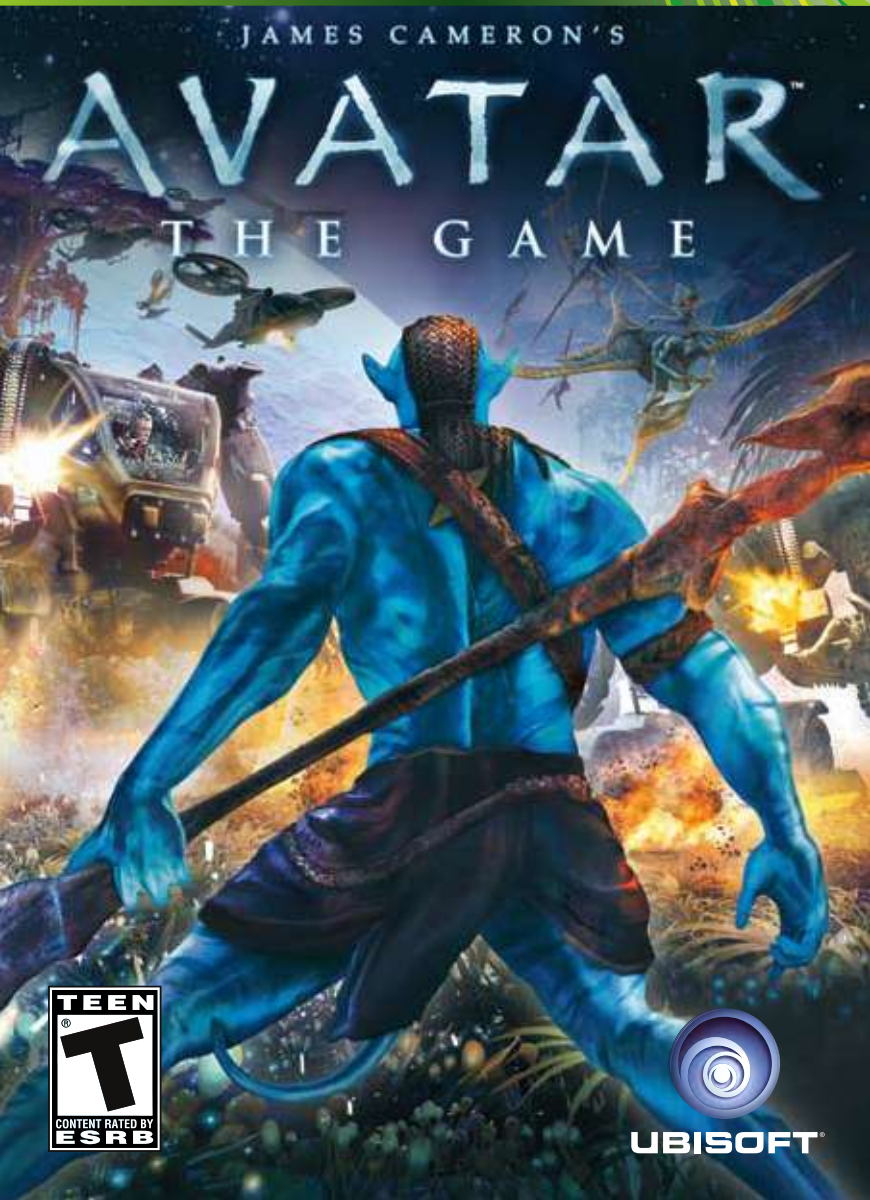
XBOX 360

XBOX LIVE

JAMES CAMERON'S

AVATAR™

THE GAME



TEEN T CONTENT RATED BY ESRB

UBISOFT®

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** or call Xbox Customer Support.

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 screen; use a smaller screen; play in a well-lit room; do not play when you are drowsy or fatigued.

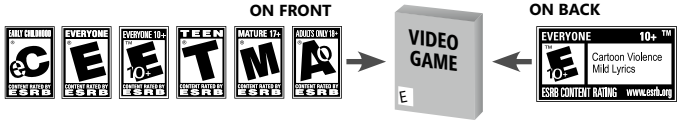
If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

ESRB Game Ratings

The Entertainment Software Rating Board (ESRB) ratings are designed to provide consumers, especially parents, with concise, impartial guidance about the age-appropriateness and content of computer and video games. This information can help consumers make informed purchase decisions about which games they deem suitable for their children and families.

