BLAST ZONE

"Blast and Furious!"

As a young furnace knight, Blast Zone was part of the Skylands Bomb Squad, specializing in the safe disarming and removal of troll bombs. But it was not long before the trolls got tired of Blast Zone constantly thwarting their evil plans, so they decided to go after the furnace knight himself. Late one night, an army of trolls snuck into Blast Zone's village and threw 100 bombs down his chimney. Acting quickly, Blast Zone swallowed each bomb and then belched a jet of fire back at the invaders—sending them fleeing with their boots on fire. The tale of the attack eventually reached the ear of Master Eon, who knew the brave furnace knight had all the makings of a Skylander.

MAXIMUM HEALTH	290
SPEED	43
ARMOR	24
CRITICAL HIT	6
ELEMENTAL POWER	25

SWAP FORCE

Bomb Throw is a quick, lobbed bomb that can bounce one time before exploding. The Ignition Path leads to fiery bombs doing more damage in a larger area. Flame Breath allows for spinning in place while it's active. With the Reaction Satisfaction Path, completing a circle of fire results in an explosion.

Rocket Dash begins as a quick burst but upgrades add damage and greater duration. The Fuel Injected Path ends Rocket Dash with a fiery projectile that damages enemies. The Temperatures Rising Path adds a flame shield at the end of a dash. It doesn't protect Blast Zone, but does deal damage.

Special Quest
If You Can't Stand the Heat
DEFEAT A TOTAL OF 10 ENEMIES FROM YOUR FLAME WALL IN A SINGLE USE OF YOUR FLAME BREATH.

Visit any challenge map where the main enemies are Chompies for quick completion of this quest. You can always depend on them to run directly toward your Skylander, even if it means hurling themselves into fire.

Body Soul Gem Ability
BOMB PARTY

3500 Gold
PREREQUISITE
Find Blast Zone's Soul Gem in Fantasm Forest

New armor enhancements allow two Bombs to be thrown at once!

Legs Soul Gem Ability
HOT FEET

3500 Gold
PREREQUISITE
Find Blast Zone's Soul Gem in Fantasm Forest; Purchase Fuel for the Fire ability

A fire trail is left behind while dashing that damages enemies.

BODY

Basic Attacks
BOMB THROW

Press **Attack 1** to throw a bomb at enemies.

Upgrades

FLAME BREATH

300 Gold
PREREQUISITE   None

Hold **Attack 3** while turning to create a wall of fire that damages nearby enemies.

POWER BOMBS

800 Gold
PREREQUISITE   None

Press **Attack 1** to throw bombs that do increased damage.

STICKY BOMBS

1000 Gold
PREREQUISITE   None

Hold **Attack 1** to charge a Bomb, release to throw a timed sticky bomb.

Ignition Path

FLAMING BOMBS

1500 Gold
PREREQUISITE
Ignition Path

Bombs catch fire when they pass through the fire wall created by Flame Breath, dealing increased damage in an area.

FIRED UP!

2000 Gold
PREREQUISITE
Purchase Flaming Bomb ability

Flaming Bombs do even more damage in a larger area.

Reaction Satisfaction Path

RING OF FIRE

1500 Gold
PREREQUISITE
Reaction Satisfaction Path

Creating a full circle with Flame Breath causes a massive explosion.

RING BLAST

2000 Gold
PREREQUISITE
Purchase Ring of Fire ability

Ring of Fire does increased damage in a larger area.

LEGS

Basic Attacks
ROCKET DASH

Hold **Attack 2** to dash around with rocket boots.

Upgrades

READY FOR BLAST OFF

300 Gold
PREREQUISITE   None

Hold **Attack 2** to charge a rocket dash and deal damage to nearby enemies.

ARMOR PLATING

800 Gold
PREREQUISITE   None

Armor is increased. Hot off the steel presses!

FUEL FOR THE FIRE

1000 Gold
PREREQUISITE   None

Hold **Attack 2** to dash, dashing now lasts for as long as **Attack 2** is held.

Fuel Injected Path

HEAT WAVE

1500 Gold
PREREQUISITE
Fuel Injected Path

A rocket-fueled fireball is shot out at the end of a dash.

TEMPERED FIRE

2000 Gold
PREREQUISITE
Purchase Heave Wave ability

A more powerful Heat Wave is shot out at the end of dashing.

Temperatures Rising Path

FLAMED

1500 Gold
PREREQUISITE
Temperatures Rising Path

A fiery aura appears after dashing, which damages any nearby enemy.

TOO HOT TO HANDLE

2000 Gold
PREREQUISITE
Purchase Flamed ability

An even more powerful fire aura appears at the end of dashing.