



XBOX 360™

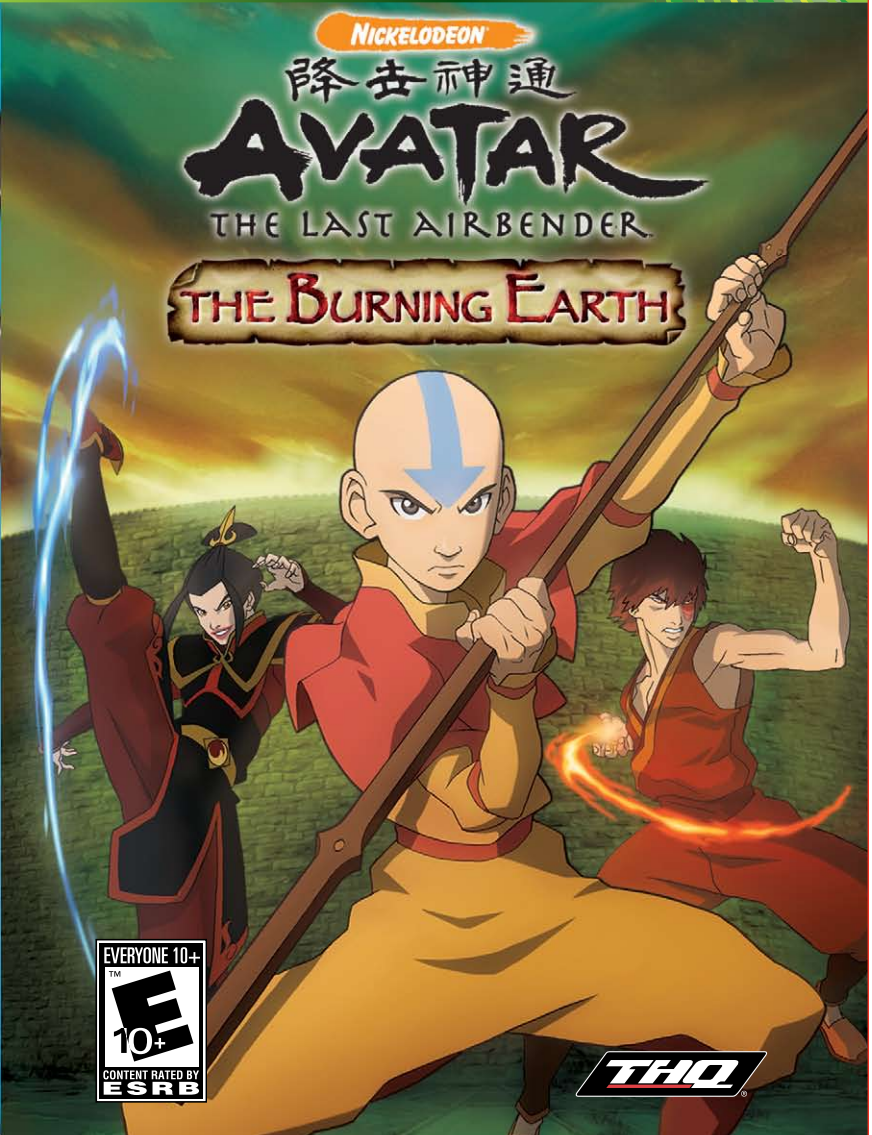
NICKELODEON

降世神通

AVATAR

THE LAST AIRBENDER

THE BURNING EARTH



## WARNING

Before playing this game, read the Xbox 360 Instruction Manual and any peripheral manuals for important safety and health information. Keep all manuals for future reference. For replacement manuals, see [www.xbox.com/support](http://www.xbox.com/support) or call Xbox Customer Support (see inside of back cover).