ESRB ratings have two equal parts:

- **Rating Symbols** suggest age appropriateness for the game. These symbols appear on the front of virtually every game box available for retail sale or rental in the United States and Canada.
- **Content Descriptors** indicate elements in a game that may have triggered a particular rating and/or may be of interest or concern. The descriptors appear on the back of the box next to the rating symbol.



For more information, visit **www.ESRB.org**

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GAME CONTROLS

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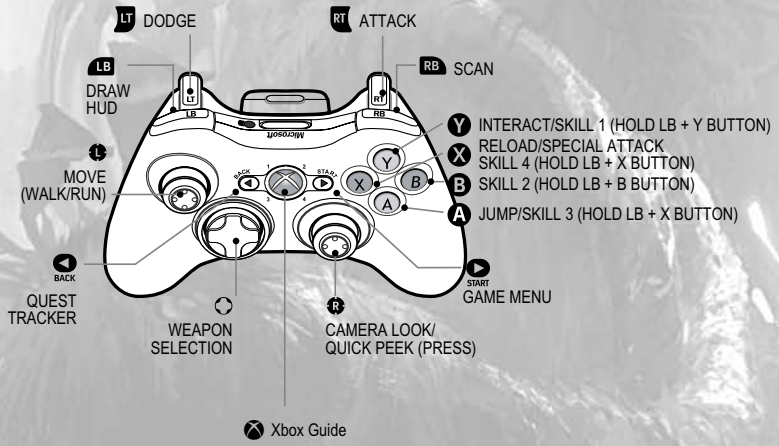


XBOX LIVE®

Xbox LIVE® brings more of the entertainment you love right to your living room. Raise the curtain on your own instant movie night with thousands of HD movies, TV shows, and videos downloaded in a snap from Xbox LIVE and Netflix. Find the perfect game for any player with a free trial of hundreds of titles from the largest library available. With downloadable Game Add-Ons like maps, songs, weapons and levels, you'll get more out of every game by putting more into it. And don't forget to connect and play with friends wherever they happen to be. With Xbox LIVE, your fun never ends.

Connecting

Before you can use Xbox LIVE, connect your Xbox 360 console to a high-speed Internet connection and sign up to become an Xbox LIVE member.
For more information about connecting, and to determine whether Xbox LIVE is available in your region, go to www.xbox.com/live/countries.

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. Parents can restrict access to mature-rated content. Approve who and how your family interacts with others online with the Xbox LIVE service. And set time limits on how long they can play. For more information, go to **www.xbox.com/familysettings.**

INTRODUCTION

You are "Able" Ryder, a signals specialist assigned to the distant moon Pandora. You've been hand-picked for the Avatar Program, a science initiative launched by the RDA Corporation. You're here to pilot your own avatar, a hybrid of your DNA and that of Pandora's indigenous species, the Na'vi. As you explore the Pandoran jungle, you'll learn more about the creatures of Pandora, the Na'vi, and their struggle to stop the RDA. At the flashpoint of a growing conflict, you must decide where your true allegiance lies: Do you fight alongside the RDA in a conflict spiraling out of control? …Or do you join the Na'vi and battle to protect Pandora from the onslaught of an invading force?

CHARACTERS

Officer Kendra Midori

As a small child, Kendra Midori viewed the discovery of life on Pandora as an event that "completely captured the imagination." In later years, she focused her entire scholastic career on the hope that one day she could travel to Pandora.
Kendra arrived on Pandora as a highly trained RDA resource officer specializing in the terraforming of biocompatible ecosystems. Her life-long mission is to study methods to modulate the atmosphere of Pandora, one day making the air breathable for human beings without inhibiting the indigenous life forms. She has Level 4 security and weapons clearance, giving her limited command of security personnel.

Commander Falco

Throughout his distinguished military career, Karl Falco saw combat in numerous conflicts during the later stages of the 21st century. These were often short, bloody clashes against rogue governments and terrorist factions. Upon retiring from the service, Falco received several citations for leading his troops into dangerous front line confrontations.
As with many retired commanders, Falco is now employed by the RDA through the corporation's ever-expanding private security force. He is currently one of the highest ranking security officers stationed on Pandora, second only to Colonel Quaritch in the RDA command structure.

