

Skylanders Remastered Proposal

Hello everyone! I've been working on a fairly extensive proposal for a **Skylanders Remastered** project that would revisit and modernize the original six games in the series. The goal is to preserve the characters, charm, and core mechanics that made the franchise special, while removing the toys-to-life barrier and updating certain systems so the games can work smoothly in a modern release. This document covers pretty much everything I could think of: how the games would be remastered and released, character rosters, progression systems, co-op features, and other structural changes that could help bring the full series back in a way that feels cohesive and accessible today.

Before getting into it, I want to make one thing clear: everything here is ultimately **my own opinion**. I'm not presenting this as the only "correct" way to approach a remaster. I'd genuinely love to hear different perspectives, ideas, or criticisms from other fans. To avoid writing "in my opinion" a thousand times or constantly stopping to justify every small detail, just assume that everything written below reflects my personal perspective and is open to discussion.

I also want to emphasize that none of these suggestions are being made casually. I've been a Skylanders fan since the beginning; the kind of kid who used to drag his poor mom to Toys R Us just to hunt down some random flaming knight guy that happened to be missing from my collection. Because of that, any proposed changes or redesigns are coming from someone who genuinely loves the series and understands how attached many fans are to it. The goal here isn't to strip away what made Skylanders special, but to figure out how the series could realistically return in a modern format while still honoring what longtime fans remember about it.

With that said, I'd really appreciate any feedback or discussion from other fans. Whether you agree with the ideas here or think something should be done completely differently, I'm interested in hearing it.

Ripping Off the Band-Aid

With that being said, let's go ahead and rip off some band-aid's, shall we?

Toys to life is dead and shows no signs of returning. The Skylanders IP is owned by Activision, who merged with Blizzard to become Activision-Blizzard, and they now sit under the larger Microsoft umbrella. Toys For Bob are independent and are no longer associated with Activision or Microsoft. Vicarious Visions technically no longer exists as an independent entity and sits under Microsoft as "Blizzard Albany".

Realistically, I see no possible future in which Skylanders returns the way that I suspect many fans would want (Skylanders 7 with actual figures and a new Portal of Power).

However, I do think that there is a potential hope for the series, even under its current circumstances: Skylanders Remastered.

My proposal primarily revolves around the idea that the new remasters would go straight to Gamepass and hopefully would also be available across the board for Playstation and Switch as well; meaning the remasters would release on Xbox One, Xbox Series, PS4, PS5, Switch 1, Switch 2, and of course on Gamepass.

Presumably, a PC release wouldn't be out of the question as well? I see no reason why Microsoft would try to horde this or make it "exclusive" in any capacity; especially with their previous decisions about these sorts of things taken into account. Similarly, I see no reason not to release these remasters on the "older" generation of PS4, Xbox One, and Switch 1; they could definitely handle it. I also see no reason why we couldn't get a physical disc release of the remasters.

Now; the biggest band-aid to rip off that will likely feel more like getting waxed with duct tape to many fans (myself included): **Skylanders Remastered will NOT feature figures or portals of any kind.** Yes, that means that if you've been saving your old figures all this time, they will not have any way of working with the new remastered games.

Ultimately, unlike what many others have proposed, I don't think that "bundling" the games together makes much sense? To my knowledge, the games all used slightly different versions of the Vicarious Visions "Alchemy" game engine (I'm aware to some extent that (especially the earlier titles) some of the games ran on slightly different engines depending on which console they were being played on, but that ultimately everything was based around the "Alchemy" engine).

Because of this and a few other factors, it seems like the much more logical and reasonable solution to remaster the games individually; not as a one big project. I also think doing things this way means that Microsoft has a bit more leeway with pulling the plug early if the initial remasters don't perform well (I'd personally rather have a higher chance of getting Spyro's Adventure and Giants Remastered than risk getting the whole series turned down).

Presumably, while we wouldn't bundle anything together, the 6 games would be intermittently remastered back to back; i.e. Spyro's Adventure and Giants would be done "together", and then Swap-Force/Trap Team would be done "together", and then finally Superchargers/Imaginators would be done "together".

