

NICKELODEON

降世神通

AVATAR

THE LAST AIRBENDER



EVERYONE 10+

TM
E
10+
CONTENT RATED BY
ESRB

THQ®

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation®2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — **IMMEDIATELY** discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation®2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or MEMORY CARD slots.

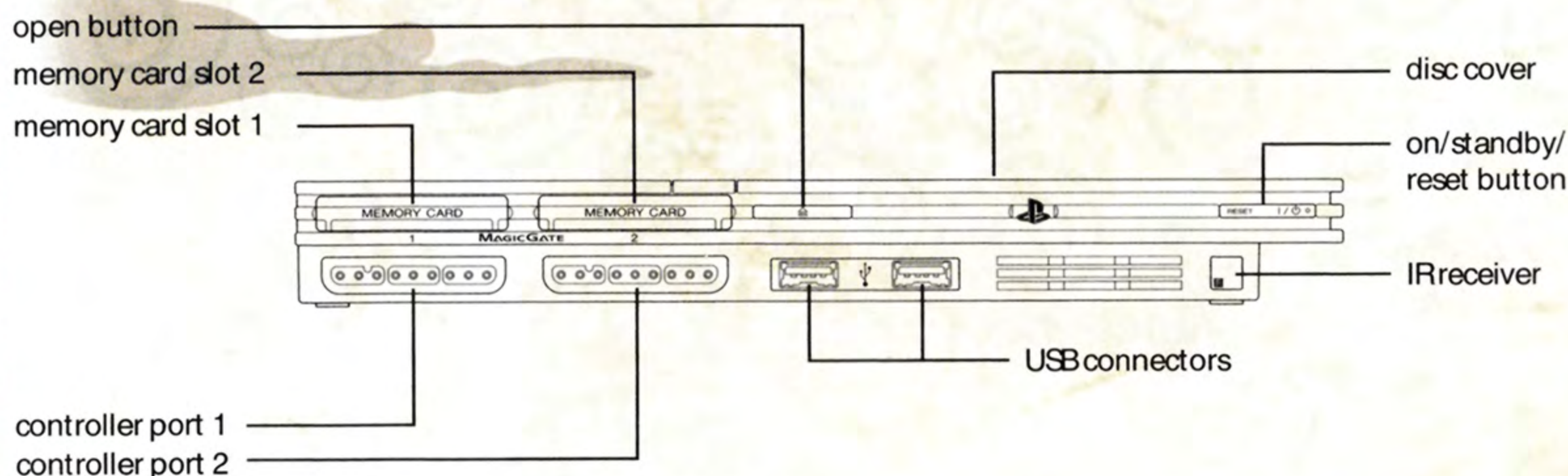
HANDLING YOUR PLAYSTATION®2 FORMAT DISC:

- This disc is intended for use only with PlayStation®2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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GETTING STARTED