Dr. René Harper

Born on the vast manmade atolls off Bermuda, young René Harper was fast-tracked to the very best RDA-funded universities. His seemingly uncanny ability for foreign languages and dialects soon had him on the radar as a top candidate for the Xenolinguist posting on the distant moon of Pandora. Now, nearly ten years into his mission, Dr. Harper has achieved great success in educating the Na'vi Tipani clan in a basic understanding of Earth languages.

Senior Science Officer Monroe

Victor Monroe lived out his youth in Johannesburg, the sprawling megacity of South Africa. Affluent and highly educated, he worked his entire career under the lucrative contracts of the RDA's Research and Development division. Arriving on Pandora nearly five years ago as Senior Science Officer, Dr. Monroe focused his primary research on the biogenetic uses of unobtanium. He has since spearheaded a plethora of important discoveries and linked the mineral to groundbreaking uses in a vast selection of sub-sciences – including research to tame the highly volatile Pandoran ecosystem.

Tan Jala

Tan Jala is a senior member the Tipani Clan, a master hunter known for his wise words and honest perspective. Tan Jala was among the first to reach out to the "Sky People", becoming the de facto tribal ambassador to the humans.
While he has been vocal in his anger towards RDA strip mining, Tan Jala has diligently worked towards a peaceful bond with the humans. However, should conflict become unavoidable, Tan Jala is rumored to be one of the Tipani's most lethal and cunning warriors.

Beyda'amo

Beyda'amo is a powerful and respected Na'vi warrior whose grim persona and stern leadership have earned him a place of high regard within the Na'vi Tipani. He is a master Banshee rider, rumored to be unrivaled on the airborne mount.

Beyda'amo has taken a hard line approach with the humans. In the past, however, he was quite open to human contact, even encouraging his mate, Marali, to attend the school and learn the language of the Sky People. But the so-called "massacre" changed everything. Although Marali survived the attack, Beyda'amo has publically vowed never to trust the humans again.

Tsahik Sänume

Sänume is Tsahik for the Tipani clan, the matriarch and leader of the tribe. Little is known of Sänume, as few humans have ever seen her. Reports from Dr. Harper, however, state that Sänume is not opposed to human / Na'vi interaction, going so far as to welcome a handful of avatars to her Hometree.

THE GAME

Menus

Stereoscopy (3D)

To use the Stereoscopy (3D) option, please select the Main Menu and go into the Options Display section to enable it. From there:

- Select Main Menu Options.
- Select Display Options.
- Select Stereoscopy.
- Set your Screen Specifications.

Important: Only televisions equipped with Stereoscopy can allow viewing the game in 3D.

Game Menu (Single Player)

Press START to open the Game menu.

Weapons Menu

The Weapons menu allows you to select the weapons you wish to carry during play. The weapons you choose are equipped on the Directional pad. Your default weapon will always be .

Armor Menu

The Armor menu allows you to select the gear you wish to wear to customize your character.

Skills Menu

The Skills menu allows you to choose the skills you wish to use during play. You can select up to four skills at a time and bind each of them to a Face Button.

Experience Menu

The Experience menu displays the required amount of Experience Points you will need to unlock new content such as weapons, armor, and skills.

Pandorapedia Menu

Pandorapedia is an interactive encyclopedia where you collect information and learn about Pandora's fauna, flora, geography, and inhabitants. As you explore and scan your surroundings, you unlock new information and create a knowledge database about this universe.

Options Menu

This menu allows you to adjust game, display, and audio options.

War Room Mini-Game

The War Room is an overall representation of Pandora as controlled by the RDA or the Na'vi. It is up to you to control as many territories as possible and take command of the moon. You will be rewarded for your victories with bonuses that can be used in single-player and the War Room.

The Corporation's Goal

The Corporation's goal is to conquer Pandora. You can build and move units across territories, you can perform an action on your controlled territory – such as building a factory and building defenses – or you can attack an enemy territory.

The Na'vi Goal

As a Na'vi, you must take back Pandora from the human invaders. To do so, you can build and move units from one territory to another, you can perform an action on a territory you already control – such as building factories and building defenses – or you can attack a territory controlled by the enemy.

Credits

Credits are obtained from the Experience Points won in single-player mode as a reward when a mission is completed or when a creature is defeated. It is used in the War Room to take action, build units, and extract more resources from the planet.

Home Base

Each faction has a Home Base on the moon. These Home Bases can never be captured by the opposing faction.

Faction Units

There are three types of structures that can be built for each faction:

Factory

A factory will enable you to buy units outside of your Home Base.

