



Avatar: The Game Guide

Movie licensed games generate a lot of groans, but with an fantastic sci-fi world like Pandora, it's hard not to see potential. James Cameron's Avatar is shaping up to be one of the biggest movies of the year, and visions of franchise potential are swirling. If Avatar could be the next Star Wars, then surely it will have to invade the gaming world.

Avatar's interactive debut, courtesy of Ubisoft, isn't perfect by any means—let's face it, movie games made to meet the film's release could always use a little more time to bake—but the lush jungles and floating islands of Pandora are too compelling to pass up. Either way, even James Cameron can appreciate that we've come a long way from the days of Terminator 2 games.

In this Avatar: The Game strategy guide, you'll find:

- **BASICS** // Weighing the strengths of the humans and the Na'vi.
- **WALKTHROUGH** // We break down every mission for both human and Na'vi campaigns.

Guide by: Travis Fahs



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Avatar: The Game Basics

Choosing Sides

After the first real stage, you'll have to make a critical decision, to align yourself with the Na'vi cause, or be a good soldier and stick with the RDA. This decision impacts not only what race you will play as for the rest of the game and specific missions, but most of the levels will be entirely different as well. If you enjoy Avatar, you'll definitely want to play both sides to see the whole game.

Humans

The humans are better armored and pack much better firearms. They have a range of weaponry to handle combat at various distances. The Standard Issue Rifle is a good, accurate, powerful weapon that can be very versatile. It's the weapon of choice for long-range shots, but suffers against faster enemies because of its low fire rate. It is, however quite excellent against groups of Na'vi because of its heavy damage.

The Assault Rifle is fast and powerful, but not very accurate, and it can be quite easy to chew through ammo. You'll find it versatile against highly mobile enemies. The Shotgun is for close range combat, and can be effective against the Na'vi, but frequently goes underused because of its limitations. The pistols are best reserved for situations when no ammo is available, but they are reasonably accurate at least.



The RDA's ability set is a bit more limited than the Na'vi's, but still includes all the basics, like cloaking, healing, and the ability to call in strikes. One key difference is that the stat boost ability raises defense as opposed to offense.

The RDA's vehicles are a very nice perk. The Scorpion doesn't get a lot of use, but it's a powerful force. The ATV also packs a punch, albeit with limited ammo, and the Swan is deadly with two men to man it. The only shortcoming is the Buggy which, while fast, isn't as stable as riding a Direhorse.

Na'vi

You don't get to experience the real Na'vi moveset until after you abandon humanity. The Na'vi are much lower tech; you carry one gun, and it's not very accurate. Even more importantly, ammo for it is very limited. Instead you can use a variety of more primitive weapons.

The Na'vi have a higher learning curve in general. They favor melee weapons, which can be quite damaging, but leave you very vulnerable, especially since Na'vi defenses are fairly weak. The bow is a good longer range weapon that also has the ability to knock enemies down, but the low rate of fire makes it impotent against larger groups of enemies.



Because of these deficiencies, leveraging the Na'vi's special abilities is more important. They have the same speed ups, cloaking, and healing as the humans, but they also have a few handy abilities, like Titan's Bash, which stuns enemies, and makes using melee weapons more manageable. They can also summon Thanators for a ride and boost their attack rate.

The Na'vi mounts are quite different from the RDA vehicles, and not as well rounded. The Direhorse makes for a good, speedy, easy to ride means of transport, but like most Na'vi mounts, there is no means of offense. The Thanator is the best offensive mount, and even that suffers from very limited range.

Avatar: The Game Walkthrough

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Hell's Gate

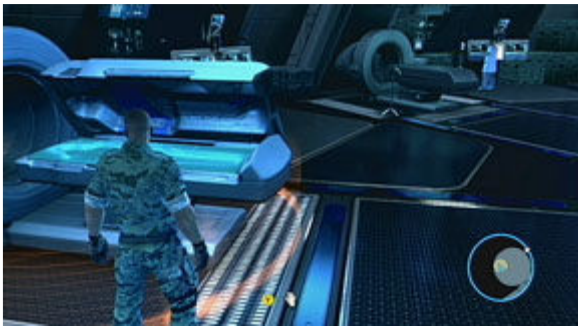
Science Project

Talk to Kendra to begin. Follow her into the nearby airlock. Keep following her down the hall. When you see a question mark on your HUD, talk to the doctor.



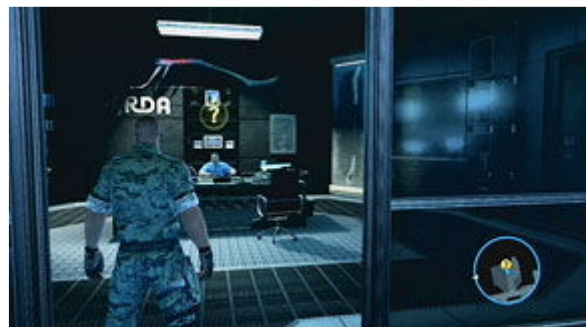
A New You

Just hop in the linkbed and watch the fun.



Reporting for Duty

Kendra is still waiting nearby. Talk to her. You'll see a waypoint on your map to the east. This is an elevator. Take it down and talk to Falco, sitting behind a desk in his office.



To the Lagoon

Head back upstairs, and then outside to where you started. A pilot is waiting there. He'll take you to the Lagoon.



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Blue Lagoon

Cover Fire

Kendra gives you this mission. It's good experience. To the east, there's a large gate in the fence and a ladder leading up to a turret. Climb up and pick off the Viperwolves. This is pretty easy stuff and there isn't much technique to it.



Legwork

Talk to Kendra again. Hop in the buggy right nearby, and head southwest down the road. There are a few Viperwolves, which you can mostly cruise past and ignore. Part of the way there, you'll find a part where the path narrows and you have to abandon the vehicle.



There's an ammo station right at this point, and then you can proceed on foot. You'll have to fight some Viperwolves, so stay aware of your surroundings. Your goal isn't far, just around the corner under a waterfall. Dalton is waiting.



Fine Tuning

Talk to Dalton. Head back to where the ammo station was. Your destination isn't far, it's a clearing with little to no hostile presence and a spot to plant the device. Couldn't be simpler. Return to the base in the north when you're done.



Keeping up with Kendra

There's a man waiting at the base who informs you that Kendra has moved on. Hop in the Gator (the small boat) nearby. The trek south is uneventful. The Gator isn't combat ready, but there are no enemies to bother you. When you reach the base, head south a bit to find Kendra.



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Blue Lagoon (cont.)

Mending Fences

Dalton's just a few meters away, this is just a set up mission.

Dog Whistles

Dalton tells you to reactivate a pair of repulsors. The first is just a hair to the east and you can even hoof it if you want. There are a couple Viperwolves milling about, but no big deal. The second one is a bit further south and you'll want to take the Gator. A pair of more powerful Viperwolves is guarding it, but they're easily dispatched. Return to Dalton when you're done.



A Change of Scene

Kendra orders you up the stairs and inside to the link bed. You'll switch to the Avatar and then you can return to Kendra.



In the Rough

As you leave the base, check out the **Tree of Vision** (1/6). Head west from the base. About halfway to your goal marker there's a base and another **Tree of Vision**. Viperwolves will show up not long after this, but you can avoid fighting them by just running. Finally, as you enter the base, you can find a third **Tree of Vision**. Their locations are marked on the map below. Talk to Dr. Harper to end this mission.



Plant Sampling

A bit to the south there's a field with a lot of plants that are glowing green. This isn't much of a scavenger hunt, but it will help you recognize objectives in scavenger missions in the future. Head back to the base when you're done.



Continue north a bit. On the other side of the gate, hang a right, and not long after you'll get a cut scene introducing Tan Jala. There's also a **Tree of Vision** here.



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Blue Lagoon (cont.)

Fighting the Infection

Tan Jala gives you this mission. He tells you that you need to kill some infected Sturmbeests. As you enter the marked area, one of them will be waiting to greet you. Keep your distance, since these guys are huge and easy to hit at range. The second one is just a bit further into the yellow zone.