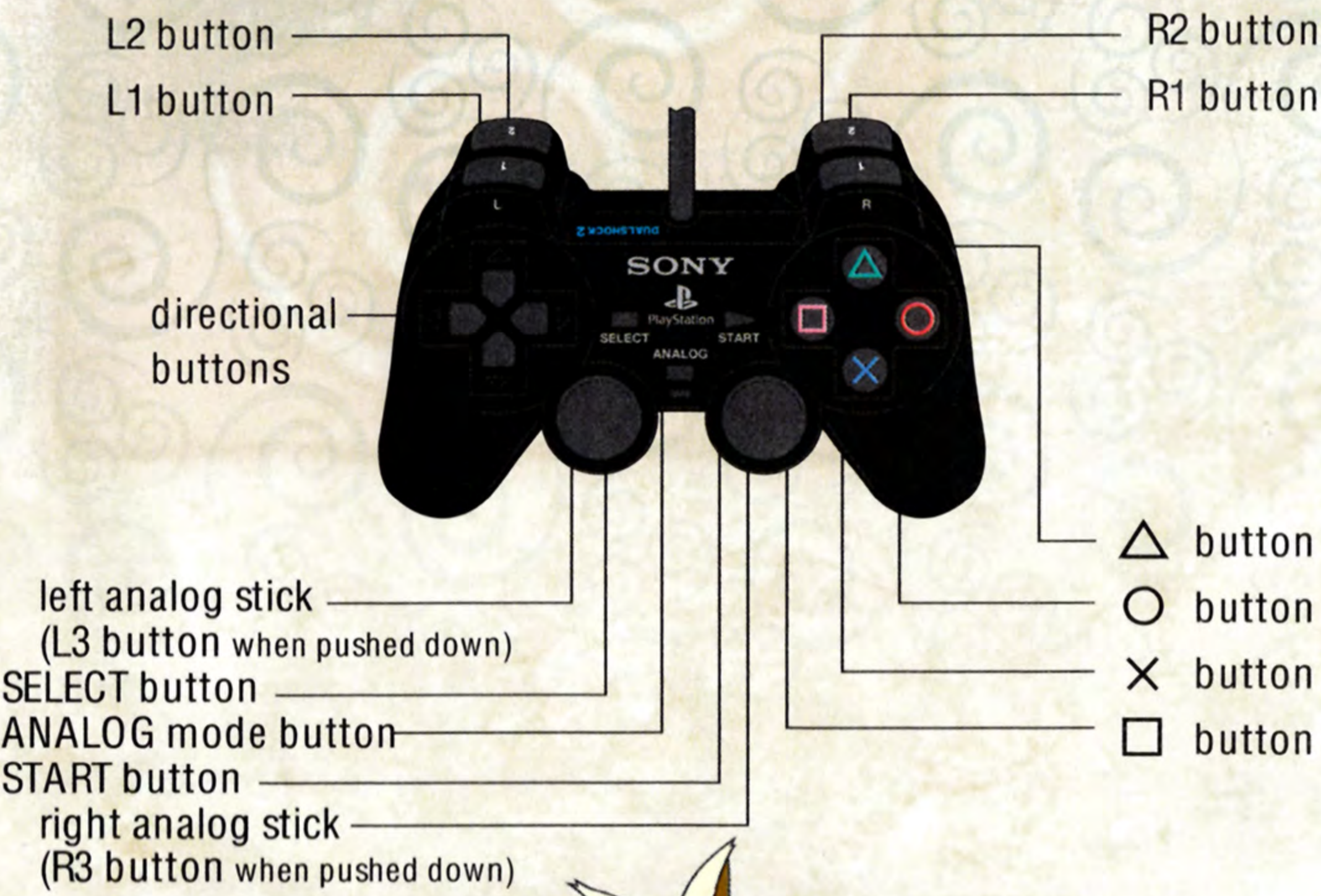
Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Press the OPEN button to open the disc cover. Place the Avatar: The Last Airbender disc with the label side facing up in the disc holder, and then close the disc cover. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

MEMORY CARD (8MB) (FOR PLAYSTATION®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

CONTROLS

DUALSHOCK2 ANALOG CONTROLLER CONFIGURATIONS



GAME MENU

Highlight menu selection

left analog stick

Highlight menu selection

directional buttons

Confirm menu selection

 button

Back

 button

IN GAME

Move character

left analog stick

Camera control

right analog stick

Select Aang

 button

Select Haru

 button

Select Katara

 button

Select Sokka

 button

Interact with characters

 button

Block attacks

 button

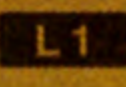
Stealth

 button

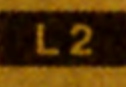
Attack / Screech as Momo

 button

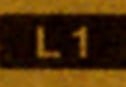
Hold to target / slide around enemy

 button

Use Health Medicine from inventory

 button

Enter / Exit Momo mode

 button +  button

Perform Advanced / Bending move #1

 button +  button

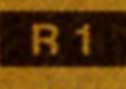
Perform Advanced / Bending move #2

 button +  button

Perform Advanced / Bending move #3

 button +  button

Perform Advanced / Bending move #4

 button +  button

Use Chi Medicine from inventory

 button

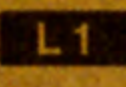
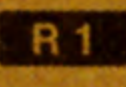
Pause game

