play and some can be exchanged for Stardust. There are Red Tool boxes and random "SuperCharger" gate challenges, Land, Sea and Sky Challenges on the various levels that are marked on the maps by element. Characters: Any Skylander can control any vehicle (any element and any previous game figures) but when you pair the correct "SuperCharger" Skylander with their correct vehicle there is an extra "boost" to be had. For example, the SuperCharged Challenge for Hurricane Jet Vac is "Balloon Popper". His SuperCharged vehicle is Jet Stream. You try to pop as many balloons as you can before the end of the race and based on the points you acquire for achieving 1st, 2nd or 3rd place you gain either Gearbits, a Wish Stone or a Special item. The book gives a few sentences of strategy for accomplishing this but doesn't have the maps for these special challenges. Buzz has two Quests for each character, one for them and one for their vehicle. For instance, Jet Vac gains +5 Critical Hit after defeating 20 enemies with the Somer-Assault ability and Jet Stream gains +5 in handling after defeating 50 enemies with the Avian Razors ability. Besides giving the basic story for each SuperCharger Skylander it lists the basic attacks along with the available upgrades and paths with their associated costs. SuperCharged Challenges/Quests: All SuperChargers have 3 challenges to complete from the Skylander Academy. The first two quests come from Buzz and after those are completed be sure to see Agent 11 3/5 for the 3rd SuperCharged Challenge. Racing: After you meet "Pandergast" at "Skylander Academy" six race tracks become available. They include 2 Sea, 2 Land, and 2 Sky tracks. Six more can eventually become unlocked after you purchase the Racing packs (like the Racing Sea Pack with Gill Grunt available at launch unlocks the additional sea tracks). There are different "Racing Modes" available eventually after you win races or set record times for instance. There's the "Single Race" mode and the "Time Trials". By purchasing the "Racing Packs" the "Boss Pursuits" and the "Supervillain Cup" and "Mirror Cup" (that require the Land, Sea or Sky Trophy, from the racing packs and winning a star from a single race to unlock these tracks along with the ability to play as that villain that you beat here) you unlock the race as a villain mode (other than Kaos). You can modify your vehicle, drift and "pick up" power boxes while racing, like the "Healing Elixir" increases your Life and Shield stats in game for a while, "Rocket Ram" turns you into a can't die speed machine for a time (ie; Bullet from Mario Kart). There are boosts of speed, lightening, slowing down of opponents, increases to both attack modes and a shield available along the way. Small racetrack maps are included where you need to accomplish the "Boss Pursuits". Some Modes offer "Easy", "Medium" and "Hard" difficulty choices before the races. Pandergast has up to 3 quests per day that can be unlocked after completing each one he will give you the next one. He will reward you as you complete them too. Some quests are unlocked as you progress through the game. There are 3 tracks for practicing your driving skills on at the Academy where you can earn a few extra Gearbits. The track changes according to the day of the week! Racing as Villains: The villains and their vehicles are available to race with once you unlock the "Boss Pursuit" challenge on the track, yet Kaos is unlocked with the Kaos Trophy (from the previous Trap Team version of Skylanders) for any sky track. You don't have to defeat him in a "Boss Pursuit" to unlock him unlike the other villains. It's not clear to me if you would need to have him already trapped in the Kaos trap for this to work or if an "empty" Kaos trap would work. (You capture him upon completing the Trap Team game and having the Kaos trap to put him in after the final boss battle.) When you choose a villain to race with the vehicle is automatically chosen for you. They aren't interchangeable like they are within their elements. It lists the Armor, Top Speed, Acceleration, Handling and Weight for each villain racer along with their two attacks. There are 13 of them to race with that are of the land, sea and sky elements. Upgrades: Vehicles can be modified by Sharpfin's Pit Crew and can include; specialty mods, performance mods, and horns for free but weapons and shields cost Gearbits. Persephone upgrades the Skylander's with gold. Elemental Gates: No longer found on the levels, it is now one gate stationed at the "Skylander's Academy" and is hosted by the "Great Grizzo". He changes the gates element based on your vehicle and not based on the driver's