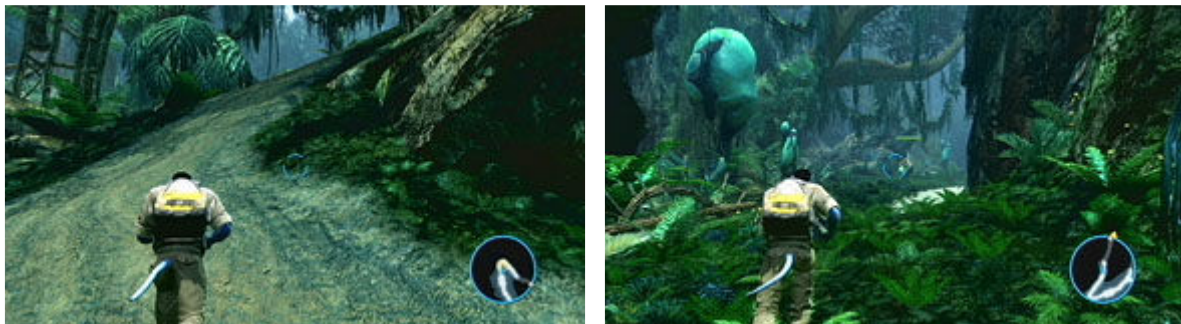
Optional Missions

This is a good chance to go clean up some optional missions. In the north of the map, in the center, there's a huge firefight that will help you rack up Viperwolf kills, Cell drops (random), and XP. Other than that, the challenges are mostly methodic patrolling, best done in conjunction with **Lift the Fog**. See map below.



The Mole

Back at the nearby base, you'll find your next mission. This is pretty simple. Head west to the relay point, and then trek north. Other than a few Viperwolves, there's not much notable action. Near the end of the path there's another **Tree of Vision** (5/6).



This is the moment of decision! After the scene, attack Harper or the humans. This will determine your course for the rest of the game. Jump to the appropriate walkthrough based on your decision.

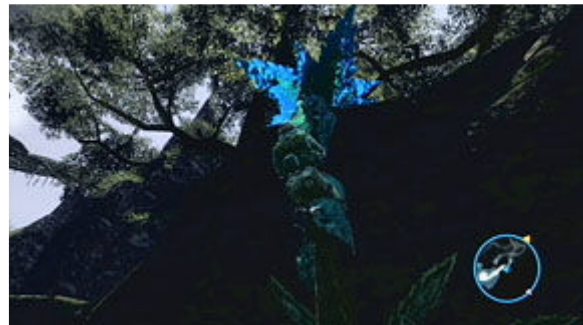
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Needle Hills

Man Down

Keep your distance as you gun down the two plants guarding the narrow rock bridge. Head west over the bridge. There's a vine to climb, and at the top you can post an A-Pod.



Things start to heat up a bit here. There are a lot of Viperwolves around, including a new cloaked variant. This area is a bit more intricate, and there's plenty of room to maneuver. The best tactic is still to keep your distance, especially with the flying enemies.



The next Ammo-Pod isn't far, and involves dropping down a bit. After this you go down the hill and climb a vine. There's plenty of combat up here, so be ready for an ambush. Right nearby there's a narrower route to another A-Pod.



Use your Assault Rifle to mow down the plants down below from out of range. There are more along the way, as well as small purple plants, some of which yield Cell Samples. From here the path is very narrow and linear. There's one more

A-Pod before you get to the base. Once in the base, just head inside through the small gate. Your contact is waiting inside.



Banshee Bait

Hop in the Scorpion (chopper) nearby. This is the first combat-ready vehicle you've had, and it's pretty handy. Head east, land and talk to Kendra.



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Needle Hills (cont.)

Scorpion's Sting

Stay on foot. There's a crashed Scorpion just nearby with the part you need to repair your missiles. Grab it and report back to Kendra.



Extermination

The Banshee nests look a lot like wasp's nests, and they're on the side of the islands. They're marked on your map, and there are more than the five required to complete the mission, so if you get lost, just move on. The Banshees don't really put up much of a fight. When you finish, head back to the base and go inside to find Kendra.



Bloated Stem Clearing (Optional)

This is a good opportunity to do this optional mission. Southwest of the base you can find Gauntlet Swamp, which is rife with these flowers. This is really dangerous if you rush in, but the Scorpion has superior range, so you can get out of range and then inch forward and take out the stems from a safe distance. There are more of them here than you actually need to complete the mission, so you don't have to be completely thorough.



Weird Rocks

Grab the Scorpion again (or a buggy if you prefer). This is a long-ish mission, and a reasonable challenge for once. There are three cave area marked on your map. Head for the one closes to the base first. When you get inside, some Na'vi will be running around. They're very mobile, so you need a good rapid fire weapon like the Assault Rifle, but they don't take much damage, so they go down quickly. Once you claim the crystal (glowing a bluish color and quite obvious) the cave begins to collapse, and the southern entrance is blocked, forcing you to bolt for the northeast.



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Needle Hills (cont.)

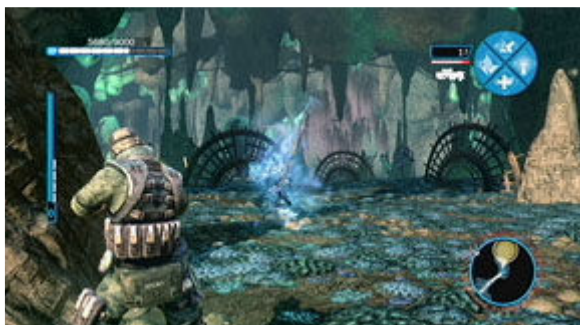
Solace Cavern is all the way in the north. There's a spot to plant an A-Pod at the southern entrance, and another near your goal. Once you grab the crystal, some Na'vi move in and you'll have to shoot your way out, but there's no dramatic cave collapse this time. There are, however, a number of guys perched on the crystals above, sniping at you, so take cover from these guys until you get a chance to gun them down. Exit west from this stage. Fighting all these Na'vi should more than complete the **Cell Sample Collection** objective.



When you finally get outside (heading south), there's a clearing to the east where you can plant an A-Pod, and there's a vehicle you can grab for the long ride south. There are plenty of stops along the way, if you want to get all the A-Pods or rack up XP. Eventually you'll come to Canonball Grotto. This gets its name from the pods on the wall that launch spores at you. Your dodge-roll is very helpful here, and you can speed-run through this cave more quickly than the others.

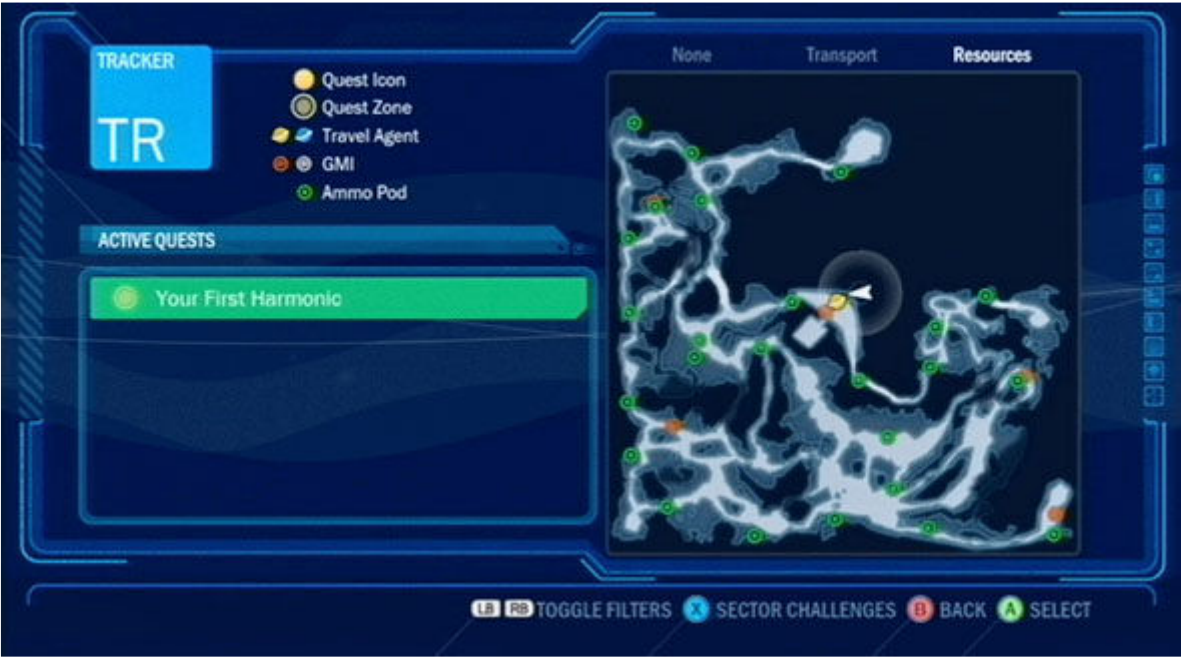


Willow Tomb is in the north, so you probably want to beam over there. There's a long, narrow land bridge into the cave. There are the usual Na'vi defending the area. If you lure them out the narrow entrance, they're fish in a barrel. There's a tree in the middle and around it there are three spots you can see of bare mud instead of rocks. Place the crystals on these spots to complete the mission.