You can also build defenses on your territory by selecting one of the three defense types below. Each defense reduces the effectiveness of enemy units by 50% when they attack you:

Corps Units

Troops
AMP Suit
Scorpion

Na'vi Units

Troops
Thanator
Banshee

Combat Phase

When moving a unit into an enemy territory, it enters a combat phase. To win a combat phase, you must attack with either more units or stronger units than the enemy. The strongest unit in the Corps arsenal is the Scorpion, followed by the AMP Suit, and then your troops. The strongest unit in the Na'vi arsenal is the Banshee, followed by the Thanator, and lastly, your troops.

When a combat phase starts, a window appears showing the number of units for each faction. Rounds will continue until one faction has lost all of its units.

Capturing Territories

Capturing a territory rewards you with bonuses to be used in the single-player game or the War Room.

Any territory you capture with the Damage icon will boost your weapons in the single-player game.

Any territory you capture with the Critical Chance icon will boost your weapon's critical chancein the single-player game.

Any territory you capture with the Range icon will boost your weapon's range in the single-player game.

Any territory you capture with the Health icon will boost your health in the single-player game.

Any territory you capture with the Armor icon will boost your armor in the single-player game.

Any territory you capture with the Experience Points icon will give you that amount of points in single-player immediately.

Any territory you capture with the Units icon will immediately deploy that amount of troops.

In-Game Display (HUD)

Draw HUD

You can access the HUD's interfaces by pressing LB. This will display all of the following interfaces on the HUD, except the Compass, which is always displayed on-screen.

Compass

The Compass is displayed in the lower right-hand section of the screen. It will help you navigate your surroundings and get you to your current objective (depicted with a golden arrow).

It displays the icons for quest indicators, chopper pilots or banshee riders, GMIs (when playing as a soldier), and Trees of Vision (when playing as an Avatar), and helps you locate them.

Experience Bar

This bar is displayed in the top left corner of your screen and indicates the Experience Points you've earned and how many more are needed to unlock your next reward.

Life Bar

This bar is on the left section of your screen and indicates your current health status. The size reduces as you lose health and refills automatically once you are safe again.

Recovery Bar

This bar is right next to the Life Bar and indicates how many Cell Samples you need to collect in order to fill the bar completely. Filling the Recovery Bar will grant you an opportunity to survive a fatal injury.

Target Bar

When aiming at an opponent or at a destructible object, a diamond target shape indicates that it can take damage. Your target's Life Bar decreases as it takes damage.

Weapon Interface

Pressing the D-pad buttons will display the weapon interface and allow you to switch between chosen weapons.

Ammo Counter and Reload Bar

The box in the upper right corner of the screen is the Ammo Counter. The number indicates how many rounds are in your weapon.

Below the Ammo Counter is the Reload Bar. This indicates when your weapon's clip will run out of ammunition and it will automatically reload.

Skills Ring

The Skill Ring is displayed on the upper right corner of the screen. Hold LB and press the corresponding Face Button to use a Skill.

Hit Bar and Special Attack Indicator

The Hit Bar appears each time you hit with a melee weapon (when playing as an Avatar). After hitting a target five times within a short time frame, you gain a Special Attack. This attack can be executed on your chosen target by pressing X. Note that changing weapons while the Special Attack Indicator is active causes you to lose the special.

Status Text

Throughout the game, updates appear in the center of the screen. These include objective updates, reward messages, unlocked Pandorapedia data, and vehicle warnings.

Interact Indicator

The Interact Indicator will be displayed when standing near a character you can talk to, near an item you can pick up, or near objects you can use or install. Press Y to interact with the character or object.

Scanner Interface

Press and hold RB to access the Scanner Interface. Aiming at a target until the scanner is complete will display information about it and store any new information in your Pandorapedia.

Quest Icons

Quests are always provided by characters that are specially identified by a Golden Star icon. These Quest Indicators are visible on the Compass and on the Map to help you find them.

- New Quests are represented by a Golden Star with an exclamation mark.
- Active Quests are represented by a Golden Star with an ellipsis.
- Characters you must talk with during a quest are represented by a Golden Star with a dialogue balloon.
- Completed Quests are represented by a Golden Star with a question mark.

Banshee Rider and Chopper Pilot Icon

These characters are represented with a Planet Indicator. Talking to them after completing all of a map's quests will allow you to travel and progress to your next location.

