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
  - Eye or muscle twitching
  - Loss of awareness
  - Altered vision
  - 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 - 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.
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INTRODUCTION

Thousands of years ago a fearsome rogue giant pirate named Captain Frightbeard was ravaging Skylands, until he and his crew were locked inside the Chest of Exile. Frightbeard has found a way to escape from his exile, and is looking for the Chest so he can free his fleet and continue his quest to rule Skylands!

It is time to unleash the power of the Skylanders Giants, and embark on a journey through the Skylands to find the Chest of Exile before Captain Frightbeard does!

GETTING STARTED

1. Insert the Skylanders Giants™ Game Card into the Nintendo 3DS™ system Game Card slot as described in your Nintendo 3DS instruction manual.
2. Press the POWER Button to turn on the Nintendo 3DS.
3. Tap on Skylanders Giants on the Nintendo 3DS HOME Menu to bring up the main title screen.

Note: The Skylanders Giants Game Card is for the Nintendo 3DS system only.
Your Skylanders can enter Skylands through the *Portal of Power*. Once placed on the *Portal of Power* they will be sent to your Nintendo 3DS and the Skylander will come to life in the game. To bring your Skylander figures to life in game, speak to Hugo, who is located on Flynn’s Ship. To begin *Skylanders Giants™*, 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.

When Hugo prompts you, 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 green arrow on the top of the *Portal of Power* to help you line it up. More information on how to set up your Portal of Power can be found in your Quick Start Guide.

You can place one figure on the *Portal of Power* at a time, which includes: a playable character, a Magic Item, or a Location Piece (sold separately). While only one *Skylanders Giants* or *Skylanders Spyro’s Adventure®* figure can be placed on the *Portal of Power* at a time, two character figures are required to start a new profile and proceed in the first part of the tutorial. For easy mobility, the *Portal of Power* can be powered off once the two chosen figures are brought into the game.

**TOY SAVE FEATURE**

Your *Skylanders Giants* and *Skylanders Spyro’s Adventure* figures remember their powers and upgraded abilities through the *Portal of Power*. Whenever your Skylander is brought into the game with the *Portal of Power*, their progress will also be saved to the figure.

Talk to Wendel Flynn’s Ship to update your toys. You can play anywhere with your own personalized collection of Skylanders! When you take your Skylanders to a friend’s game, your Skylanders will keep all of the Experience points they earn. You can even try on one of your friend’s Hats!

**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 Flynn’s Ship, select the Skylander that you want to save.
2. Talk to Hugo and follow the instructions on screen.
3. When the transfer is complete, the level, skills and equipped Hat are saved on the figure.

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

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**MENU NAVIGATION**

**Stylus** – Navigate menus.

**MAIN MENU**

**Select a Profile** – Store up to three Save Profiles.
**Play** – Tap once a Save Profile has been selected.
**Credits** – View the Game Credits.

**IN-GAME PAUSE MENU**

**Upgrades** – Displays statistics and abilities of the active Skylander.
**Options** – Adjust the music and FX volumes.
**Retry** – You can restart the level from the beginning.
**Flynn’s Ship** – Return to the ship at any time.
**Continue** – Return to your adventure.

**FLYNN’S SHIP PAUSE MENU**

**Upgrades** – Displays statistics and abilities of the active Skylander.
**Options** – Adjust the music and FX volumes.
**Quit Game** – Exits the game to the Main Menu.
**Continue** – Return to your adventure.
IN-GAME DISPLAY

1. **Health Meter** – The green meter displays the amount of Health your Skylander has. Leveling up your Skylander will increase the maximum amount of health available.

2. **Experience Meter** – When the grey meter is filled up, your Skylander will level up.

3. **Coins** – Displays the amount of coins collected.

4. **Experience Orbs** – Collecting these orbs will increase your Experience Meter.

5. **Character Selection** – Displays the Skylanders you can currently choose between. You can load up to two Skylanders into your game by visiting Hugo on Flynn’s Ship.

6. **Character Level** – Reflects the experience level for your Skylander.

7. **Character Name** – The name of your current Skylander is shown here.

8. **Element Symbol** – Represents the element of your current Skylander.
The Skylanders Giants game can be played with both the Skylanders Giants figures and the Skylanders Spyro’s Adventure figures. When one Skylander is in play, the other Skylander is stored in the “Shadow Zone,” and is ready to jump into action. The two Skylanders can be swapped into play at any time by tapping their picture in the “Shadow Zone” on the Touch Screen. Collected treasure can be exchanged for the revival of defeated Skylanders. When the Portal of Power is synced, the two characters in play can be replaced with any character in your Skylanders Giants or Skylanders Spyro’s Adventure Figure collection by speaking to Hugo.

Each Skylander possesses the power of one of eight Elemental Classes. The Elemental Classes include:

- 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 Flynn’s Ship near Flynn. Skylanders of those Elements will get a bonus coin when they reach the exit of any level in the game. Remember, the special Elements change every day, so use different characters each day to keep getting the bonus!
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. The maximum level a Skylander can reach is 15.

FLYNN’S SHIP

Flynn’s ship is always on the move, making it the best place to be in-between traveling the Skylands. Exploring Flynn’s ship will take you to many places, which will help you on your journey to stop Captain Frightbeard. Helpful places include:

1. **Main Deck** – Hugo can be found on the Main Deck with a new portable portal machine that transfers the Skylanders into portable crystals. Visit him when you want to change the current Skylanders in play.

2. **Captain’s Cabin** – This room contains the map pieces that have been collected on your quest. The pieces you have yet to recover are also outlined, to let you know where to go next and where you have already been.

3. **Engine Room** – A circular floor panel featuring a symbol for each of the Adventure Pack levels from *Skylanders Spyro’s Adventure*. Each one can be interacted with in order to enter and play the levels within that area.

4. **Sheep Room** – This room is filled with sheep! Practice your moves here to get into “sheep” shape.

5. **Lifeboat** – This small balloon gondola is attached to the starboard side of the ship. Here you can access the character collection viewer and the hat stand. You may change your Skylanders’ hats by interacting with the hat stand.
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