Optional Missions

The last mission took you across most of the map, and you probably wiped out a good chunk of your optional mission quotas along the way. This is a good opportunity to finish up any you have left over. A map of all A-Pod locations is below, and GDIs are, of course, always visible on your map. Covering these should by itself be enough to complete **Lift the Fog**.



Your First Harmonic

Kendra is waiting just outside Willow Tomb. She'll send you back to base to meet up with Chacon. Talk to her and you'll board the Scorpion and take off back to Hell's gate for some story nonsense.

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Hell's Gate

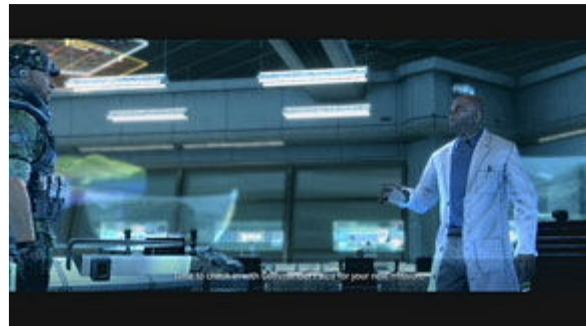
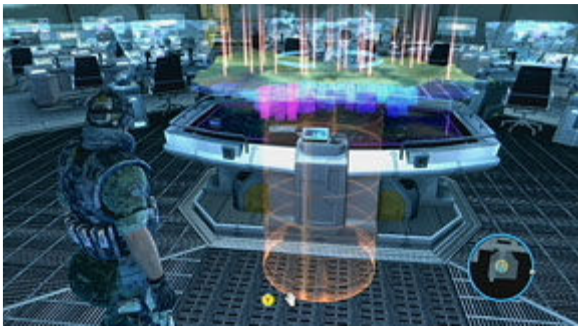
Your First Harmonic (cont.)

Just head downstairs to the area where Falco is and talk to the good doctor.



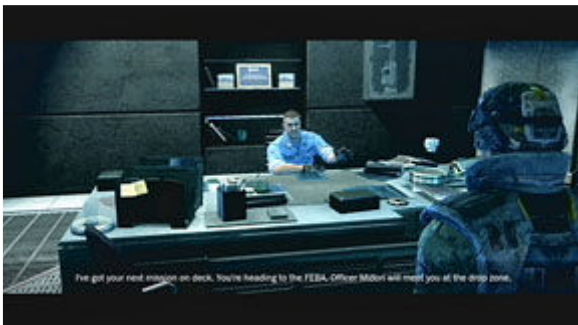
Harmonic One

Another non-mission. Just use the console right by where you are. Afterward, report to Falco.



The Forward Edge

Go back outside to Chacon and take off.



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The FEBA

Three in the FEBA

Talk to Kendra for this mission. You actually do this mission in parallel with others, so just initiate it, and we'll roll it into the rest of the walkthrough.



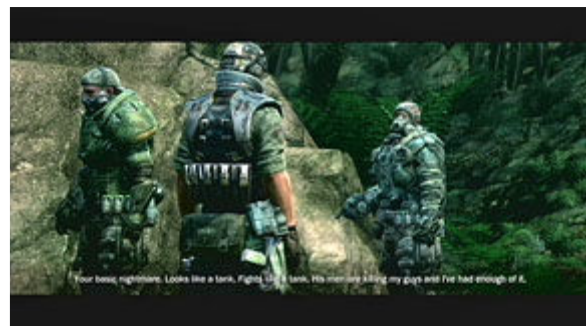
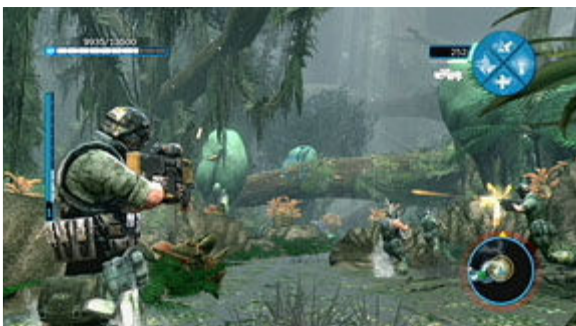
Hammered!

East of Kendra you can see another questgiver. He sends you just a click south to a clearing with a giant Hammerhead. This is a boss battle that works pretty much like a bullfight. When he charges at you just to do a dodge-roll to the side before he gets too close. The timing on this takes a little practice, since it feels like you have to do it a bit earlier than you should, but the fight is easy overall. Collect the shard when you're done and report back to complete the mission.



Lending a Hand

Go south from where Kendra was, and when you get to the southwest corner of the map, hug the right cliff wall and get on the high road. You'll find a bunch of your allies in a large firefight. The numbers are pretty balanced here, so if you're not trying to take on everyone at once, it's pretty easy. Talk to the squad's commander when you're done.



A High Price

For some reason actually collecting the shard has been split into a separate mission. It's a few feet away. Just grab it and report back.



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The FEBA (cont.)

Hitching a Ride

Head to Stalker's Valley in the southeast. This quickly switches over to another mission.

Enter the Den

The valley is long, winding, and linear. Be sure to activate the teleporter near the start so you can warp back when you're done. There are a ton of Viperwolves and not much else (at least in the animal kingdom), so no surprises. At the midway point, you can find some ATV's stashed.



The ATV's not going to last the whole ride, but you can have some fun with its missiles. The Na'vi move in now, and you can bust them apart good with your new firepower. Eventually you'll have to bail on the vehicle. From here on try to take advantage of narrower spots in the path to corral enemies.



Eventually you'll come to the Predator's Den. You'll meet a giant Viperwolf-like monster and he's none too pleased. This fight is actually a lot like the Hammerhead, except he's faster. Dodge like crazy and fire in between and you'll wear him down.



Afterwards, just grab the crystal and get to the chopper.



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The FEBA (cont.)

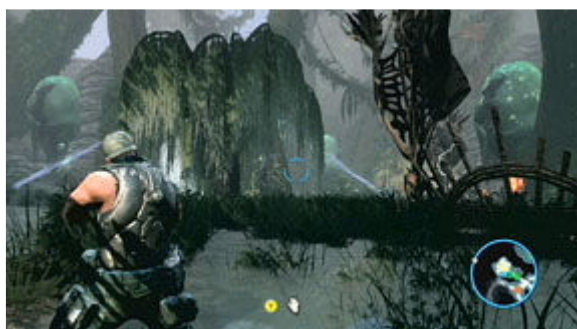
Three in the FEBA (cont.)

Now that you have all three crystals, you'll have a new question mark on the map. This is Kendra's location, in a remote outpost by a GDI. She's inside.

Your Second Harmonic

Head west and then north for the path of least resistance, although you're going to want to cover the area eventually

anyway. When you get to the willow tree, you'll have to walk around and find the three spots where the ground shaking is the hardest.



You've got a small boss fight with Beyda'amo after this. His patterns are similar to other Na'vi, but he takes a lot more abuse and of course he can cloak. Technique-wise, there's not a lot to say. Hit hard, and keep your distance. Accuracy is the real key to success.



Optional Missions

By now you should pretty much have all the GDI's activated, which makes it a good time to do a patrol of the area, lift the fog, and find the A-Pod locations. They're marked below.



Back to Bedlam

Talk to Kendra. She'll send you back to Hell's gate for more story stuff.

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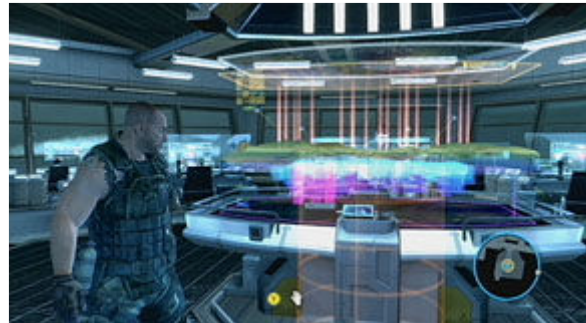
Hell's Gate

Back to Bedlam (cont.)