Quest Tracker Menu

Press the BACK to open the Quest Tracker Interface. You can use it to locate your objectives on the Map and Compass. It also allows you to review your quest's objectives and to see your Sector Challenges.

The Map allows you to see discovered areas, objective locations, and resources. When you have multiple quests, select one and use the Locate function to display a golden arrow around the Compass that will point toward the quest's objective.

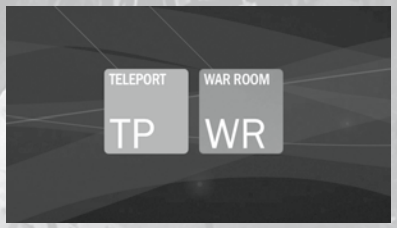
Recovery Mode

If your Recovery Bar is full and you are fatally wounded, the game goes into a special mode. To escape death, you will need to quickly press the button displayed on-screen before it's too late.

GMI Menu

Stand in front of a GMI (Global Mobility Interface) device and press Y to display its Interface.

Once activated, the GMI grants RDA soldiers rapid transport to any other active GMI within a region. It also provides a link to the War Room mini-game where victory will earn you special bonuses and perks.



Tree of Vision Menu

Stand in front of a Tree of Vision and press Y to display its Interface.

The Tree of Vision grants the Na'vi rapid movement to any discovered sector within a region. It also provides a link in to the War Room mini-game, where victory will earn you special bonuses and perks.

Weapons and Objects

Through the Game menu, select the Weapon or Armor section and then select what you wish to equip. You can change your gear and weapons at any time by returning to the Game menu.

Your default weapon will always be ⬡, while the three other weapons you select will be connected to the other D-pad buttons.

Scanner

Use the Scanner to analyze Pandora's environment. The data you gather will be stored in Pandorapedia's database, accessible from the Game menu.

Ammunitions

You can refill your weapons at any A-POD (Ammunitions Packaging Dispensers) found throughout the region. To use the A-POD, stand next to it and press Y.

Cell Samples

Collect Cell Samples from creatures and plants to fill your Recovery Bar. Filling the Recovery Bar with these items will grant you a chance to survive a fatal injury. To pick up the Cell Sample, stand next to it and press Y.

Arrows

Arrows are obviously your Bow's ammunition. When running out of arrows, you can try collecting them from plants.

Crossbow Darts

These darts serve as your Crossbow ammunition. They can inflict heavy damage on your opponents.

They may be hard to find, but you may get lucky while gathering them from plants.

RDA Weapons

RDA soldiers use ranged weapons such as Dual Wasps, Assault Rifles, Machine Guns, Shotguns, Grenade Launchers, Standard Issue Rifles, Rail Guns, and Flamethrowers. Good soldiers maintain a safe distance from their combat targets.

Dual Wasps (RDA's Default Weapon)

Dual Wasps are your default weapon and have a short range and small clip size, but you won't run out of ammunition with these.

Assault Rifles (RDA)

Assault Rifles are effective weapons that offer precision, provide good firing range, and can inflict serious damage.

M60s (RDA)

The M60 machine gun is highly effective for cover fire during combat thanks to its high rate of fire and large ammo clip.

Shotguns (RDA)

The Shotgun is the weapon with the most punch. It can inflict heavy damage to nearby targets.

Grenade Launchers (RDA)

The Grenade Launcher is undoubtedly your best weapon against large packs of enemies. It's powerful against creatures with heavy armor.

Standard Issue Rifles (RDA)

The Standard Issue Rifle is a very accurate long-range weapon that fires in short, controlled bursts and can bring down a distant enemy very quickly.

Rail Guns (RDA)

The Rail Gun is a long-range weapon that offers accuracy with a high rate of fire and solid ammo capacity.

Flamethrowers (RDA)

Deadly plants have no resistance to fire. Use your flamethrower to eliminate them quickly instead of wasting bullets.

Na'vi Weapons

Avatars fighting for the Na'vi tend to use melee weapons such as Dual Blades, Fighting Staffs, and Axes, but they can also handle a Bow or Crossbow. Experience with the RDA also allows them to equip an M30 machine gun. Avatars excel at close-quarter combat.

Landing five hits with your melee weapons within a short time frame will enable your weapon's Special Attack. This attack can be launched on any target by pressing X and it will inflict great damage. Fully drawing your bow will shoot arrows with accurate, piercing power.

Bows (Avatar)

The bow is your default weapon. Bows are ranged weapons that allow you to take down a single target from afar. When you fully draw your bow, it will shoot with accurate, piercing power.