### Important Health Warning About Playing Video Games

#### Photosensitive Seizures

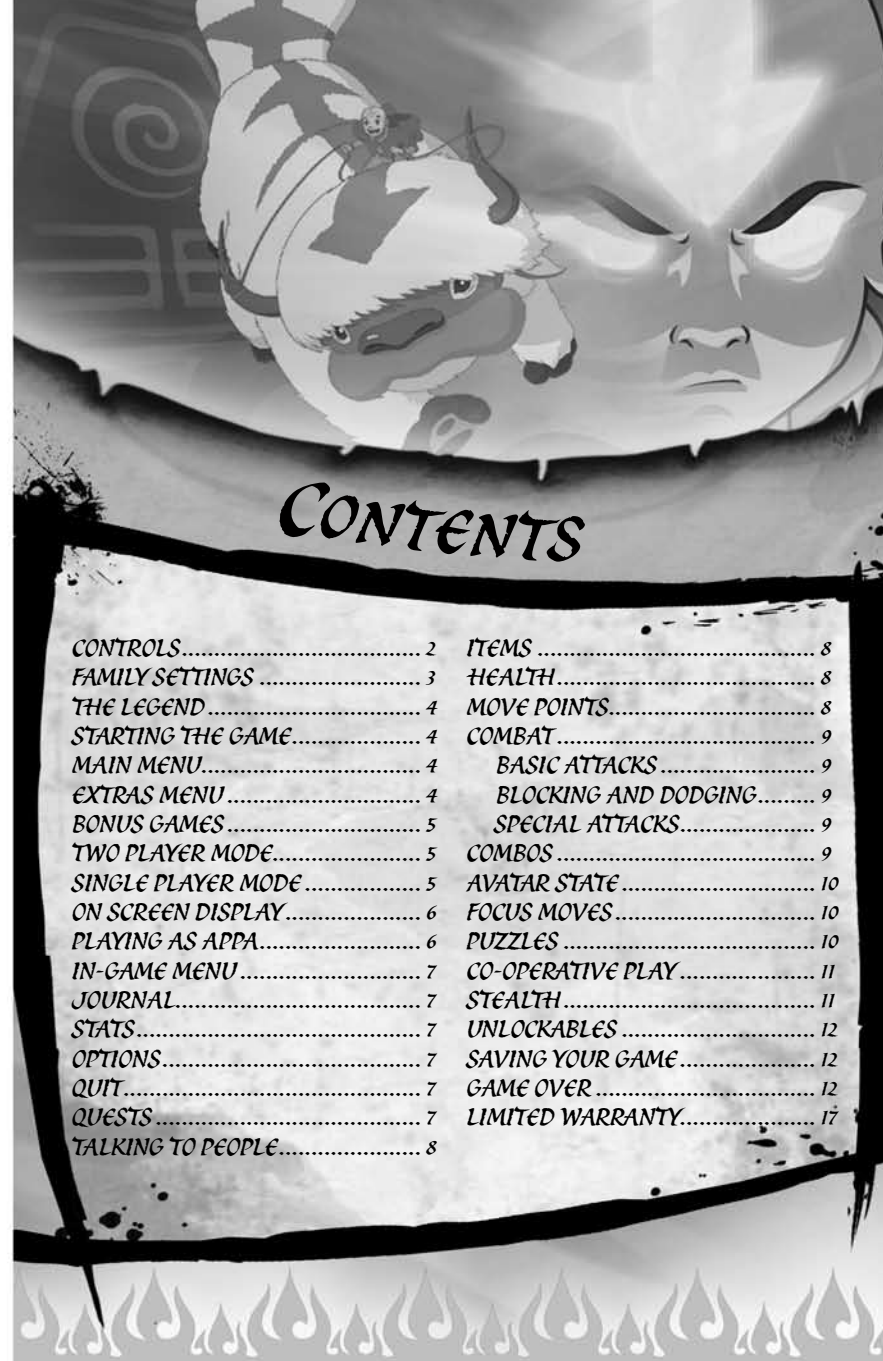
A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these “photosensitive epileptic seizures” while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions:

- Sit farther from the television screen.
- Use a smaller television screen.
- Play in a well-lit room.
- Do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing



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# CONTROLS



## Main Menu

- Highlight menu selection..... **LS**
- Highlight menu selection..... **○**
- Confirm menu selection..... **A** button
- Back..... **B** button
- Navigate menu left/right..... **LB** and **RB** buttons