Go downstairs and talk to the good doctor.

Harmonic Two

Use the console. Talk to Falco after.



Bogged Down

Time to head out.



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Grave's Bog

Pillage the Village

Head east from where you land. Not long into your trek, the Na'vi move in. The first fight is a token battle, but about halfway through, there's a big fight in a lagoon. Don't move in here, you can be easily overwhelmed. Stay on the bank and bring the enemies to you in a relatively single-file fashion that's easy to handle.



There's another smaller battle at your target destination, and you can grab the crystal here.



You've got a mostly uneventful trek east to reach the base where Fulson is waiting to give you your next mission.

Hold the Line

This is a base defender mission. Since the Na'vi only break down one gate at a time and each is equipped it's own A-Pod nearby, this is a very controlled mission, and if you get into position quickly, you can pretty much mow through the enemies. Just don't wander out of the base or stand by the wrong gate and you'll be fine.



When the east gate opens up, you can climb up on the turret for even more efficient killing.



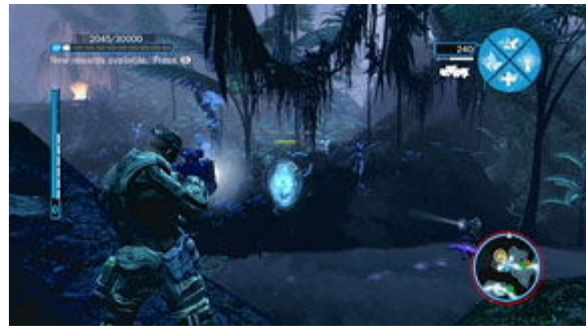
Stampede!

Hop in the Swan in the south of the base. You'll have to get in the back. This is a long rail shooter mission. You'll mostly be hunting Sturmbeests, which aren't a big threat and easy to hit. At one point, the vehicle stalls out and you'll have to pick off Na'vi from all directions, and then you'll continue your long trek. Consider retracing this area for the A-Pods if you care about that sort of thing.



A Piece of the Puzzle

Head to the village in the east. The approach is pretty quiet, but when you near the target bear left and use the rocky high ground to your advantage. From here you can pick off the Na'vi and fall back behind cover when needed. When the coast is clear, collect the shard from by the willow.



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Grave's Bog (cont.)

Shadows of a Shard

Kendra gives you this mission. Make your way to the lagoon marked on the map. Off to the left when you enter, there's a GDI, an Ammo Pod, and a turret that will help you take out the Sturmbeests, but you might find it easier to shoot from the narrower paths, since it tends to be safer. In the trailer near the GDI, you can find a highlighted item to collect. You'll have to rendezvous in the center of the map.



Beating the Blues

This time, the resistance as you head to get the crystal is deceptively weak. Once you claim your prize, the heat comes down. For this reason, grabbing a vehicle for your escape can be a good tactic. If you want to fight, do it from a safe distance, because being surrounded by Na'vi is impossible. You can rendezvous at the tent nearby, which is a safe location.

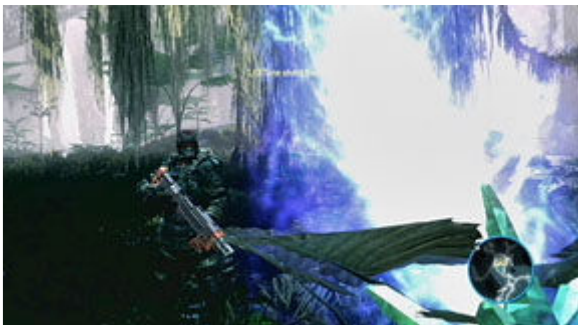


A Third Harmonic

Time for another boss fight. Tan Jala has one accomplice, which should be taken out as quickly as possible. He's strictly a melee fighter, so whip out your shotgun and go for headshots when he rushes in. He'll recoil when hit, which helps to control his approach.



Afterwards, you need to place your crystals by the tree. Find them using the controller's rumble like usual.



Optional Missions

This is your time to meet your quotas for the optional objectives. The quotas for 100% are way, way low in this stage, so if you find a particularly difficult stretch, just try somewhere else. For Lift the Fog you only need what seems to be around 80% this time. Consult the map below for A-Pod locations.



When you're ready for more story garbage, rendezvous with Kendra in the east.

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Hell's Gate

Headed Home

You know the deal by now. This is just filler. Go downstairs and talk to the doctor.

Harmonic Three

Use the console, then talk to Falco. If not for the upgrades I could be recycling screens here.



Lost in the Gardens

Move out.

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The Hanging Gardens

Invaders

This is another defense mission, and it's pretty chaotic. You have to personally kill 10 Na'vi. The best bet is to grab the AMP Suit and wreak some havoc. The Na'vi tend to gang up on your allies, so these are golden opportunities to knock down a bunch at once. Even after the mission is complete, you'll have to clean house before you can move on.



Pest Control

Grab a buggy and head east. If you take the more northern path that leads to the big clearing, you'll have to contend with a Hammerhead. Fight him exactly the same as you did before.



The camp is just south of this. The first repulsor is just inside the gate, and will help you secure the area. The other is on the right wall near the opening.



Demo 101

You need to go way southwest for this one, so grab the nearby Buggy. The ride there is fun. There isn't a lot of resistance, but you'll need to keep your speed up because there are some big jumps you can easily miss. The camp itself is not much trouble, just find the demo pack.



Once you've got it, you'll need to make your way back east. The easiest way is to head north to the nearest GMI and beam over.

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The Hanging Gardens (cont.)

Excavation

Just plant the two charges and get out of the way. Once the walls are blown, the Viperwolves move in, so grab the AMP Suit or find a good position to fight from. With the suit, you're practically invincible against these guys. Alas, they just keep on coming, which is good for XP farming, but you still have to initiate the next mission to move on.



Hounds Unleashed

You need to collapse the dens. There are two at each of the locations marked (four in all). Plant the charges and scam.



Jerry-Rig

Grab a Buggy, and head east to the marked point. Grab the box and then take the north path. Don't try to approach the new target from any direction except southeast, as it's inaccessible. You'll have to cross a large tree and shoot out the plants before you get near them. You'll need to ditch the Buggy, but there's another on the other side, so it's no biggie. Examine the antenna installation to complete the objective.

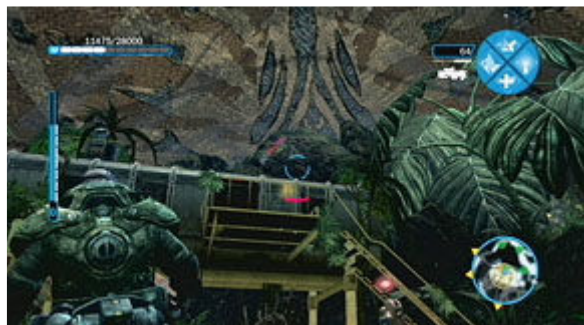
Hunting Harper

Return to The Drop to get this mission. Queue up the next mission (Seeking Shards) while you're there. Head westward for the first one. You need to kill the avatars. It looks like any other Na'vi and it's no more powerful, but there are many other Na'vi around. He's the one with the yellow icon over his head.



In the southwest of this zone, there's a trailer that you need to investigate. The man you woke up is waiting like a sitting duck. Kill him to finish this leg of the objective.

You have to do the same thing in the north. The trailer is easy to spot, as it's right by the GDI. Fish out the Na'vi with the conspicuous vest and then kill his human equivalent at the trailer. The GDI is right there for your trip back to base to finish the mission.



Beginning			Human Walkthrough				Na'vi Walkthrough		
«	18	19	20	21	22	23	24	25	»

The Hanging Gardens (cont.)

Seeking Shards

You have to collect three shards. AGAIN. Unimaginative writing at it's finest. Let's take on the southeast one first. As you approach there's a swarm of Na'vi. There are so many, that you really need the Standard Issue Rifle, because the short bursts of fire and heavy damage are all that will be effective.



The place marked on the map is a spiral rock formation. You'll have to run around the perimeter of the rock and hop the gaps to reach the top and claim your prize.



The southeast shard is in a valley, and it's theoretically only approachable from one direction, but if you're careful you can jump down on the rocks a bit at a time. There are four charges to plant and behind one of them is the shard. The other four have V-Dogs.

