

A note about heroics

Most Skylanders used in this run should have all 32 heroic challenges completed. Unless otherwise noted, 32 heroics is the best for a Skylander. You can use 3rd party tools such as Skyreader in order to put heroics on a figure without playing through all 32 of them in the game. I recommend doing so, but it is not 100% safe. Use tools like that at your own risk.

<u>Useful Skyreader heroics codes</u>

32 hc (6 speed) - 4294967295

28 hc (2 speed) - 4294818811

26 hc (0 speed) - 4293245947

Zap's dash is slightly faster if you take the upgrade path on the right.



Bash's upgrades, hat, and heroics aren't too important. We use him to break the wooden wall in ch1, and we use his large hitbox to finish ch2 without doing the cannon.



Left path.

I'm not sure if hats affect brambles, but pirate hat boosts crit.





You want to be on the left upgrade path, but avoid purchasing the "Elf Jitsu" upgrade. The AAZ combo makes transitioning from combat to movement much more annoying.

If you only have one elf, use the winged hat. If you have two or more, you might want to give your second one the pirate hat instead. It boosts critical and can make boss fights faster.

I prefer the lightning path. The increased range is useful for sheep management and the damage makes it quicker to destroy the wall in ch6. Her dash is the same speed on either path.

The soul gem, "Haunted Ally," makes sheep management harder.



Some levels are faster on the dash path, some are faster on ectoplasm.

If you take the dash path, do NOT take the upgrade "Fright Bite."
If you do, GR will pause slightly every time he hits an enemy or barrel or anything.



Zook gets used once

Uses mushroom to push ghosty

Zook placeholder lol

yay



All upgrades, left path. (I didn't buy the last upgrade on my "Blue soup," but you could!)

Most of the time, using a warnado with max speed and the winged hat is preferred. However, some jumps are easier with slower speeds, so many runners use two different warnados. Some runners use a warnado with no extra speed. One popular choice is to use a warnado with 51 speed (two heroics, no speed hat).

If you want to try the ch 16 skip with solo warnado, you need to have a speed stat between 41 and 54, and closer to the middle of those two is easier.

Left path.

Pirate hat.

If for some reason you want to use ignitor for the skip in 16, make sure he has only 2 speed heroics.







The flameslinger strat for the skip in ch16 is slower than the normal strat, but it is easy. In order to do it, flameslinger must have the "Inferno Blast" upgrade and only 2 speed heroics.

Right path.



Winged hat.

Either path works for the skip, but the left path allows for much quicker movement after it.