 button

Open / Close in-game menu

 button

Navigate in-game menu pages

 button /  button

Bring up map screen

R3 button/press down on the right analog stick

THE LEGEND

In another age, power is balanced among four great Nations: Water, Earth, Fire, and Air. Leaders of each nation possess the ability to manipulate their native element. One alone is master of all four elements. He is the Avatar, human bridge between the Spirit and Physical worlds, one who must maintain world order. Upon the previous Avatar's death, the Fire Nation's leader launched a global war. His goal — eliminate the Water, Earth, and Air Nations so the Fire Nation can rule for eternity. With the Fire Nation on the brink of global domination, a young girl, Katara, and her brother, Sokka make an amazing discovery. Enclosed within an iceberg for 100 years, Aang, a 12-year old Airbender has miraculously survived.

Join Aang, Katara, Sokka, Appa, and Momo on a grand adventure which will expose a threat even greater than the Fire Nation!



STARTING THE GAME

Press the  button once the logo screen appears. This brings up the following menu:

NEW GAME: To create a new save game, insert a memory card (8MB)(for PlayStation®2). You can select from any of the three save slots to create your new game. If there are existing save games on the memory card (8MB)(for PlayStation®2), you may choose to save over these.

LOAD GAME: Select from any of the three save slots to load previously saved Avatar games.

After creating a new save game or loading an existing one, the game menu loads as described below.

GAME MENU

PLAY: Start the new game / Continue the previously loaded save game.

OPTIONS: Adjust game and sound options.

GAME OPTIONS: You can alter in-game options, change control options, set player auto-assign moves on/off.

SOUND OPTIONS: Alter the settings for sound effects as well as the volume for music and speech.

EXTRAS: View any unlockables that you have earned, enter secret codes, and view trailers for other Nickelodeon® games.

TITLE SCREEN: Quit the current game and return to the title screen.

ON SCREEN DISPLAY



Each character on your team is shown on-screen in a list; the character you are currently controlling is at the top. Each character has a green bar showing health, and the purple bar showing Chi.

The mini-map shows the layout of the surrounding area. People with quests to give are shown as **BLUE** dots. People or places of interest to help finish quests are shown as **GREEN** dots. Traders are shown as **GOLD** dots. Enemies are shown as **RED** dots.

When you are given quests, arrows around the edge of the mini-map help lead you to people you need to talk to and places of interest.

While the team is in stealth mode an icon appears next to the mini-map showing how much longer the team will be hidden.

Whenever you receive or complete parts of quests, a pop up reminds you what to do.

The journal icon appears when new information is found; you can access the journal from the in-game menu.

The title bar shows the characters you can talk to, and also the health of enemies that you are fighting.

As you collect items, they fly into a bag; this represents your inventory. You can access the inventory from the in-game menu.

SWITCHING CHARACTERS

Each character on the team has a different set of moves and is effective against different types of enemies. If you aren't having much luck against an enemy try switching the character you are using to attack. Push the directional buttons up, down, left or right to select Aang, Haru, Katara or Sokka. As a Waterbender, Katara is the healer of the team. When you are not controlling her, she tries to heal the team when they are in battle, but be careful to protect her from enemies.

PAUSE MENU



Pressing the  button displays the PAUSE MENU.

RESUME

Return to the game.

LOAD GAME

Load a previously saved game. All unsaved progress is lost!

OPTIONS

Alter in-game options.

GAME MENU

Leave the current game and return to the game menu. All unsaved progress is lost!

In addition to the pause menu options, your current progress is also displayed.

HIDDEN CHESTS

These are special chests hidden around the chapter.

MOMO OBJECTS

Collect a number of objects that can only be found in Momo mode.

SET ITEMS

In each chapter there are special items that belong together. If you collect and equip a complete set on a character, they will get much stronger!

AREAS FOUND

The number of different areas to explore in each chapter are marked on the map with ?'s.

QUESTS DONE

Each chapter has a number of unique quests to complete.