Crossbows (Avatar)

The Crossbow is a powerful weapon that hurls a dart at the enemy, dealing heavy damage and then jumping to additional nearby enemies. You cannot carry many darts, so you'll need to harvest ammunition from plants.

Dual Blades (Avatar's Default Weapon)

To wield your Dual Blades, you must get up close and personal. The blades will inflict significant damage upon a single target.

Fighting Staffs (Avatar)

Fighting Staffs are melee weapons with a long range. Their attacks allow you to inflict damage upon all nearby targets.

Axes and Clubs (Avatar)

Axes and clubs are slow, heavy melee weapons that will inflict serious damage upon targets in front of you.

M30s (Avatar)

The M30 machine gun is very effective for cover situations with its large clip size.

Skills

Through the Game menu, select the Skills section and select four skills you wish to equip. You can change them at any time by returning to the Game menu. Each skill has a cool down period, which means that once used, it will take some time before you can use it again.

Each skill you select will be bound to one of the Face Buttons. To use a skill, simply hold LB to display the HUD and press the Face Button of your choice to activate the skill you wish to use.

RDA Skills

Elite Training

Use the Elite Training skill to run faster in a quick burst. While the skill is active, you will have a chance to dodge incoming attacks.

Chromatic Blend

Use the Chromatic Blend skill to blend with your environment and sneak past enemies to avoid confrontation.

Ultrasonic Repulsor

Use the Ultrasonic Repulsor skill to repel creatures and knock back Na'vi standing within range.

Genetic Regenerator

Use the Genetic Regenerator skill to restore your health during a fight.

Berserk

Use the Berserk skill to increase your weapon's damage and accuracy.

Zeta Field

Use the Zeta Field skill to increase your armor strength and minimize damage intake.

Tactical Strike
To activate the Tactical Strike, you must first aim at a target. This will call in an air strike on your designated target, inflicting heavy damage in a large radius.

Na'vi Skills

Kinetic Dash
Use the Kinetic Dash skill to run faster and make a strategic escape. While this skill is active, your enemies will have a harder time targeting you.

Pandora's Union
Use Pandora's Union skill to blend with your environment and sneak up on an enemy. While in stealth, your first hit will inflict severe damage.

Titan Bash
Use the Titan Bash skill to lock enemies in place and keep them close to you while using your melee weapons.

Eywa's Breath
Use Eywa's Breath skill to restore your health during a fight.

Pandora's Protection
Use Pandora's Protection skill to increase your armor strength and minimize incoming damage.

The Beast's Aegis
Use the Beast's Aegis to call a creature to your side. It will fight for you and divert the enemy's attention.

Whirl of Fury
Use the Whirl of Fury skill to increase your weapon's damage and accuracy.

The Swarm's Wrath
Use the Swarm's Wrath skill to awaken Pandora's anger and cause destruction in a large radius around you.

Moves

VIEW CONTROLS		
Camera Look	Right Stick	Look around, aim at.
Quick Peek	Right Stick Button	Quickly turn and look behind you.
Scan	RB	Scan the world to collect a database of knowledge stored into Pandorapedia.
Scan Zoom In	Y while in Scan mode	Zoom in when using the Scanner.
Scan Zoom Out	B while in Scan mode	Zoom out and return at normal view level.

MOVEMENT CONTROLS		
Movement (Walk/Run)	Left Stick	Move around
Jump	A	Jump
Dodge	LT	Dodge attacks
Interact	Y	Stand in front of a character or an object to interact with it.

WEAPONS CONTROLS		
Attack	RT	Fire or Hit with weapon
Reload/ Special Attack.	X	Reloads your weapon. Triggers your Special Attack.
Weapon 1 (default)	↑	Equips your default weapon
Weapon 2	→	Equips Weapon 2
Weapon 3	↓	Equips Weapon 3
Weapon 4	←	Equips Weapon 4
Skill 1	Hold LB + Y	Activates the skill connected to Y
Skill 2	Hold LB + B	Activates the skill connected to B
Skill 3	Hold LB + A	Activates the skill connected to A
Use Skill 4	Hold LB + X	Activates the skill connected to X
Recover	A	Press the A to recover before time runs out.

Vehicles and Mounts

RDA Vehicles

RDA vehicles can only be used by soldiers. Any of these vehicles can be destroyed by the enemy, though some are much more resilient than others. Press Y to enter or exit RDA vehicles.

