



FIRE IS STRONGER IN THIS AREA

## THE OVERGROWTH, TRAPPING PIT, & TANGLED THICKET

After Flynn's spectacular landing, you must find the way to Tessa's village, Woodburrow. While Tessa and Flynn wait up ahead, turn around and collect the first item of **Flynn's Missing Stuff**, a **Water Buoy**, just behind the starting point. After speaking with Tessa and Flynn, start up the path and collect the piles of gold. Hop up the ledges, destroy the bamboo gate, and speak with Barkin.

The ground gives way (don't worry about falling, there aren't any hazards on the way down) and a Battle Gate blocks the path out of the Trapping Pit. Take out the Chompies to unlock the Battle Gate and clear the way to the Tangled Thicket.



Mount Cloudbreak's first **Treasure Chest** is marked with an arrow just off the main path. Crack it open to claim the gold inside, then speak with Tessa to free the creatures caged by the Greebles. There are more cages ahead, but these are guarded by a Greeble Screwball. Avoid its lob attack and take it out. Go around the left side of the cages to recover the second item of **Flynn's Missing Stuff**, a **Life Preserver**.



Use the cages to return to the main path. A group of Woodburrow villagers are caged high above the ground. Use the switch to lower the villagers to the ground. This sets them free and creates steps to continue along the path to Woodburrow. Unfortunately, a Locked Gate soon blocks the path ahead. The good news is that the Key needed to open the Locked Gate is not too far from it.



There are two elemental gates on the other side of the Locked Gate. One gate is the same as the gates encountered in previous Skylander adventures, requiring a Skylander of the matching element to open it. The other is a new type of gate, known as a Dual Element Gate. It requires two different elements to be present in order for it to be unlocked. The gate opens when both elements are present, whether you choose to use two different Skylanders, or a single **SWAP Force** Skylander with the required elements.



## CANOPY HOT SPRINGS

Canopy Hot Springs is free of enemies but loaded with Bounce Pads. The only hazards in the area are water jets that push around Skylanders, but don't damage them. Carefully explore the area and collect all the gold you can. The present at the back of the area turns into the **Legendary Treasure**, **Mostly Magic Mirror**, when you open it. Use the portal just beyond it to quickly return to the gated area's entrance.



## PRICKLY PASTURES

Little Bro Pete lost three sheep and found them caged by Greebles in Prickly Pastures. To make matters worse, the Greebles set up spike traps to keep out intruders. To avoid taking damage from the traps, watch for the black holes turning to white. The color change means the spikes are about to emerge, so keep clear!

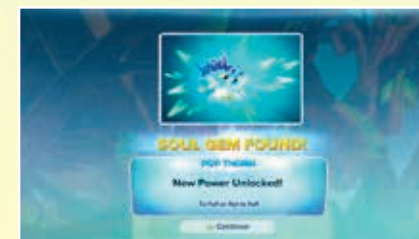
To free the sheep, destroy their cages. The Greebles are led by Lt. Woalf who appears to be in charge of the area, but he's not much more of a threat than the Greeble Screwballs under his command. After you free three sheep, Little Bro Pete hands over the **Stovepipe Hat** as a reward.



EARTH IS STRONGER IN THIS AREA

## OLD TREETOP TERRACE

Cross the bridge beyond the elemental gates area and use the empty cages as steps. The next empty cage has a blue arrow on top of it. Arrows on top of items indicate the direction or directions you can move it. Push the first cage into the gap and cross over the newly-formed bridge. There are two more cages to push ahead. Push the first toward the Soul Gem floating on a stump until the cage drops down. Hop up to the stump and claim Pop Thorn's **Soul Gem (To Puff or Not to Puff)**.



Return to the main path and use the other cage to reach a stone bridge. Cross the bridge and bear slightly right where you can pick up more of **Flynn's Missing Stuff**, **Fuzzy Dice**. The main path leads across a stone bridge guarded by Chompies and Greeble Blunderbusses. Clear out the enemies, collect **Story Scroll: Magical Pyrotechnics**, and switch to a **SWAP** Skylander with the **Rocket Power** to tackle your first **SWAP Zone** challenge.

