

JAMES CAMERON'S

# AVATAR™

## THE GAME



UBISOFT®

## **⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES**

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- eye or muscle twitches
- disorientation
- any involuntary movement
- altered vision
- loss of awareness
- seizures
- or convulsion.

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

### **Use and handling of video games to reduce the likelihood of a seizure**

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PlayStation®3 system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

### **NOTICE:**

Use caution when using the DUALSHOCK®3 wireless controller motion sensor function. When using the DUALSHOCK®3 wireless controller motion sensor function, be cautious of the following points. If the controller hits a person or object, this may cause accidental injury or damage. Before using, check that there is plenty of space around you. When using the controller, grip it firmly to make sure it cannot slip out of your hand. If using a controller that is connected to the PS3™ system with a USB cable, make sure there is enough space for the cable so that the cable will not hit a person or object. Also, take care to avoid pulling the cable out of the PS3™ system while using the controller.

### **WARNING TO OWNERS OF PROJECTION TELEVISIONS:**

Do not connect your PS3™ system 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.

### **HANDLING YOUR PS3™ FORMAT DISC:**

- 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 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

### PlayStation®3 system

**Starting a game:** Before use, carefully read the instructions supplied with the PS3™ computer entertainment system. The documentation contains information on setting up and using your system as well as important safety information.

Check that the MAIN POWER switch (located on the system rear) is turned on. Insert the James Cameron's AVATAR™: THE GAME disc with the label facing up into the disc slot. Select the icon for the software title under [Game] in the PS3™ system's home menu, and then press the **X** button. Refer to this manual for information on using the software.

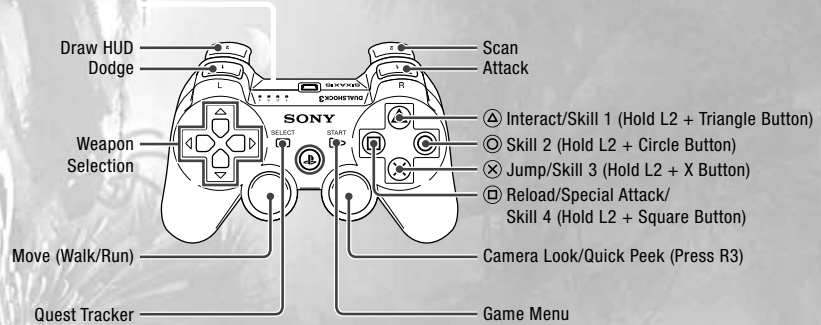
**Quitting a game:** During gameplay, press and hold down the PS button on the wireless controller for at least 2 seconds. Then select "Quit Game" from the screen that is displayed.

**Hint** To remove a disc, touch the eject button after quitting the game.

### Saved data for PS3™ format software

Saved data for PS3™ format software is saved on the system's hard disk. The data is displayed under "Saved Game Utility" in the Game menu.

## CONTROLS



## 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 unobtainium. 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 the START button 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 four directional buttons. 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 an action 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  
Banshees

## 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 weapon's damage in the single-player game.



Any territory you capture with the Critical Chance icon will boost your weapon's critical chance in 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 **L2**. 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, GMI's (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 four directional 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 Skills Ring is displayed on the upper right corner of the screen. Hold **L2** and press the corresponding action 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 the **□** button. Note that changing weapons while the Special Attack Indicator is active causes you to lose the Special Attack.

## 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 the **A** button to interact with the character or object.

## Scanner Interface

Press and hold **R2** to access the Scanner Interface. Aiming at a target until the scanning 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 SELECT button 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 the **A** button 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 the **A** button 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 three directional 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 the **A** button.

## 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 the **A** button.

## Arrows

Arrows are the ammunition for your Bows; when you run out of them, 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 be running out of ammunitions 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 the **Ⓜ** button 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 action buttons. To use a skill, simply hold **L2** to display the HUD and press the action 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

<b>Camera Look</b>	Right Stick
<b>Scan</b>	<b>R 2</b>
<b>Scan Zoom In</b>	<b>△</b> button while in Scan mode
<b>Scan Zoom Out</b>	<b>⊙</b> button while in Scan mode
<b>Quick Peek</b>	<b>R 3</b>
<b>Movement (Walk/Run)</b>	Left Stick
<b>Jump</b>	<b>×</b> button
<b>Dodge</b>	<b>L 1</b>
<b>Interact</b>	<b>△</b> button
<b>Attack</b>	<b>R 1</b>
<b>Reload / Special Attack</b>	<b>□</b> button
<b>Weapon 1 (default)</b>	<b>↑</b>
<b>Weapon 2</b>	<b>→</b>
<b>Weapon 3</b>	<b>↓</b>
<b>Weapon 4</b>	<b>←</b>
<b>Use Skill 1</b>	Hold <b>L 2</b> + <b>△</b> button
<b>Use Skill 2</b>	Hold <b>L 2</b> + <b>⊙</b> button
<b>Use Skill 3</b>	Hold <b>L 2</b> + <b>×</b> button
<b>Use Skill 4</b>	Hold <b>L 2</b> + <b>□</b> button

## 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 the  button 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	 button
Attack	 R1
Dodge	 L1

### GROUND VEHICLE CONTROLS


Forward	 R1
Backpedal	 L1
*Hand Brake	 button *(Dove, Buggy, and ATV)
*Attack	 button *(ATV only)

### AIRCRAFT CONTROLS

Forward, Backpedal, Move Left and Right.	Left Stick
Ascend, Descend, Turn Left and Right.	Right Stick
Attack	 R1

## 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 the  button 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	 button
Accelerate	

## FLYING MOUNT CONTROLS

Movement	Left Stick
Accelerate	
Standstill	
Land	 button

# PLAYSTATION®NETWORK

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# MULTIPLAYER

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



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

**Quickmatch:** This connects you to any game available. While you cannot select specific details, Quickmatch 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'vi 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 Party:** Invite a 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 four directional buttons. Your default weapon will always be **R1**.

### 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 to an action button.

## 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 directional buttons 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 **L1** 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 the **A** button to interact with an object.

### Scoreboard

Press **R1** to access the Scoreboard.

### Information Zone

This Zone gives information about game events and match status.

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Thanks,  
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## **James Cameron's AVATAR™: THE GAME**

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# HEROES OVER EUROPE

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