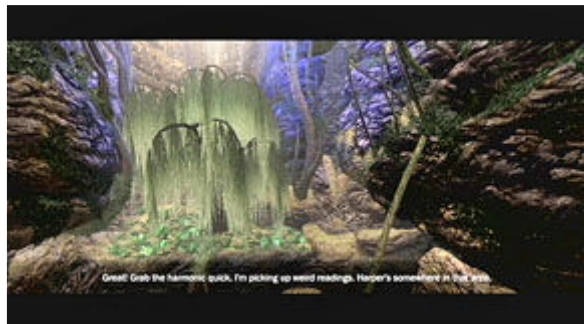


The last one is in the north, guarded by Navi, so pack a rifle. It's on a path all the way on the north side, pretty easy to get to.



A Fourth Harmonic

The area in the northwest is very dense, and difficult to navigate by Buggy, so you'll probably want to hoof it. You can't actually reach the Harmonic, but head to the tree bridge marked on the map to trigger a cutscene. Rendezvous with Batista nearby.



Taking it to Them

There's an ATV nearby to the south. Grab it. Use it to blow the barrier and head into the cave.



Beginning			Human Walkthrough				Na'vi Walkthrough		
«	18	19	20	21	22	23	24	25	»

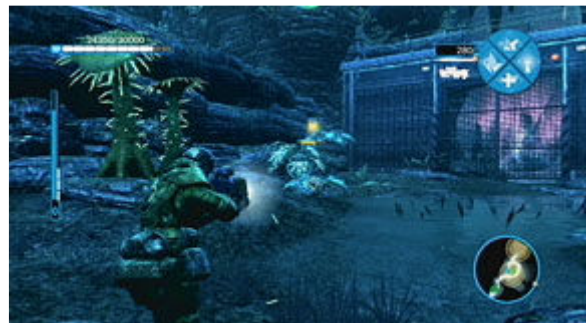
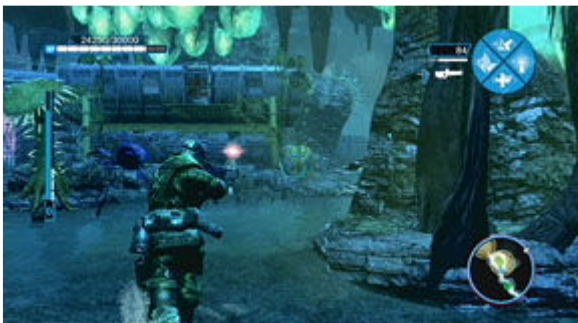
Lost Cathedral

The signal

Head for the central area of the cave. Harper and his accomplices will be running around you on the upper level in a circular pattern. The Standard Issue Rifle is really the only viable weapon here. Keep moving and keep scanning all around you. The little guys should go down with relative ease, and Harper will go down after a few solid hits.



Now you have to assassinate Harper's real body. You'll find him in the east. This one is more intimate combat, so use the Assault Rifle. If you focus on Harper himself, you can take him out in a few seconds.



A Fourth Harmonic (cont.)

Just beyond Harper's trailer is the final Harmonic. Place the shards as usual. Afterwards exit, and you'll magically appear back at The Drop.



Optional Missions

This is your time to go finish up your optional quests. There's a mission to kill three hammerheads, and there are indeed only three on the map, but they respawn every time you load up the game, so you can fudge your way around this. They are located in an open area in the center of the map, another larger area just northeast of there, and at the northernmost area in the map. Consult the map for A-Pod locations.



Beginning				Human Walkthrough				Na'vi Walkthrough	
«	18	19	20	21	22	23	24	25	»

Hell's Gate

Back to Base

Head back, one more time. Talk to Kendra.

Harmonic Four

Go inside, and use the console where Monroe used to idle. Head back out and talk to Kendra.



Backstabbed

Move out, soldier.

Beginning				Human Walkthrough			Na'vi Walkthrough		
«	18	19	20	21	22	23	24	25	»

Plains of Goliath

A New Boss

You get this mission from Winslow, near where you land. He sends you north to rendezvous with Quaritch. AMP Suits are the vehicle of choice in this stage, so grab one and head north. There are a lot of Na'vi along the way, but they're not much match for your suit. The blues keep on coming, so don't try to be a completist. Keep on moving. By the time you reach the base you'll probably have 2/3 of your Na'vi kill quota down.



Battle Plans

This mission is solved passively by following the other missions. Just make sure you've made contact with all the questgivers and you can't get stuck.

The Scout

After you initiate Battle Plans, talk to the soldier nearby to get this mission. Grab an ATV for this leg of your journey. You have to approach your destination from the west, so go by way of the Gamma Line teleporter. There's a Hammerhead in this area, which is better handled on foot. Before you finally reach your destination, you will have to fight a large group of Na'vi in a field.

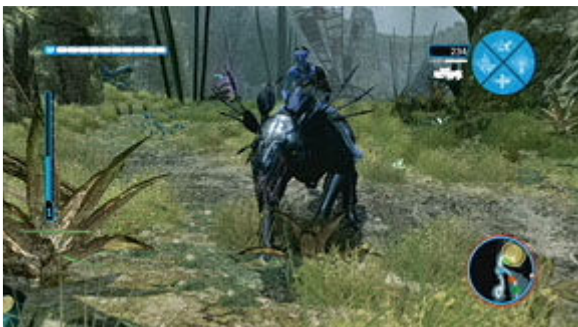


Now, you have a choice, once again. This will determine your ending. We're going to stick with RDA all the way. Consult the Na'vi side of the walkthrough for the other side. Obviously you'll have a little fight on your hands this way, too. Hop in the chopper to zip back to base quickly.



The Savage

Head to the southwest. There's a point where you have to climb a vine to continue. This is a boss fight. Hukato is mounted on a Predator. Fight him like you would any other Predator until the mount goes down. Assault Rifle is best. After that, you'll have to fight him on foot, and more Na'vi move in to back him up. Switch to your Standard Issue Rifle and sweep them up.



Afterwards, report back at the base and then grab the Scorpion on the pad. You'll have to fly all the way northeast. Land on the pad and talk to your last contact.



The Hunter

Raltaw is due west. You can take the Scorpion or hoof it. It doesn't matter. You'll have to climb a vine to reach the plateau where he's waiting. He's the most difficult of the bosses you've faced yet in this stage, since he's a hunter type and his arrows can knock you over. You'll need to use a lot of dodge-rolls to evade his shots. The Standard Issue Rifle is definitely the weapon of choice, especially since you'll want to keep your distance. Afterwards, report back.



A World of Hurt

Head on out.

Beginning			Human Walkthrough				Na'vi Walkthrough		
«	18	19	20	21	22	23	24	25	»

Tantalus

Hunting Party

It wouldn't be fair if you didn't get a chance to take the Dragon for a spin, would it? Get in. The flight is actually pretty leisurely. Just follow the highlighted strip on the map. It's just a quick stroll to your contact once you land on the big pad.



If You Can't Go Around...

Grab the explosives before you head out. Take the AMP Suit and trek around the long way. There are a lot of Na'vi to mow through, and they keep on coming, so keep moving.



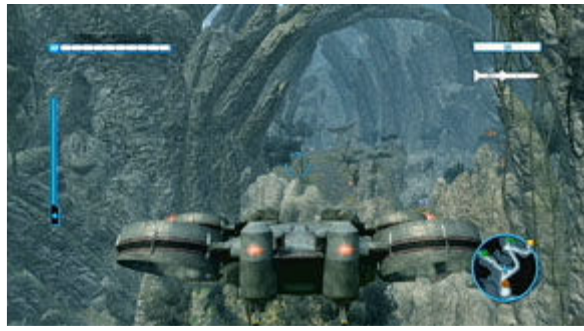
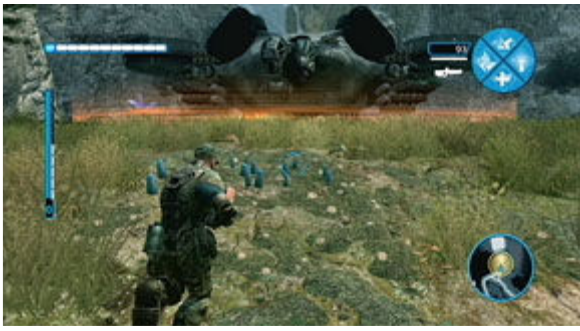
When you reach the target zone, you have to defend the area for four minutes. This is easy. Even if you do die, the timer keeps going. Stay close to the A-Pod, since you're going to chew through ammo, and favor the Standard Issue Rifle.