For the rest of this document, I'm going to assume that all goes according to plan, we got the project(s) approved, and all 6 games will be remastered with time. Presumably, we could very realistically be done and see all 6 games remastered by 2032.

(I'm going to be saying OG a lot; by this I'm referring to the original 6 games).

Unlock Method - Soul Gems

Now, you might be wondering, if the new remasters don't feature portals or figures, then how do you even play the game? Well, thankfully, Skylanders already gives us an excellent method to solve this issue: Soul Gems.

Essentially, instead of going out, hunting down, and buying real-world figures, the remasters instead become more like a traditional character collector RPG (i.e. the older TT Lego games would be a somewhat good example of what I'm talking about).

When starting the game, players can pick from the entire available roster of characters, but, they can only select one. At some point later during the tutorial (or maybe even upon first reaching the HUB world), players can then freely select two more characters of their choosing; this is an homage to the OG starter packs which usually contained three figures. Once those three are selected though; that's it, you don't get any more freebies and have to go explore and find the soul gems.

For all other characters, you must find that character's soul gem in order to unlock and play as them. For obvious balancing reasons, some character's soul gems will likely need to get swapped around with each other a little so that players ideally have access to all of the elements as quickly as possible. I will go into more detail about this per game in their respective sections.

It should be important to note that this is a **remaster**, and **not** a remake, so, the games will still only have the characters that were available within that game (i.e. no Krypt King in Spyro's Adventure, no Wallop in Swap-Force, no Sensei Wolfgang in Giants, etc.)

Across the Board & QOL

One of the most major changes that I'd like to propose is the progression system. In the OG games, progression was tied to the individual figures and stored on their respective NFC cards. In the remaster, progression will be tied to a player's account (what kind of account depends on said player's respective system of choice).

Gold will no longer belong to individual characters, but instead the player themselves will simply have a general gold amount increased by finding gold/treasure in the game, and decreased by purchasing things (primarily upgrades for characters). This means that you can easily earn gold with one character and spend it on another.

However, XP and level-up's are still on a per character basis, encouraging players to experiment and play with the various characters at their disposal.

All Skylander's max level is 20 for every game. XP is earned at roughly the same rate, though gold is doubled at minimum so that players can realistically fully upgrade a few characters in a single playthrough.

Every game has easy, medium, and hard difficulty, with rewards (gold/XP) increasing from a 0% bonus (easy), to a 10% bonus (medium), and then a 20% bonus (hard). After having beaten hard mode, players can then play through the game on Nightmare difficulty (offering a 30% bonus to rewards). For reference, hard mode is intended as the average co-op setting (since you have two Skylanders/players effectively doubling your damage).

Balancing reworks will be done so that all core figures are only slightly weaker than any of the "gimmick" characters (i.e. Giants, Swappers, Trap Masters, etc.), rather

than what happened in the latter half of the series where the games severely nerfed any character not from that particular game.

For co-op, collected gold is shared between players. I.e. if player 1 picks up 10 gold, then player 2 also receives 10 gold, and vice-versa.

When speaking with Persephone across the games, players will be able to upgrade any character regardless of who they're actually playing as. This is to provide a much needed boost to the amount of time it took to upgrade characters. Also, players will be able to freely switch between character upgrade paths like the later games sometimes allowed anyway. However, spent gold will NOT be refunded under any circumstances.

With regards to co-op, the "limit" in the OG games where players couldn't walk more than 5 feet from each other will be massively expanded if not just gotten rid of. Obviously, in certain cases, if player 2 is super far away while player 1 initiates the final boss battle; player 2 will be teleported to the boss battle.

Considering the massive 60+ competitive player lobbies that the games industry has now proven it can handle, I don't think it's unreasonable to give the remasters some basic peer to peer networking capabilities for online co-op. For obvious balancing and technical reasons, the total player count will still remain at 2.