CHAPTER COMPLETE

Shows a "Chapter Complete" percentage. Note that getting 100% is tough and you can finish a chapter without completing all quests or collecting all items.

IN-GAME MENU

Pressing the  button opens the in-game menu. Press the **L1** or **R1** buttons to go to the different pages of the in-game menu.

INVENTORY

Using the inventory you can equip each team member with items you may have found or earned during your adventure. By equipping items your character gets stronger. Using the directional buttons you can switch between team members the same way as in game.



JOURNAL

The journal is where important information about quests is stored. You can refer to this at any time to check what it is you're supposed to be doing in your current quests.



MOVES

By default when you "level up" the team is given moves automatically. However, more experienced players may wish to alter how each character develops and which moves each character uses.



MAP

The map shows where you are in the current chapter and how much of the chapter is complete. As you explore you reveal the areas marked with ?'s and the % complete figure rises. You can also buy Treasure Maps in the game to reveal where hidden chests are. The world map shows where you are in the Avatar world.



CHARACTER LEVEL AND EXPERIENCE POINTS (XP)

Aang starts the game at "Level 1" with basic combat moves. As you defeat enemies, complete quests and collect items you receive experience points (XP). When your XP reaches certain figures your team "Levels Up" and becomes more powerful with all new Advanced moves!



CHI

Each character in your team has a Chi bar. Using Advanced moves costs Chi and it takes time for the Chi bar to fully refill. You cannot use an Advanced move if you do not have enough Chi, so be careful when you use them! If you are lucky you may find items that help your Chi bar refill quicker.

TALKING TO PEOPLE

As you approach a character press the  button to talk to them. When you talk to them you often have choices to make about what to say to them. Saying different things can get different results, and you may need to talk to people several times.

QUESTS

Characters with blue symbols above their heads have quests to give the team, just go and talk to them. They'll also appear on the mini-map as blue dots.

When the team has started a quest there are people or places they need to talk to or visit in order to complete it. These are shown as green dots on the mini-map, and the people to talk to have green symbols above their heads.

ITEMS



When the team collects items, either from defeating enemies or completing quests, they are added to the inventory. You may also buy and sell items with traders who you'll find in each chapter. Each item has various attributes which make the characters better in certain ways.

Normal items that appear with a **WHITE** glow are OK but Aang is hardly going to save the world with these. Try selling them to traders.

Superior items that appear with a **GREEN** glow are much better.

Unique items that appear with a **PURPLE** glow are rare and valuable.

Items from a set appear with an **ORANGE** glow. If you can collect all the items in a set and equip them on your character you will get bonus attributes on all the items!

ATTRIBUTES

HEALTH

The more health a character has, the more times they can be attacked before they are dishonored. Wearing items that increase your **LIFE** gives you more health.

CHI

Chi is used to cast Advanced moves. The more Chi you have, the more Advanced moves you can perform. Wearing items that increase your **FOCUS** gives you more Chi.

ARMOR

Armor absorbs damage, making it more difficult for an enemy to dishonor you. You can increase your armor by wearing items that increase your **ARMOR** or **AGILITY**.

LIFE

Wearing items with life increases your maximum health. Life also increases the damage of Katara's Advanced moves.

FOCUS

Wearing items with focus increases your maximum Chi. Focus also increases the damage of Haru's Advanced moves.

AGILITY

Wearing items with agility increases your **ARMOR**, because you're faster and harder to attack. Agility also increases the damage of Aang's Advanced moves.

STRENGTH

Wearing items with strength increases the damage done by your basic attack. Strength also increases the damage of Sokka's Advanced moves.

CRAFTING

You can find Artisans and Herbalists to trade items with in villages and towns in the Avatar world. They may also offer to craft useful new things for you, but you need to find and bring them the correct materials first.

COMBAT

BASIC ATTACKS

All of the team starts out with some basic attacks. Press the **X** button to make them perform an attack move.

As the team "Levels Up" they receive more powerful basic attacks. If you repeatedly press the **X** button they will perform combo moves which are more powerful.

BLOCKING ATTACKS

Press the **□** button to block enemy attacks. You can't block every move but it is very useful to block close attacks from enemies.