## Game Menu

- Open/close Game Menu..... **START**
- Navigate in-game menu pages..... **LB** and **RB**
- Highlight in-game menu selection..... **LS**
- Highlight in-game menu selection..... **○**
- Confirm in-game menu selection..... **A** button

## In Game

- Move character..... **LS**
- Swap characters (1P mode)..... **LB**
- Sign in/Sign out (2P mode)..... **BACK**
- Jump..... **A** button
- Double Jump..... **A** button twice
- Attack..... **X** button
- Ranged attack..... **B** button
- Interact with characters/objects..... **Y** button
- Block..... **RB**
- Roll..... Hold **RB** + push **LS**
- Use Special Attack token..... **RT**
- Combat Aid..... Hold **Y** button + push **LS**
- Focus Move..... Hold **Y** button + push **LS**
- Push Object..... Hold **Y** button + push **LS**
- Use Health Potion from inventory..... **↑** on the **○**

## Appa Flying Game

- Move Appa (Appa Mode only)..... **LS**
- Target enemy (Appa mode only)..... **LS**
- Shoot projectile (Appa mode only)..... **X** button
- Charged attack (Appa mode only)..... Hold then release **X** button

# FAMILY SETTINGS

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. For more information, go to [www.xbox.com/familysettings](http://www.xbox.com/familysettings).



# THE LEGEND

# BONUS GAMES

Long ago, the four nations lived together in harmony. Then, everything changed when the Fire Nation attacked. Only the Avatar, master of all four elements, could stop them. But when the world needed him most, he vanished.

A hundred years passed and the new Avatar was discovered – an Airbender named Aang. And although his Airbending skills are great, he has a lot to learn before he's ready to save anyone.

Aang and his friends Katara, Sokka, Appa and Momo have traveled far and have fought many battles in their search to find Master Benders to teach Aang. Under the training of Master Wei and Katara, Aang has learned to Waterbend and now must master the remaining elements of Earth, then Fire.

Time is running out. The race is on for Aang to master all the elements before Sozin's comet passes the earth, increasing the strength of the Fire Nation and turning it into an unconquerable force.

After a great battle and victory over the Fire Nation at the Northern Water Tribe, the team find themselves flying toward the great Earth Kingdom, in the hope that Aang can find a Master Earthbender to teach him.

## STARTING THE GAME

Press **START** when the title screen appears and the Main Menu will appear.

## MAIN MENU

**NEW GAME:** Select this option to start a new game of Avatar the Last Airbender: The Burning Earth.

**LOAD GAME:** Select this option to load a previously saved game of Avatar the Last Airbender: The Burning Earth.



## EXTRAS MENU

On the Main Menu, press the **LB** button to navigate to the Extras menu. This brings up the Extras screen. Here you are able to watch credits; trailers and other unlockables you have earned throughout the game.

On the Main Menu, press the **RB** button to navigate to the Bonus Games menu. This reveals the Bonus Games screen, where you can choose to play your unlocked bonus games.

## TWO PLAYER MODE

To play Avatar the Last Airbender: The Burning Earth in two-player mode, simply start or load a single player game.

Once the game has loaded, connect a second Xbox 360 controller and the prompt for Player 2 to press **BACK** appears on the on screen display.



The game shifts to two-player mode when Player 2 presses **BACK**.

The display for the character controlled by Player 1 is shown at the top left and the character controlled by Player 2 is shown at the top right. If one of the players signs out during the game, the display appears as it does when in single player mode.

Both players can swap characters by pressing the **LB** button at the same time.

## SINGLE PLAYER MODE

In Single Player mode you can switch between the two available characters by pressing the **LB** button.

Each character has a particular strong point, such as: Agility, Bending, Strength, or Warrior Skills. All characters have unique Attack Moves and some are more effective against certain types of enemies than others.

Try switching characters when fighting enemies and when completing puzzles.

# ON SCREEN DISPLAY

Each character has a display showing a portrait of the character, a health bar, and any Special Attack tokens that have been collected by that character.