Another pretty major change; **there will be no variants, series, or reposes of any character.** This is likely to be even more major than my proposed changes to the progression system.

(For this explanation, we'll assume I'm talking about Imaginators Remastered where we have all the characters). Allow me to explain: instead of playing as 1 of 11

Eruptors; there's just the one Eruptor. You can select him as 1 of your three at the start of Spyro's Adventure, or find his soul gem. If for some reason you skip Spyro's Adventure Remastered and play Giants Remastered (or any subsequent remaster) first, you will be unable to play as Eruptor.

Using Eruptor as our reference, he will gain his appropriate upgrades as the remasters progress naturally through the games; i.e. he gets access to his wow pow in Giants, and his series 3 upgrade in Swap-Force, and so on. This applies to every character.

The main reasoning behind this is to encourage players to play with all the many various characters at their disposal. Instead of worrying about having to upgrade 11 Eruptors, there's now just the one to worry about, and you can instead worry about having to upgrade the others.

(See the Superchargers section for the exception(s) to this change).

Across the board, all character will receive legendary skins if they did have them already. Legendary skins are earned by fully upgrading any particular character (upgrades introduced after the character's first game do not count against them for the purposes of earning the legendary skin). The legendary skin can be toggled on/off in a separate "collection menu".

Every character will also receive at least one "alt skin". These "alt skins" are earned by fully leveling up a character (distinctly counted separately from fully upgrading them). They are mostly inspired by the OG chase variants and other various appearances for characters. For example, Spyro's "alt skins" will be dark Spyro and chrome Spyro. Just like with legendary skins, these can be toggled on/off in the collection menu.

I do not plan for there to be any microtransactions whatsoever for this game; I generally believe them to be unnecessary (especially for this kind of game), and I think that including them would seriously piss off long-time fans. That being said, exchanging real-world currency for in-game gold or XP is feasibly something that could be worked out pretty easily.

Obviously, as this is a remaster, the games will all (mostly) be receiving a visual boost. For the Skylanders series, they're not expected to be some hyper-realistic turn your playstation into a helicopter simulator; they're cartoonish games meant to just be fun. So, I think getting all of the games looking more or less the same as Imaginators did is a solid goal (so, the earlier the game (Spyro's Adventure & Giants), the more of a visual bump it will receive).

Selection & Collection Menus

I've provided self-made mockups to better showcase and visualize what I'm talking about here. The select menu will be accessed by simply pressing the "back" or "view" button on Xbox/Switch, and the sensor pad on Playstation.

Spyro's Adventure and Giants Remastered will feature vertical columns (colored and sorted by elements) where every Skylander can be seen. This is how players will select their Skylander during play. All subsequent games will instead have the elements sorted into their own sections which can be easily switched between via the bumpers on your controller. This is to prevent menu bloat (I tested what it would look like in Imaginators Remastered with every Skylander icon on the screen and it was awful) and to make the selection process easy and manageable.

If players have not or did unlock a Skylander, they will be greyed out and unselectable. Similarly, if a Skylander is downed/defeated during a level, they become greyed out and unselectable.

A completely separate menu that every game included anyway will be the reworked collection menu. Players cannot select Skylanders from the collection menu, they need to use the select menu for that. The collection menu acts as a model and stat viewer, and allows players to change different skins that their Skylanders have unlocked.

Spyro's Adventure

Players will select from any Skylander at the start, and then select 2 more shortly after as an homage to the OG starter pack. Spyro, Gill Grunt, and Trigger Happy will be the default, pre-selected options for obvious reasons.

Giants

At the very start, players must select from one of the eight Giants to play as. Shortly after, they may select any 2 Giants core characters as their additional 2 characters. They cannot select another Giant. Tree Rex, Jet Vac, and Cynder are the default selection.

Swap-Force

At the start of the game, players will select a core Swap-Force Skylander (so, not an actual Swapper) to play the tutorial with. Once the first mission properly begins, they will select 2 Swappers. Stealth Elf, Blast Zone, and Wash Buckler are the default selection.