ADVANCED ATTACKS

Hold the **R1** button, and the "action panel" appears; this shows which Advanced moves are currently available to use. While the **R1** button is held pressing the **X**, **△**, **□** or **○** button performs an Advanced move. Remember you can only perform Advanced moves when you have sufficient Chi.



SUPER MOVE

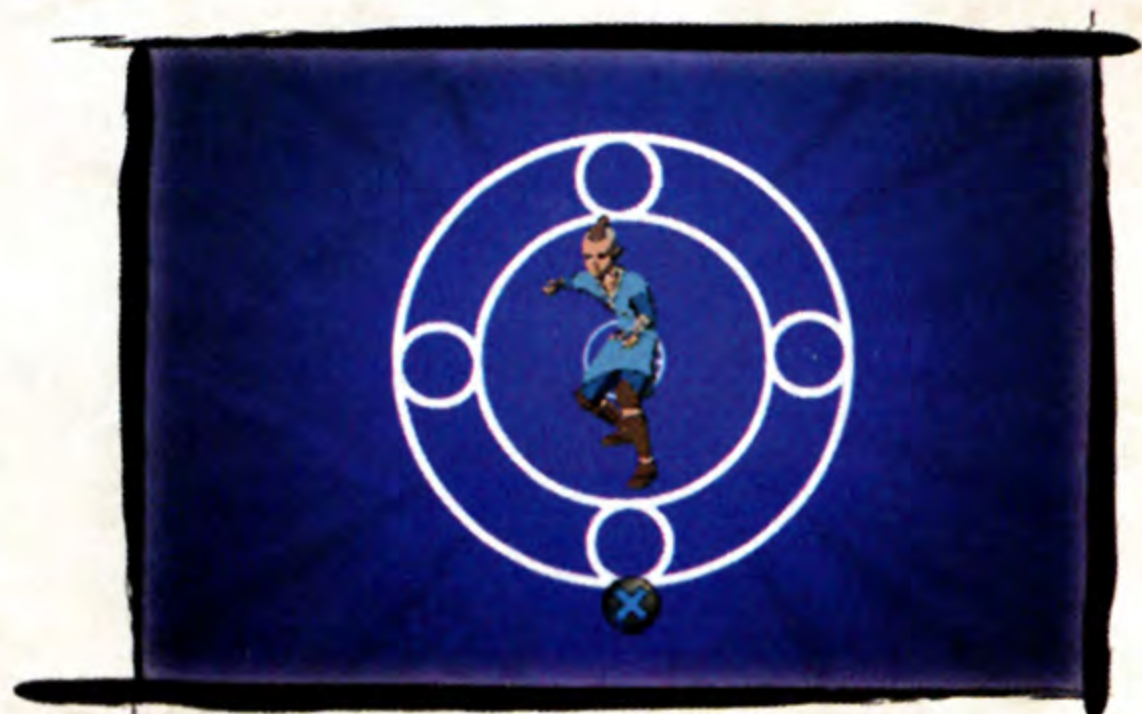
If you string together many successful attack moves on enemies, your character performs a super move that attacks your enemy with one powerful blow!



Puzzles & Focus Moves

At some points in the game you need to perform "Focus Moves" to solve puzzles. Aang, Katara and Haru use special Bending moves, whereas Sokka uses special warrior attack moves.

When you get to a puzzle the prompt "Focus Move" appears. Press the  button to attempt the "Focus Move". If the puzzle cannot be solved by the character you are controlling you need to switch characters and try again.



To perform the "Focus Move" you need to press the appropriate "action" buttons as they enter the targets on the outer ring. For each correct button press the characters will perform part of their focus move and the power of the move will grow. However, for each incorrect button press the power of the move decreases. If you miss too many button presses you can fail the focus move and will have to try again.