Buggy IV

The Buggy IV is a fast, lightweight, and highly maneuverable single-occupant vehicle used primarily for forward ground reconnaissance. Unarmed and without any significant armor, the Buggy relies on pure adrenaline-junkie speed to stay out of trouble.

PBR Mark IV Gator

The PBR Mark IV (Patrol Boat River) is a highly versatile boat popularly called a “gator”. It has a lightly armored hull and an above-water jet drive that enables it to operate in shallow, vegetation-choked rivers.

AMP Suit

The MK-6 Amplified Mobility Platform (AMP Suit) is a powerful all-terrain ground combat unit designed for frontline combat duty. With its firepower and agility, it can survive the most hostile foe, be it alien or human predators, and cut a swath through difficult landscape and strong enemy positions. The suit is also effective against swarms of stinging, aggressive insects on Pandora. Its enclosed cab and air filtration system also allows RDA personnel to perform civilian and military duties in the toxic atmosphere of Pandora and other off-Earth locations.

Swan Ground Assault Vehicle

The GAV Swan is the RDA’s all-terrain ground assault vehicle designed to travel across uneven landscape at high speeds. It is agile, stable, and bristles with weaponry. This brawny, bruising combat vehicle is far from pretty, at times looking like a metal giraffe. RDA soldiers are trained to drive the Swan, but some prefer to man the mounted turret on its back.

ATV - Grinder

The Grinder ATV is a fast and deadly single-occupant, all-terrain vehicle maneuverable in all kinds of topography. The lethal forward sighting weapons include four chain guns mounted above the front wheels, and long range missile racks mounted above the rear treads.

Scorpion AT-99 Gunship

The AT-99 "Scorpion" Gunship is a highly maneuverable Mosquito-class missile platform. The Scorpion is a twin turbine, tiltrotor VTOL vehicle. It carries some light ballistic composite armor around the cockpit. Weapons are controlled by a standard on-board targeting computer with pilot override for Manual Flight Mode in high EMF conditions.

C-21 Dragon Gunship

Over the years and in several wars on Earth, the Dragon has earned its reputation as a flying machine easily capable of one hundred percent casualties. It was originally developed to defeat aerial or ground troops in the shortest time, using maximum firepower short of a nuclear strike. It has been hardened for use in Pandora's fierce electromagnetic fields.

AMP SUIT CONTROLS	
Movement	Left Stick
Jump	A
Attack	RT
Dodge	LT
GROUND VEHICLES CONTROLS	
Forward	RT
Backpedal	LT
*Hand Brake	X (*Dove, Buggy, and ATV)
*Attack	A (*ATV only)
AIRCRAFTS CONTROLS	
Forward, Backpedal, Move Left and Right.	Left Stick
Ascend, Descend, Turn Left and Right.	Right Stick
Attack	RT

Na’vi Mounts

Na’vi mounts can only be used by Na’vi or Avatars. Any of these creatures can be killed by the enemy, though some are much more resilient than others.

Press Y to mount or dismount beasts.

Direhorse

The direhorse is a fourteen foot long, thirteen foot high, horse-like creature with six legs, a tough, striped hide, and chitinous armor around its head and neck. The Na’vi are excellent riders and many direhorses are tamed to aid them in the hunt and in battle. To bond with (or, in human terms, to “break”) a direhorse, a Na’vi must mount the animal and connect their neural queue to the animal’s antennae. RDA Avatars have been taught to ride these beasts.

Thanator

Biologists believe that the thanator may be the apex land predator on Pandora. Reminiscent of a Terran panther, this eighteen foot long animal is unique in its ability to lord over its territory and strike fear into the largest and fiercest of Pandora's creatures. Even the Na'vi, who are renowned for their courage, are shaken by the approach of the creature; it is not celebrated in dance or song. A few brave Na'vi have been able to link to thanators in order to ride them, but no Avatar has ever tried.

Banshee

Bonding with this colorful, carnivorous creature is a required rite of passage for all would-be Na'vi warriors. A Na'vi (or an Avatar) can connect to a banshee through a neural interface that allows animal and rider to move with apparent effortlessness through the skies. With light carbon composite bones, the banshee is highly adapted for flight.

Leonopteryx

The fierce beauty and nobility of the leonopteryx give it a central place in Na'vi lore and culture. It shares the basic body plan of the banshees – grasping claws, long teeth for snatching prey on the fly, flexible wings for maneuverability, excellent eyesight with binocular vision, and high intelligence. Its powerful jaws are efficient enough to cleave a mountain banshee in midflight.