Afterwards, you can move in and place the charges along the wall. Hang a right and up the hill. The charges blow and you can now rendezvous and get your next mission.

Coda

Grab the Dragon and float north. You can land on the floating island, and head into the Well of Souls.



The final showdown with Falco is a bit of an anticlimax. Use the Assault Rifle and go for headshots to get him pinned down, and then switch over to the shotgun as you close in to close range. You can use the shotty to keep him on his ass the whole time.



Beginning		Human Walkthrough	Na'vi Walkthrough
Na'vi Walkthrough			
23	Iknimaya		
24	Iknimaya (cont.)		
25	Hometree		
26	Swotulu		
27	Swotulu (cont.)		
28	Swotulu (cont.)		
29	Hometree		
30	Toruka Na'ring		
31	Toruka Na'ring (cont.)		
32	Toruka Na'ring (cont.)		
33	Hometree		
34	Va'era Ramunong		
35	Va'era Ramunong (cont.)		
36	Va'era Ramunong (cont.)		
37	Hometree		
38	Kxania Taw		
39	Hometree		
40	Plains of Goliath		
41	Tantalus		

Beginning			Human Walkthrough				Na'vi Walkthrough		
«	18	19	20	21	22	23	24	25	»

Iknimaya

First Impressions

Marali is just over the bridge. Also take this time to get acquainted with your full Na'vi arsenal. Marali sends you just a bit north. Grab some arrows and then shoot across the gap at the targetable object (a plant of some kind).



It opens up new platforms, and you can hop across and get the plant. Now you can talk to Beyda'amo.



Retaliation

Marali sends you on a large fetch quest. The locations of explosives are marked all over. The first is right beside her. After this you'll have to fight your way down a canyon. The swords work well in these relatively constrained quarters. There's a Tree to activate near where you finally claim the seventh one.



Now you can climb down the vine and raid the base. This is a job for your arrows. Snipe out the gun tower, and pick off as many humans as you can from a safe range before you move in and plant the charges.



Cloud Walk

Beyda'mo sends you a bit north. You'll pass through what appears to be the target area on the map without event. That's because this is a long, spiraling climb. Scan the area for vines with an orange highlight, and keep heading uphill. About halfway through, there's a cutscene.



After this point, you'll have to deal with a few scattered RDA forces, but mostly things progress as normal. Eventually you'll reach the Banshee nest, where you can hitch a ride.



Beginning			Human Walkthrough				Na'vi Walkthrough		
«	18	19	20	21	22	23	24	25	»

Iknimaya (cont.)

This is more or less a tutorial to help you get a grip on controlling the Banshee. You'll have to fly between beacons, which you can see as giant torches. You don't have to touch them, just pass over them at any height. Eventually you'll land

back where your journey started.



Blinding Eyes

Grab the Banshee again for east travel. The one in the north is an easy warm up. You can tackle the turret on foot and then blow the box at the base of the tower.



Now go to the southeast one. Perch a bit out of range to the west and snipe out the gun towers with your arrow. This will make it an easy kill, but if you rush in, it can be a pain.



The last one in the southwest is best approached from the north. Take out the Turrets on the ground from a distance. As you move in for the detonation, you'll have to pick off a couple towers nearby, but there's cover so you don't have to be exposed.



The Last Link

Climb the vine near Harper and run across the bridge. Climb up a few more vines until you can jump on top of the Dragon. Stand near where the yellow emblem is and use the interact button to deal some damage.



It moves just over yonder. Climb down and run over to the next set of platforms and repeat the same process. You'll have to do it a third time to complete the level. There's not a great deal of danger here, but you will have to contend with a few enemies. Because of the low numbers, it's a good occasion to waste machine gun ammo on them.



Beginning				Human Walkthrough				Na'vi Walkthrough	
«	18	19	20	21	22	23	24	25	»

Hometree

Fight to Swotolu

To start with, go to the large spiral in the middle of the tree. Go up the spiraling roots and talk to the old woman. Now meet with Tan Jala nearby. He sends you to Swotolu.



Beginning			Human Walkthrough				Na'vi Walkthrough		
«	26	27	28	29	30	31	32	33	»

Swotulu

Looking for Lungoray

The shaman gives you three sites to investigate. Head for the closest one. There's not a ton of cover here. The machine gun works well, but the staff is the best if you're conserving ammo. You'll have to ID your enemies from a distance and move in quickly. Just step up onto the trailer steps to "investigate."



Near the second one you'll find an AMP suit. Luckily you won't have to go it alone, so while your Na'vi brothers are swarming it, strafe it and attack it with a staff special. This site and the last one are large ground areas that you can kind of tag and retreat, which might be wise in light of the vehicular defenses.



After this you can meet with Mekenei a bit to the north.

Bite the Dust

Smash through the gate nearby. There's a body to inspect nearby, but it disappears. There are four more. The southernmost one is the one you want. Smash the wall and go inside and talk to Unihey.



The Great Destroyers

Take a quick sweep, preferably with the machine gun to get the humans out of the way, and then run in front of the bulldozer, and shoot the small control box on the top with your arrows or gun. Repeat for the second one in the same exact manner.



Afterwards, you have to take out a control tower. This is actually quite easy. Just use your bow to shoot out the blue spores on the tree right next to it and the whole thing will blow. Now return to Unihey.

Beginning			Human Walkthrough				Na'vi Walkthrough		
«	26	27	28	29	30	31	32	33	»

Swotulu (cont.)

Jailbreak

Approach the camp. Use your arrows to take out the guards in the turrets before breaking through the fence. Once inside, use the tanks nearby for cover and use the machine gun to take out as many enemies as you can. Hit the switch to free the Na'vi inside, and then return to Unihey.



Wrench in the Gears

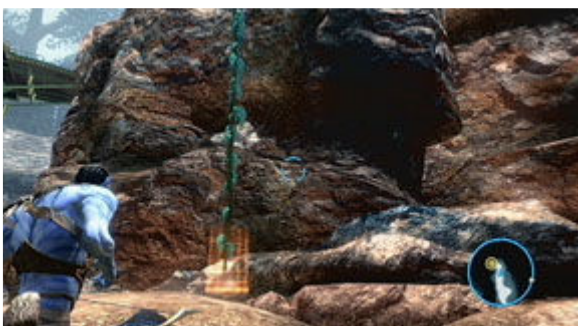
Make your way to the base entrance and bust through another fence. Look right and take out the gunners on the fence. Proceed to the gate and use the staff to take out the marines defending it. Flip the switch to head down.



You'll have to fight three AMP Suits at once. Use Titan's Bash and liberal staff combos and specials to try to take them on together and deal damage to multiple suits at once.



Now head down the canyon on the right and climb the vines up. From here you can jump on top of the generator and do a quick staff takedown of the enemies and flip the switch to blow up the generator.



The Willow Way

There's a series of willows that make for a little trail. It's pretty simple. You'll be ambushed by a Scorpion at one point, so kill the enemies as soon as they get off. At one point you'll hit an apparent dead end and you'll have to smash a rock wall.



Beginning				Human Walkthrough			Na'vi Walkthrough		
«	26	27	28	29	30	31	32	33	»

Swotulu (cont.)

You'll go through Willowgate, and you'll have to take on some Sturmbeests. The Staff gets the job done, but the key is dodging regardless of your choice of weapon. The Shaman is just around the bend.



Shard Hunt

You have to claim three shards. The nearest one has the weakest defense and you can claim it fairly easily. The northernmost one is guarded by an AMP Suit and a bunch of marines, so consider charging in with your gun blazing.

The last one has an initial line of defense, but the immediate vicinity, but not as many near the shard itself, so if you ride a horse in, you can rush right through to claim your price. The Shaman waits just to the south.



Your First Song

Walk a perimeter around the tree, about 40 feet away. There are three spots where you can feel the ground pulsing. You can place the shards here.



Heading Home

Just take either travel spot back to Hometree.