STEALTH

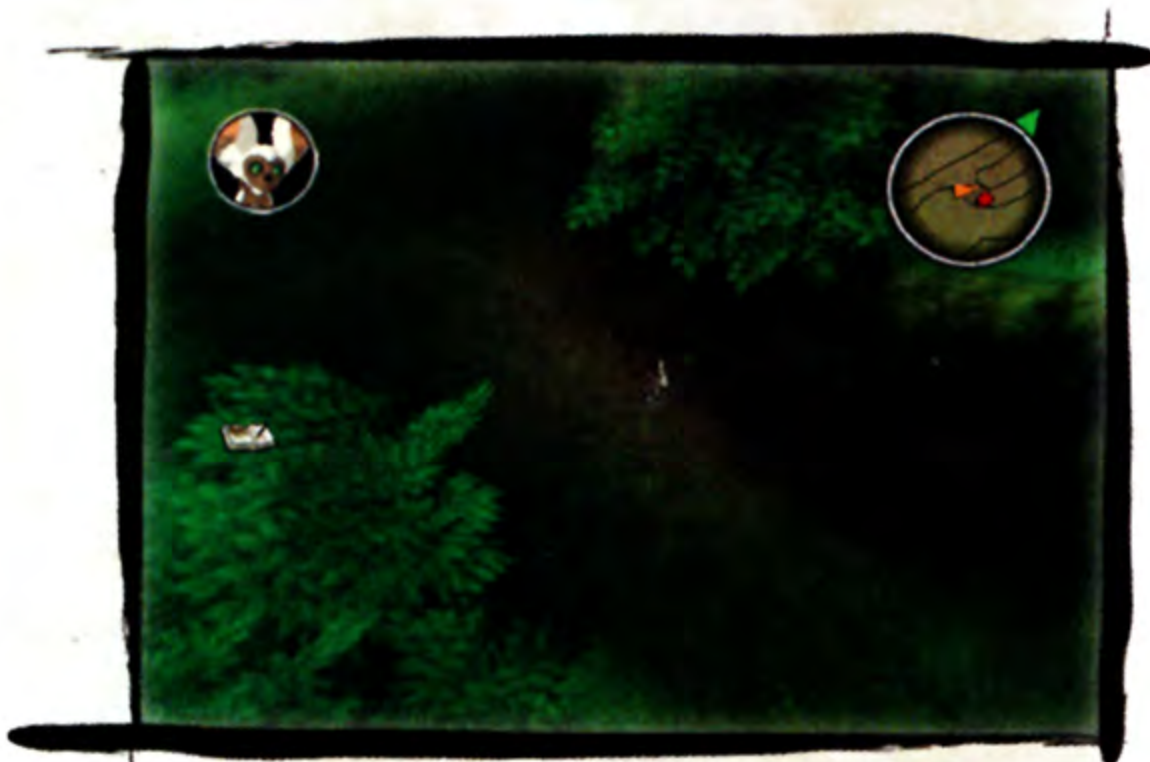
Press the  button to enter stealth mode. The team will fade out and they are temporarily invisible to enemies. An icon appears next to the mini-map showing how much longer the team will be invisible; when the stealth timer runs out the team is visible again.

You may press the  button again to make the team exit stealth mode. Additionally if you perform any combat moves the team exits stealth mode and will be visible to enemies.

Once you have exited stealth mode you may not enter it again for a short period of time. An icon next to the mini-map shows how much longer before stealth mode may be used again. As well as using stealth to sneak into different areas it can also be used to creep up behind enemies and attack them.

USING MOMO

The team needs to use Momo from time to time to complete tasks. To use Momo press the **L1** and  buttons together. Momo sees and hears the world differently from the rest of the team, and if you're lucky you'll find some extra items that only Momo can see. Collecting these Momo items increases your % complete in each chapter. Enemies don't see Momo as a threat and ignore him, so he can go almost anywhere unhindered. As a mischievous lemur Momo can scare people by screeching at them. Press the  button to make Momo screech.



FOUR NATIONS MINI-GAME



Some characters in the game ask you to play a mini-game called "Four Nations". This is a tile game based on the four different nations in the Avatar world; Air, Earth, Fire and Water. You can play for valuable items that may help you on your adventures, or sometimes just for fun!

The goal of the game is to use all your tiles, or play a tile which your opponent cannot play a tile in reply to.