**1. Health Potions** - Restore your characters health with the potions that you collect. Health Potions can be used by either player.

**2. Power Bar** - Fill this bar by collecting Power Orbs. Once this bar fills, your character will Power Up and will be rewarded with a Move Point. To collect Power Orbs, string together a number of consecutive attacks.

**3. Journal** - This icon will appear when new information has been found. Access the journal from the In-Game Menu.

**4. Portraits** - This image indicates when the characters are in Normal or Stealth mode.

Power Orbs, Health Potions, and Health Upgrades can also be found in Chests throughout the levels.

Prompts appear at the bottom of the screen, including prompts to talk to people, move objects, perform focus moves, or use attack aids.

## PLAYING AS APPA

Throughout the game there are times when the team needs to make a journey on Appa.

In single player mode, control Appa and the targeting reticule with the **LS**. Press the **X** button to fire projectiles at enemies.

You can reverse the controls for Appa in the In-Game menu screen.

In two-player mode, Player 1 controls Appa with the **LS**. Player 2 controls the targeting reticule with the **LS** and fires projectiles by pressing the **X** button.



# IN-GAME MENU



Press **START** to open the In-Game Menu. Press the **LB** or **RB** button to view different pages of the In-Game Menu.

## JOURNAL

The Journal contains important information about quests and is updated automatically as new information is discovered.

Current Quests are listed on the left side of the screen. Use the **LS** to highlight a quest in the list. This causes an image and quest description to display on the right side of the screen.

Check the Journal if you aren't sure what to do next.



## STATS

The Stats screen shows quest items that are currently in your possession, Health Upgrades you have collected, and your power bar.

Highlight a quest item with the **LS** to see an image and description of the item on the right side of the screen.

Check the Stats screen to see what you have collected in the current level.

## OPTIONS

The Options page allows you to change the music, sound effects and speech volume, as well as change vibration settings and Appa flight and targeting controls.

## QUIT

The Quit page allows you to exit the game and return to the main menu.

## QUESTS

There are many Quests that you need to complete to make your way through the game.

All Quests are entered in the journal automatically and you can use the Journal to check what you need to do next at any time.



# TALKING TO PEOPLE

To talk to people, approach them and press the **Y** button when the talk prompt appears at the bottom of the screen.

Talking to people is very useful. Often they can give you more information about quests.



# ITEMS

The team can pick up and use items in the world. Simply walk over an item in the world to pick it up.

Some items you can pick up are quest items, health pickups or special tokens. All of these items appear in your stats screen.

# HEALTH

The amount of health you have determines how much damage you can take from enemies – the more health you have, the harder you are to defeat. Collect health pickups to boost your health and Health Potion to recover from battle!

# MOVE POINTS

The Move Points screen allows you to customize your character by assigning Move Points to adjust the strengths and weaknesses of your character.

Move Points are automatically added and assigned to your character as they are earned, but you can reassign them at any time.

To reassign a Move Point, highlight an assigned move with the **LS** and press the **Y** button to remove a Move Point. Now select a different attribute and press the **A** button to assign a Move Point to this attribute.

Try adjusting the Move Points to defeat different enemies.



# COMBAT

## Basic Attacks

All characters start the game with a basic close fighting attack and a basic ranged attack. Press the **X** button to use a basic close fighting move. Try pressing the **X** button repeatedly for basic attack combos.



As you spend Move Points on combos, try pressing different combinations of the **X** and the **B** buttons to perform more powerful attack combos!

Press the **B** button to use a basic ranged attack. You can also press and hold the **B** button to charge your ranged attack for an even more powerful attack.

## Blocking and Dodging

Press the **RB** button to block basic attacks from enemies. Not all attacks can be blocked, especially power attacks from bosses.

If you can't block an attack, you can dodge it. Push the **LS** in any direction while pressing the **RB** button to dodge attacks by rolling out of the way.

## Special Attacks

In the game you come across special attack tokens, collect these tokens by walking over them to pick them up.

Once collected, a small token graphic appears on the on screen display under your character indicating that you have a special attack token that you can use. You can collect and hold up to three special attack tokens at one time.