Beginning				Human Walkthrough			Na'vi Walkthrough		
«	26	27	28	29	30	31	32	33	»

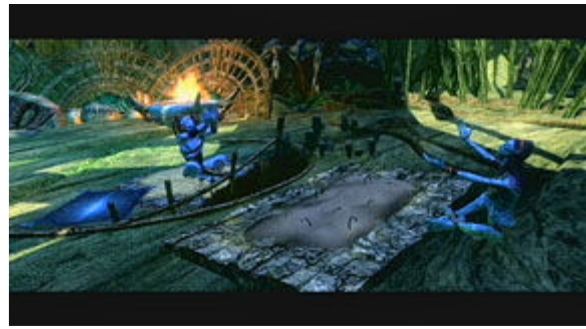
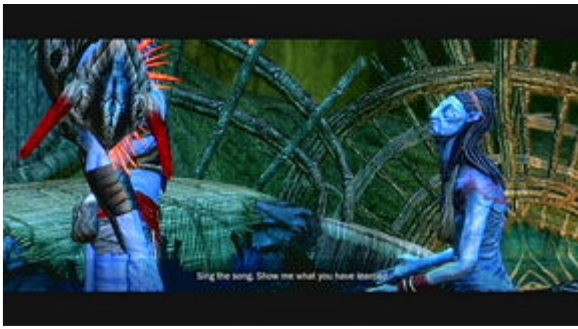
Hometree

Heading Home

Talk to Tsahik at the top of the spiral roots.

First Verse

Just step into the shiny spot a few feet away. Talk to Tsahik again after, and then to Tan Jala.



Flight to Toruka Na'ring

Move on out.

Beginning			Human Walkthrough			Na'vi Walkthrough			
«	26	27	28	29	30	31	32	33	»

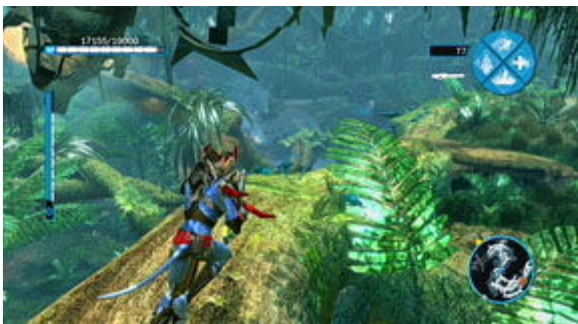
Toruka Na'ring

Animal Rescue

Head across the big branch and down the path. Use the staff to make quick work of the Viperwolves. As you approach the camp, you'll have a high ground advantage. Shoot down below with your arrows. When the Scorpion shows up, switch over to the machine gun and take it down as quickly as possible. Return to Marali nearby when you're done.



Leave the camp via a branch leading up and out. You'll take this high road to another fight. While you still have the high ground advantage, fire down at the marines and AMP suit below. The trek is longish, and there will be one more fight where you will not have high ground, so you may need to hit and run this part. Beyda'amo is waiting on a ledge.



Pound the Piñata

The Dragon takes off right away. It floats around aimlessly for a few minutes, so climb to the highest point you can (there are vines all over) and wait for it to drift below so you can jump on it (this isn't necessary, but we find it easiest since you'll be out of range of all the hostiles. Fire arrows at the Dragon's rotors until all four are down (pretty amazing how it stays up with only one left, no?).



Afterwards, you can smash the controls on the two cages to free the wildlife.

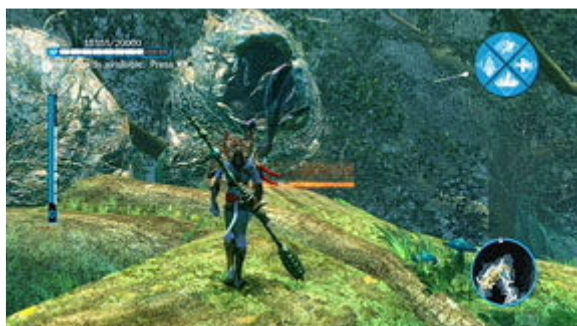
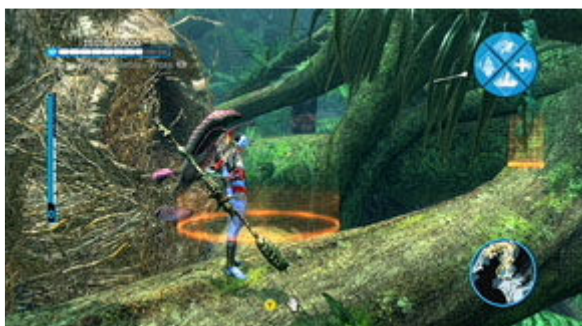


Beginning				Human Walkthrough			Na'vi Walkthrough		
«	26	27	28	29	30	31	32	33	»

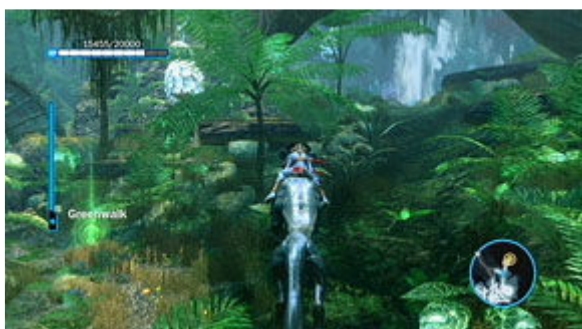
Toruka Na'ring (cont.)

Nice Kitty

Climb the highlighted vine below where you see the first plant. Claim the plant and then climb the vine to the right. You'll have to navigate these big branches and not fall down to the ground to get the rest of them. The fungus ledges help to mark good jumping off points for reaching other branches.

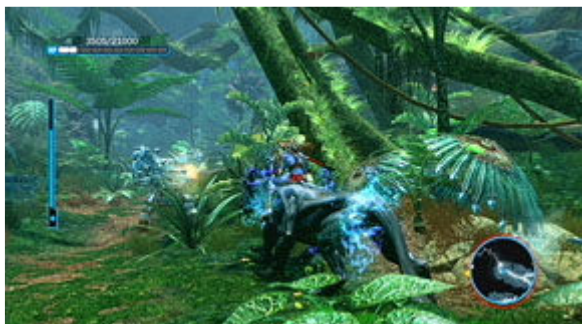


When you're done, return to Beyda'amo and mount the Thanator. Nearby there's a crystal you can grab. Return to B after you have claimed it.



B's Orders

Mount your Thanator and head north. Your Battle Cat can attack, which helps a lot in taking down the AMP Suit just ahead. When you reach the branch bridge, you can ditch the Thanator, because it's hard to navigate and there's another on the other side. There's one more big fight with an AMP Suit before you reach Tan Jala.



Sacred Ground

This is just an all-out brawl. You have to kill 30 enemies. The initial round of infantry go quickly, but then 4 or 5 AMP Suits swarm at once. If you still have your Thanator, you're in good shape, but otherwise you need to make judicious use of your special abilities, especially Titan's Bash. After this, a bunch of trained Viperwolves move in, but they're just an easy way to the goal.



Afterwards, just grab the crystal, and then head east for your next mission.

Beginning			Human Walkthrough				Na'vi Walkthrough		
«	26	27	28	29	30	31	32	33	»

Toruka Na'ring (cont.)

The Bad Place

Go north and speak with Beyda'amo. You'll have to trek through a large RDA base full of controlled animals. Most of these are Viperwolves, which are chumps if you use your staff. The real challenge here are the two Thanators, which, luckily, you get to fight separately. You can rough them up a bit with the staff, but when push comes to shove, the gun is the best way to handle them. Learning the timing needed to dodge their charges is the key to success regardless of what weapon you use.



The Vu'long Trail

Trek north. When you get to the big open area with the AMP Suit, you'll find the geography stacked against you. Off to the right there's a higher area for sniping, but the best way through this is just to use your invisibility to slip through. The crystal itself is poorly guarded.



After this you have to head all the way north. This isn't an easy trek either. Liberal use of invisibility can save you a lot of trouble, since you've probably hit your XP and kill quotas for your side missions already. Tan Jala is waiting with the others.



Your Second Song

Place the three crystals around the tree as usual.



Home is Where I Bring the Song

Use the tree to teleport back to the beginning of the stage and head home.

Beginning				Human Walkthrough				Na'vi Walkthrough		
«	26	27	28	29	30	31	32	33	»	

Hometree

Home is Where I Bring the Song

Check in with Tsahik in the usual place.

The Second Verse

Same as the first. Just step into the light and then talk to Tsahik.

Flight to Va'era Ramunong

Talk to Tan Jala and then head out.



Beginning			Human Walkthrough				Na'vi Walkthrough		
«	34	35	36	37	38	39	40	41	»

Va'era Ramunong

Scattered Shards and a Song

Just talk to Swawta nearby. This objective will be solved as we go along with the others.

Stepping Up

Trek north. You'll have to take out three RDA sites in order. The first is very easy, just a turret and a few marines. The second has a Swan to contend with, but if you can shoot out the gunner, it's not going to get much done. The last one is in the north. Destroy the vehicles for XP regardless of if they're a threat. Talk to the Na'vi nearby to complete the mission.