element. There are 10 Challenges that appear to be all timed trials and let you have the chance to acquire up to 3 shields per challenge. These reward you with Stardust which increases your Portal master Rank. There are tips on how to complete these but there aren't any maps. NOTE: IF YOU WANT TO SAVE MONEY BUT ACCESS "MORE" OF THE GAME OTHER THAN WITH THE STARTER PACK, BUY A VEHICLE OF EACH ELEMENT (WOULD MAKE 10 TOTAL, NOT INCLUDING WHAT'S IN THE STARTER PACK) AND BUY USED/CLEARANCE SKYLANDERS FROM PREVIOUS GAMES IF YOU FIND THAT YOU ARE FREQUENTLY DYING..... OR... You can buy the 2-3 additional racing expansion packs as they come out (Gill Grunt's Racing Sea pack is available at launch) in addition to the starter (will most likely contain a Land Vehicle and possibly a Sea or Sky Vehicle depending on which system's you buy... unless you have the Nintendo DS or Wii version, then you only have a Sky vehicle) and you will end up with a land, sea, and sky vehicle along with it's SuperCharged Character and more areas of race track available as well as being able to play as those villains corresponding to that track. Additional Quests: 1) Tessa has quests that unlock as you complete the Adventure starting after Chapter 37. After you complete 3 quests from Tessa you have to wait 1 day before she offers any more quests. 2) Hugo has up to 3 quests per day available after you complete Chapter 45. Every quest isn't available immediately here either. 3) Kaos invites you to play Skystones Overdrive, once you beat him and acquire the crown you can play him daily to earn Gold and Gearshifts. 4) Eve sometimes offers quests related to the Sky, Sea and land test tracks where you can collect Gearbits. Skystones Overdrive Puzzles; The Skystones game is back with a twist with a list of the stones available and some hints on strategies. The vehicle you are in becomes a Skystone! The "Electric" puzzles are back and found within the levels. Previous Trap Team Elemental Traps: Placing a trap in the portal offers your vehicle a temporary upgraded ammo pack and an exploding shield based on the Trap's element. It can be used in both the Adventure part of the game or in a race. There is a bar that displays how long it will last. Previous Game Level Expansion Pack Items And Their Magic Items (ie; Mirror of Mystery from Trap Team): You no longer get additional levels of gameplay from previous expansion packs, but they still have "magical" items. It lists the items you get and the number "ish" of times to attack (or interact) these older items for different in game effects. From toys to coins to speeding around the Academy you get a wide variety of items. FYI, No Stickers at the back of this book, but that's not a deal breaker for me... and The Nintendo characters aren't included in this guide's description, but I don't have the Wii U version of the game this time, so not a deal breaker for me either. 1 of 1 people found the following review helpful. Ok but not great By mommy of 2 This guide is not nearly as useful as previous versions. It's provides lots of information on the characters but the walk thru's are hard to follow and the maps are very simplistic making it difficult to follow visually. 0 of 0 people found the following review helpful. If you play Skylanders Superchargers, get this! By daveincarthage If you play Skylanders Superchargers, this guide is a must have!

Skylanders SuperChargers Collectors Edition Strategy Guide includes Get a sneak preview of IDW's new Skylanders comic featuring an exclusive cover! Save the Skylands with our complete story walkthrough. Race like a champion with our guide to the all-new vehicle racing. Find every Red Toolbox, Hat, Legendary Treasure, Soul Gem, and more with our exclusive maps. Learn the abilities, upgrades, mods, and strategies for every new Skylander and vehicle. That's Not All - Skystones Overdrive- Hats and Trinkets- Achievements and Trophies- And much more! Bonus VIDEOS and Interactive MAPS - Unlock Your FREE mobile-friendly eGuide with the code inside. These limited edition guides will only be printed once. When they are sold out, they will be gone forever!

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