GROUND MOUNTS CONTROLS	
Movement	Left Stick
Jump	A
Accelerate	RT
FLYING MOUNT CONTROLS	
Movement	Left Stick
Accelerate	RB
Standstill	LB
Land	Y

MULTIPLAYER

James Cameron's AVATAR™: THE GAME's Multiplayer setting allows up to 16 players to connect and play competitive games over Xbox LIVE.

To start a multiplayer game, choose Multiplayer from the Main Menu. Select a map by rotating Pandora.

Quick Match: This connects you to any game available. While you cannot select specific details, Quick Match lets you jump into a game immediately.

Private Match: Create a private game for you and your friends.

Join Friend: This option lets you join a game where one of your friends is playing. It's only available if your friends are already in a game.

Back: Go back to the Main Menu.

Change Faction: Change faction between the Na'vis and the RDA.

Private Game/Public Game: Toggle to make the game a private game or a public game.

Invite Friend: Invite a friend from your friends list to the game.

Invite Xbox LIVE Party: Invite an Xbox LIVE party to the game.

Start Game: Launch the game.

Multiplayer Loadout

When the game starts, you can choose a loadout for your character.

Weapons Menu

The Weapons menu allows you to select the weapons you will carry along during play. The weapons you choose are equipped on the D-pad. Your default weapon will always be .

Armor Menu

The Armor menu allows you to select the gear you will wear to customize your character.

Skills Menu

The Skills menu allows you to choose the skills you will use during play. You can select up to four skills at a time and bind each of them to a Face Button.

Xbox LIVE Play

Press the Xbox Guide button and sign into an Xbox LIVE-enabled gamer profile. Once you have signed in, you're ready to start playing James Cameron's AVATAR™: THE GAME Multiplayer.

Multiplayer Game Modes

Compete in one of five different game types:

King of the Hill

The main goal of each team is to control the main island, the Command Hill, for the longest time possible. As long as a faction controls the Command Hill, the other team will lose points until they reach zero. If a member of the other team arrives on the Command Hill, the island will be contested, meaning that neither team will lose points until the players of the other team are killed. The first team to lose all their points loses the match.

Conquer and Hold

The main goal of each team is to control the maximum number of stations in order to make the opposite team lose points as fast as possible. The team with the most points at the end of the game wins the match.

Team Deathmatch

The goal in Team Deathmatch is easy – each time a member of one team kills someone from the other team, they score one point. The first team to reach a targeted number of points wins the game.

Final Battle

If you are playing as an RDA soldier, your objective is to protect the three missiles and to stop the Na'vi from destroying all the missiles. If you are playing as a Na'vi warrior, your objective is to destroy the three missiles to shut down the RDA base. The faction objectives are the opposite when featuring crystals instead of missiles.

Capture the Flag

In Capture the Flag, each team starts with a base. Each base has a flag, and the goal of each team is to protect its own flag while stealing the opposing team's flag and bringing it back to their base to score a point. The first team to reach a targeted number of points wins the game.

Multiplayer HUD

Compass

The Compass is displayed in the lower left-hand section of the screen.

Life Bar

This bar is on the left section of your screen and indicates your current health status. The bar reduces in size as you lose health and refills automatically once you're safe again.

Target Bar

When aiming at an opponent or at a destructible object, a diamond shape will be displayed on your target indicating it can take damage. Your target's Life Bar will decrease as it takes damage.

Weapon Interface

Pressing the D-pad will display the Weapons Interface, allowing you to switch your weapons.

Ammo Counter and Reload Bar

The box in the upper right corner of the screen is the Ammo Counter. The number indicates how many rounds are in your weapon.

Below the Ammo Counter is the Reload Bar. This indicates when your weapon's clip will run out of ammunition and will automatically reload.

Skills Ring

The Skills Ring is displayed on the upper right corner of the screen. Hold LB and press the Face Button to use a skill.

Interact Indicator

The interact indicator will be displayed on-screen when you're close to an item you can pick up, or when you're close to objects you can use or install. Simply press Y to interact with an object.

Scoreboard

Press RB to access the Scoreboard.

Information Zone

This Zone gives information about game events and match status.

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Thanks,
The Ubisoft Team

James Cameron's AVATAR™: THE GAME

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