To play a tile, you must match the current element that is on the board. So if an Air tile is on the board you must play an Air tile and so on.

If you play a "Double tile", you are automatically given a bonus move!

If you are lucky you can find an "Avatar tile" – this can be played at any time as a "wild card" and is very useful if you don't have the right tile to play next.

UNLOCKABLES

As your adventure progresses, you will unlock Galleries showing some of the amazing art that went into the making of the Avatar game!

Also, look out for Secret Codes that can be entered into the Code Entry screen in the Game Menu to unlock special abilities within the game!

SAVING YOUR GAME

In each chapter you will find a number of save points. As you approach them the prompt "Save" will appear. Press the  button if you wish to save your progress. The save game screen will show your current progress; this shows how many quests have been completed, areas found on the map, special items, etc.

You must first choose which MEMORY CARD Slot to use, and then which game save slot to use. You can either save into an empty slot, or over-write an existing save game.



GAME OVER

When one of your characters runs out of health they are dishonored and control is switched to one of the other characters. If all your characters run out of health it is game over, but you can reload a previous save game and continue your adventure.

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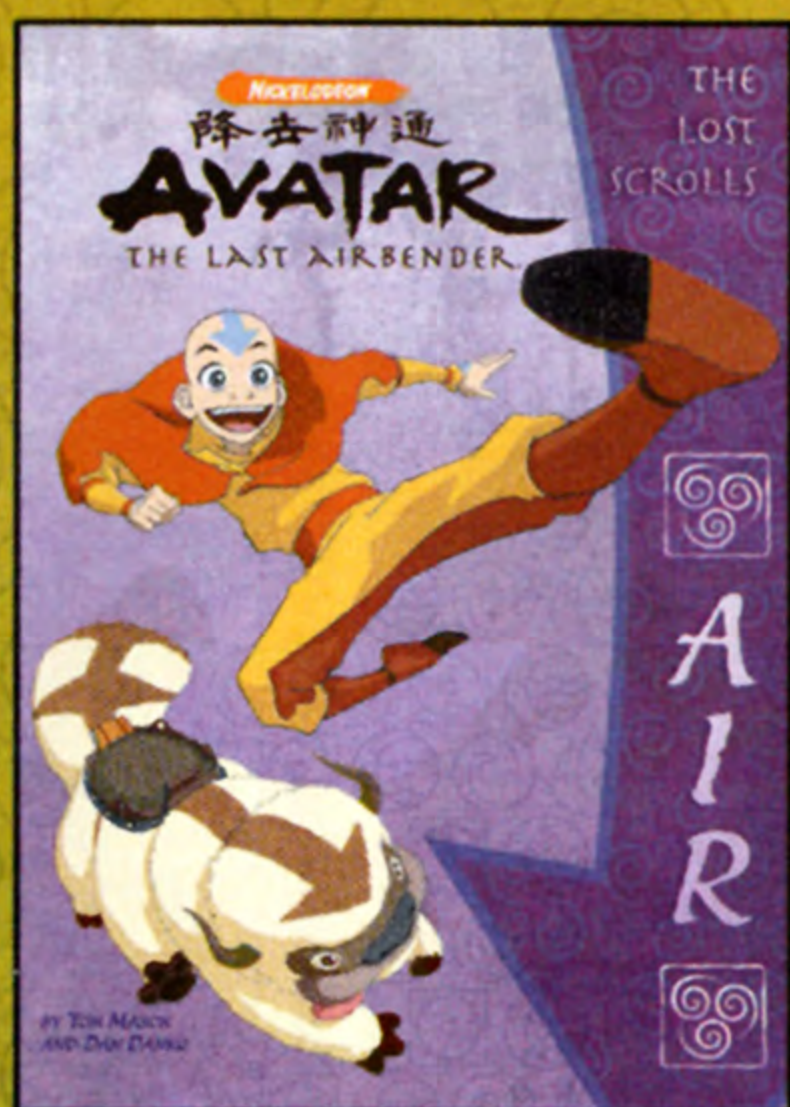
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