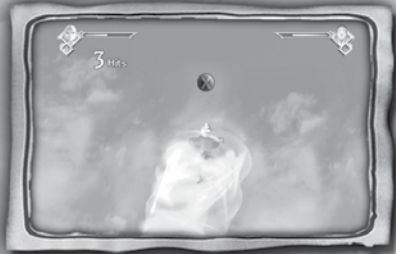
Press the **RT** button to use a special attack token – however, these tokens are rare, so it's a good idea to save them for when you really need them!

# COMBOS

The combos screen shows all available attack combinations for the currently active character. Press the **X** button to view different characters. In two player mode, this screen shows the combos for whichever player opened the menu.

The more powerful you become, the more combos you unlock!

# AVATAR STATE



When the team is really in danger, Aang's Avatar State kicks in! When the prompt appears to enter Avatar State, press the appropriate button to enter Avatar State.

While in Avatar State, either player should follow the button prompts that appear on screen to use Aang's awesome powers!

## Focus Moves



Look out for character symbols in the game world; these symbols indicate a focus move point. Interact with a focus move point by pressing and holding the **Y** button and pushing the **LS** in the direction(s) indicated on-screen.

With a little bit of focus you are able to move heavy switches, Earthbend bridges, freeze locks, set off explosions, and more!

## Puzzles

You can use objects in the game world to reach seemingly unreachable items, or progress past obstacles.

Use the **Y** button to interact with game objects, including crates, barrels and switches.

As you move through the game world, you come across some obstacles that take more than cleverness to overcome. In these cases you need Bending powers or brute warrior strength!

# CO-OPERATIVE PLAY

Some puzzles and focus moves require the co-operation of two characters in order to be completed.

Co-operative focus moves require both characters to press specific buttons at the correct time. When you commence a co-operative focus move, a button prompt appears near your character indicating which button to press. Follow the prompts on the screen until the move is completed. If you are playing a single player game, simply start the focus move and the other character follows your lead.

## STEALTH

There are certain areas of the game where it's important for the team to keep a low profile. In these circumstances, the players automatically enter stealth mode.



There are two ways to sneak around when you're in stealth mode. The first is to hide behind objects and time your movements so that you can't be seen by patrolling enemies. However, this only works when there are objects to hide behind!

If you are out in the open, hop into a nearby barrel and hide in there! You are able to move around while your enemies' backs are turned, but don't let them catch sight of a barrel walking around by itself!

When you are in stealth mode, the character's portraits on the on screen display changes and the character's movement changes to slower sneaking movements.



# UNLOCKABLES

As you progress through the game, you unlock exciting bonuses and rewards!

You can access these rewards by selecting either "Bonus Games" or "Extras" from the Main Menu.

Through the Bonus Games menu, you can choose to play Combat Arena, Boss Battles, Appa Adventures, or Chapter Select.

## SAVING YOUR GAME

You are automatically prompted to save at key points throughout the game.

From the Save Game screen, you can save to an empty slot, or overwrite an existing game.

## GAME OVER

Game Over occurs when both the characters on screen have been dishonored.

From the Game Over screen, you can choose to continue your game from the last save, or quit the game.





NOTES

NOTES

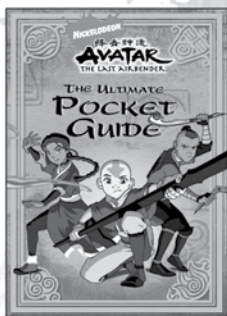
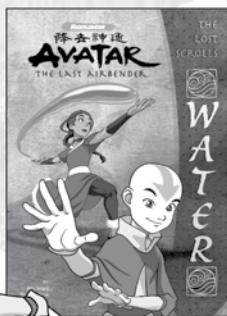
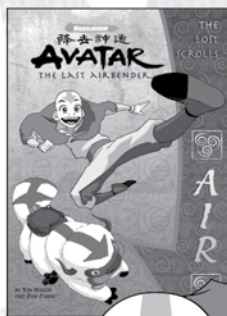
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