Lifeline

Take the high road east. It's a quiet stroll to Fmilam.



This is an escort mission (Oh no!), but it's pretty easy. You can talk to Fmilam to make her stop or follow. Leave her behind at first and cut a path, and then bring her along. After this, the danger isn't too bad.



When you finally get back, an AMP Suit follows close behind, but it's alone and you should have no problem making short work of it.



Beginning			Human Walkthrough				Na'vi Walkthrough		
«	34	35	36	37	38	39	40	41	»

Va'era Ramunong (cont.)

Go, Go

Climb the vine. As you approach, a Scorpion drops off some troops. This is easy. Slice through the handful of enemies, claim the shard, and then find the wounded woman nearby.



A Lead...

Grab a Direhorse and dash for the southeast corner. Talk to the Na'vi man there.

First Aid

The Cilliphant leaves are from those purple plants with the whipping leaves. You have to gather them without killing the plant. There are Sturmbeests around, so use invisibility to slip by without fighting, since there's no need for combat in this mission.



A Tribe Reunited

Go to the site with the injured Na'vi. If you use invisibility, you can once again complete this mission quickly, as the only combat involves a handful of defenses and approaching them is the hard part.



Rally Point

Just head a bit northeast and talk to the Na'vi.

A Shard Well-Earned

The Na'vi blow an entrance into the cave. There's an AMP Suit and plenty of marines waiting inside, but it's a short run to grab the shard. Because of this it's best to use the machine gun. Meet your friend just outside of the entrance when you're done.



Beginning				Human Walkthrough				Na'vi Walkthrough	
«	34	35	36	37	38	39	40	41	»

Va'era Ramunong (cont.)

Death Trap

Head north. There's moderate resistance. Slip in with invisibility and make the kill with the staff. When you get to the burnt out area, you'll have to take the high road. Beyda'amo is waiting in a secure area.



Beyda'amo's Rage

Head to the designated spot and start cutting down marines with your staff. After six fall, an AMP Suit drops, but it's unaccompanied, so just circle it and whack it like usual. Return to Beyda'amo when you're done.



The Decoy

Meet Beyda'amo way in the northeast. It's an uneventful ride.

Score!

From the area by the Tree of Vision, you can snipe out some initial defenses below. Go down and stay right and enter the cave. There's a guy with an RPG on one of the crystals above. Keep moving until you get a clean shot at him with the bow, and try to knock him off his perch. Use that very same crystal as a ramp to get up to the higher level where you can claim the crystal.



Shattered Shards of a Song (cont.)

After the mission is complete, beam over to the northwest and take the diagonal route into the center. This leads to a bridge taking you very high into the air. Tan Jala is waiting.



Just beyond, you'll find the next tree. Place the crystals as usual. Now you can meet up with Tan Jala on the periphery of the island.



Beginning				Human Walkthrough			Na'vi Walkthrough		
«	34	35	36	37	38	39	40	41	»

Hometree

You know the routine here. Go see the old lady.

Third Verse

Walk into the light, check in, and then talk to Tan Jala.

Flight to Kxania Taw

Same lazy writing. Head out.



Beginning				Human Walkthrough			Na'vi Walkthrough		
«	34	35	36	37	38	39	40	41	»

Kxania Taw

Pressing On

Saddle up a Direhorse and ride northeast. You can rush right past the strife, and the path is simple. You'll have to smash a gate at one point. When you arrive at your destination, RDA forces destroy your prize before you can claim it.



Head east and find Beyda'amo in a secluded area near a Tree of Vision.



Shard Study

Continue west from Beyda'amo and follow the path south, once again on horseback, without stopping to fight. If you do find yourself on foot, just use invisibility to slip through the lines. Find your way back north after.



Bloodlust

Go west and then north. Maintain a gallop the whole time, and make sure to activate the Tree of Vision along the way. Bayda'amo is waiting as usual.



Following the Herd

Head into the base on foot. Use the gun to take down the Scorpion quickly, and then you'll have a much easier time. You have to kill 10 soldiers. Use your healing, invisibility, and dash to get some relief between bouts, and if you pace yourself right, you won't die during the fight. At the end of the fight there's a crystal specimen in a jar in one of the hangars. Check it out to trigger the next objective.



Mount up and head east. You can rush through most of the chaos until you see B again. He's ambushed by an AMP Suit, so take it down in the usual way.



A Fourth Song

You don't have shards to place this time so just approach the tree. Afterwards talk to Beyda'amo.



Hometree Bound

So ends this surprisingly brief stage.

Beginning			Human Walkthrough				Na'vi Walkthrough		
«	34	35	36	37	38	39	40	41	»

Hometree

Hometree Bound (cont.)

I bet you know where to go.

Fourth Verse

Yup, get some light and talk to Tsahik.

Old Friends and Foes

Talk to Kendra near the entrance. Go find Tan Jala on the top level.



Flight to Kaolia Tei

Off to the next level.

Beginning			Human Walkthrough				Na'vi Walkthrough		
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Plains of Goliath

A Warrior's Task

There are two Na'vi to speak with, which each give you a different mission. We'll start with the nearer of the two.

The Demolisher

Head East. About two-thirds of the way down, you'll start to encounter hostiles. Try to be a bit of a completist here, and make sure to take out turrets and vehicles. Batista is camping near a few turrets. Once they're gone, he'll be very vulnerable. Although he can knock you over with a gun, he's pretty vulnerable without the back up. That doesn't mean he can't take some punishment, so use the staff and stay right on him so he can't get away and heal. You have to make your way back after to complete the quest.



The Commander

Your second boss mission can be had in the southeast. Ride down there on horseback. There's a lot of chaos going down, so it's really best to ride past it rather than try to fight. When you reach the base, knock out the turret and any marines near Winslow. He's exactly like Batista, so you have to pitbull him so he can't heal, use your specials and abilities and knock him out as quickly as possible. Using the Tree of Vision a bit to the northeast to return is easier than fighting your way back, since you probably lost your horse in the battle.



The Specialist

Near the start of the level, your Banshee is waiting for you. Mount it and fly north near the Tree of Vision to get the third

of your assassination quests.



Don't be afraid to hoof it to the battle site. This fight is a lot more chaotic than the others, but not necessarily more difficult, since you have a lot more Na'vi to help you out. There are AMP Suits all around, including once containing Savoy. Focus on these and kill marines incidentally. Destroying Savoy's AMP Suit isn't enough to finish him off, so you'll have to corner him and keep him down before he gets to regenerate just like the others.



Riding the Storm

This stage ends much more quickly than the RDA version. Head to Tantalus.

Beginning			Human Walkthrough				Na'vi Walkthrough		
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Tantalus

Marathon

You'll have to head around the big jug handle to reach your first goal. There are a lot of heavy gunners here, so the cowardly approach of running and using invisibility will serve you well, especially in the first leg of the approach. Later on you have more room to move and hide and you can fight more effectively.



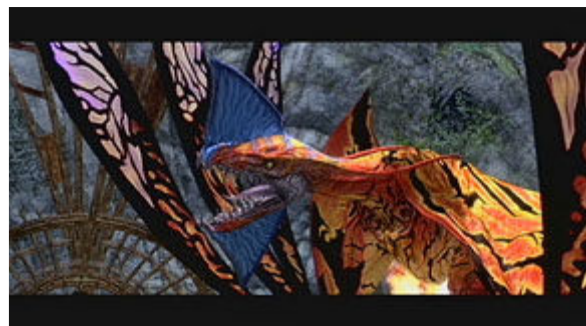
We Stand!

You have to hold down the area for three and a half minutes. There's a lot of support from your allies, so this isn't too hard. Try to work together with them on the stronger enemies like the healing marines and the AMP Suits. You have to kill 18 enemies, so you can't just camp and hide while the battle is going on, but if you keep moving you'll have enough time to recover between bouts. The staff is obviously the most effective weapon in these situations. Even after you kill your quota, you have to run down the clock. Don't stress too much; it keeps ticking even if you die.



Ni'awve Mokri

Climb the hill and approach the Leonopteryx. You knew this game couldn't be complete until you got to take this one for a ride.



Prepare for disappointment, though, the ride only lasts a few seconds before you reach the Well of Souls.



Approach the tree. No boss fight this time. Clearly the end of the Na'vi game has been rushed a tad. Enjoy your credits.