Both Persephone and Skystones need to be added. Persephone will replace power pods across the larger game and will replace Gorm in the Hub world. Skystones can be brought over from Giants Remastered and placed somewhere around Woodburrow for players to play.

Swappers will not be able to “swap” on the regular character selection screen. I.e., if you select Blast Zone while under the fire element tab, then you just play as Blast Zone. In order to actually “swap” the halves of the Swappers, players will need to press LT while in the character select menu. This will pull up a 16 X 16 grid where all 256 swap combinations can be seen. This grid was featured in Swap-Force as a part of that game’s collection menu, though I was unable to find a good screenshot of it. Pressing LT to pull up this “Swap Menu” and the swap menu as a whole persist throughout the remaining three games.

Trap Team

Players will select a Trap Master to start with. At some point later during the opening level, players will then select 2 more Trap Team characters to unlock. They can select 1 other Trap Master, but not 2. Alternatively, they could select 2 core figures.

Traps will be much more readily available to players such that it's expected on the average playthrough for them to have most villains trapped. They obviously work a little differently in the Remaster and mostly can be found as rewards in various chests/boxes across the game.

In order to play as villains, players will go to the character select menu and press RT. This pulls up a series of vertical columns similar to the character select screen in Spyro's Adventure/Giants Remastered; where all of the villains can be seen.

Villains do not have timers and instead have actual health bars just like regular Skylanders. I.e., they can be played normally wouldn't worrying about the timer.

Superchargers

At the start of the game, players will select from one of the 8 new Supercharger characters (Spitfire, Splat, Fiesta, etc.), and 1 ground vehicle of their liking (I'd personally wish it was any vehicle, but it has to be a ground vehicle as that's simply how the game starts). Once they complete the tutorial, they can then select 1 Supercharger that is a returning character (i.e. Terrafin, Stealth Elf, Eruptor, Trigger Happy, etc.) This is then where we'll simply explain how to select that returning character's Supercharged form (by pressing Y). Again, this mirrors the OG starter pack; ground vehicle, new supercharger, returning character supercharger

Superchargers contains eight “exceptions” to the “no variants” rule. Eruptor, Terrafin, Stealth Elf, etc., and the other Skylanders repurposed to be Superchargers in this game will feature a little engine icon next to their character selection icon indicating that players can access their Supercharger form. This is included because the Supercharger variants of these characters are objectively too different to not differentiate them in some way. They are accessed by simply pressing Y instead of A.

For Superchargers, pressing RT while in the character select menu brings up the vehicle customization menu, where you can customize all of your unlocked vehicles. (This can also be done per usual by pressing left on the D-pad while driving a vehicle). This menu is also how players will select from unlocked vehicles.

Imaginators

At the start, players will select a Sensei of their liking. Later in the level, they can then choose 2 more Sensei's. For obvious reasons, players will not be allowed to select Kaos.

Once they reach the Hub world (i.e., they completed the first mission), players can then create Imaginators. Imaginators are going to work a fair bit differently in this remaster than in the original. Essentially, players are given the complete freedom to create any Imaginator they want with whatever it is that they have unlocked. Available elements for Imaginators unlock as the player progresses naturally through the game; elements will unlock in the same order seen in the character select screen (so, level 1 unlocks light, level 2 unlocks air, etc.) Players can have up to four Imaginators per element.

This is to give them some much needed freedom, and also matches the standard numerical amount of Skylanders across the games (i.e. most games usually had a standard set of four characters or involved the number 4 in some way). Unlike the original, they can scrap and restart Imaginators as they so please, and can freely change an Imaginators class as they see fit. This change removes the heavy restrictions of the original creation system while still rewarding progression through unlockable parts and abilities.

While in the HUB world, players can access the Imaginator Creator by pressing RT while in the character select menu.

After collecting his soul gem, players will access Kaos in the character select menu by holding both of the bumpers. Kaos's symbol will then "break" the character select menu and he will be summoned.

Notes

Stuff goes here