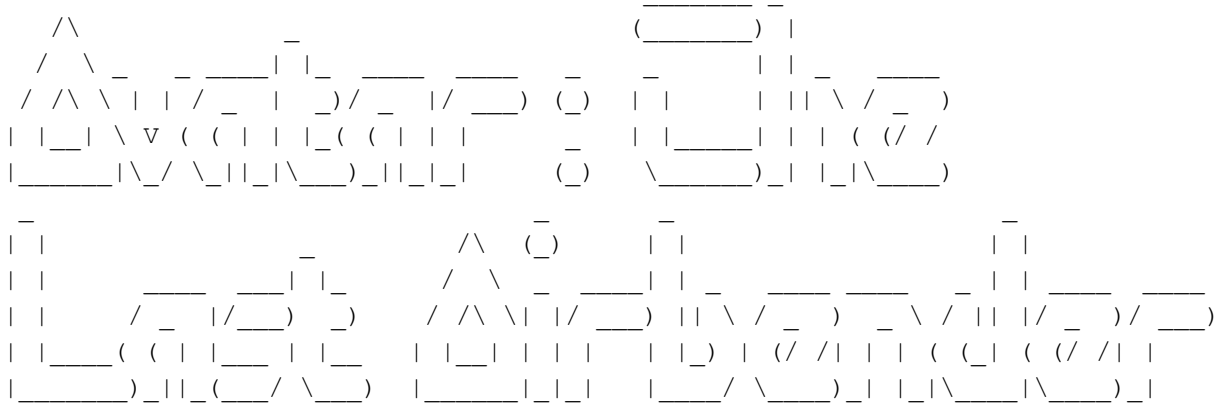


Avatar: The Last Airbender FAQ/Walkthrough

by Shotgunnova

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This walkthrough was originally written for Avatar: The Last Airbender on the GBA, but the walkthrough is still applicable to the DS version of the game.



FAQ & WALKTHROUGH by SHOTGUNNOVA (P. SUMMERS)
shotgunnova[at]gmail[dot]com

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01) Characters and Their Skills [CHR1]

There are three characters in the game (yes, ONLY three) for you to harness.

o-----o
| AANG THE AVATAR |
o-----o

[AIR STRIKE]

His initial attack. This does damage to enemies enclosing on him and is his main way of hittin' stuff. You'll use this quite often.

[AIR BLAST]

This skill is obtained in the Fire Nation Prison. It allows Aang to shoot a ball of air forward. This is useful in stunning some enemies, but even more useful in knocking spiked containers and bombs in a direction.

[AIR VENT]

This skill is obtained in Omashu. It allows Aang to shoot air down one vent and have it come out the other. This is used to flip over crates, defeat tanks that shoot at the party, and also for one boss. This is used fairly often in the later levels.

o-----o
| SOKKA THE WARRIOR |
o-----o

[BOOMERANG]

This handy-dandy skill is used in attacking enemies (most notably the rock-throwing machine) and also for hitting switches. It only goes in one direction in this instance.

[CIRCLE THROW]

This skill is gained in Omashu. It allows Sokka to throw the boomerang in a circular trajectory, hitting faraway switches as well as switches that are in or behind some fences. It's also used to defeat a certain boss in the later levels. Takes a little getting used to, though.

[CLUB]

Sokka's Club mangles enemies' faces, to be sure. It's kind of slow but does a lot of damage, often more than Air Strike. Spearmen are weak to this skill and really crumple when Sokka swings it.

o-----o
| KATARA THE WATERBENDER |
o-----o

[WATER WHIP]

This skill lets Katara use her waterbending skills to whipcrack enemies. It's not going to be your main way of attacking and honestly doesn't really come into play until the very late chapters. Still, kinda cool. o__o

[WATER SHIFT]

A.k.a. Waterbending. This allows Katara to move water from one source to another, whether it's from containers or ponds/rivers. This is going to be the main draw to Katara, and its use will be put into play quite a lot. If you fail to get this stuff down, it won't be pretty. In the guide, "waterbending" often means the same thing as this skill

[ICE BRIDGE]

This skill is gotten in the latter part of the Fire Nation Prison area, and has upgrades that allow for three- and four-panel bridges. Using this skill lets the party walk on water where they normally wouldn't be able to, and can be used in zig-zag ways to get around whirlpools. This skill is employed countless times in the journey.

[HEAL]

This skill is obtained in the Fire Nation Prison. It allows Katara to refill the party to full health, so long as everyone's chi (blue bar) is completely filled up. It's...well, always useful. Obviously, it can only be used when all three members of the party are in one spot.

01) North Pole [NTPL]

ITEMS: ---
ENEMY: ---

Start a new game and you'll see Aang and Appa (sky bison) in the North Pole. The Avatar will say he's going to go Penguin Sledding with Katara, and you'll be able to move him around. Currently, he only has one skill (Air Strike). Head south twice and you'll be told how to use a Save Stone (stand in front of it, press "A"; also heals team).

From the save stone, head into the right screen to find Katara. She'll say the Elder wants to see you, so no-go on the sledding. Find the older man by the stairway at the right part of the village to learn Hiryu's gone hunting...and also missing. Apparently, the braggart liked to go to the Ice Caves.

Enter north from the village to get a tutorial on moving containers -- hold A and use the d-pad to move around. You'll see a faint ice depressing around where the container is, meaning that's its range of movement. Push it out of the way and enter the Ice Caves.

02) Ice Caves [ICCV]

ITEMS: Water Pouch
ENEMY: Wolf

You'll see pieces of ice falling around here, and they'll damage Aang if he's underneath them (obviously). They show up as circular shadows on the floor, so you can avoid them easily.

Head down the path and you'll have to walk under the deluge of ice. Wait for it to disappear and proceed. Eventually you'll find three balls of ice that fall almost consecutively. When the first (nearest) one falls, start walking and you'll get by unscathed.

Just down the walkway is a large cluster of snow falling; avoid it like the others and you'll be able to exit south, back into the sunlight. There's a box blocking the stairway, so jump off the ledge where the railing doesn't exist and push the box against the wall.

The other stairway is blocked, also, so go down and around it to get a tutorial on High Jumping. When you see a swirly mark on the ground, that's where Aang

can execute High Jumps by pressing the d-pad in the direction of the wall he's to vault up to. Do so and move the box out of the stairway's path.

Up the stairway you'll be told about Air Strike -- press/mash "B" three times to unleash a flurry of staff strikes. One of the pots at the left contains a healing leaf -- take it if you've already incurred damage.

Run down to where the wolves are and start disposing of them -- two hits from Aang's staff does 'em in. They crouch before they lunge, so you've a hefty amount of time to get out of the way. Smash the pot to the right of the wolves' grounds for another healing leaf.

Down the way, Aang finds a [WATER POUCH] that Hiryu must've dropped. Master Wei (the older man at the village) would be interested in the item, so exit to the south and push the block away. You'll be back by the save stone! Heal up and go back to the village.

03) Waterbender Village [WTRB]

ITEMS: Sokka's Club
ENEMY: Fire Claw

Talk to Master Wei and he'll clear the way to the staircase behind him, where Sokka is waiting for you. When you exit right, Aang sees Sokka struggling to continue in the maze-like course, and wants to help him.

Head up the northern stairs and drop off the ledge. Use the swirly High Jump marker to get up to a switch -- hit it to make the path below clear up. Go to Sokka and he'll join your team. Now that you have two members, use the R Button (Shoulder) to switch to Sokka. He has a Boomerang that will be useful later.

Push the heavy container out of the way and use Sokka's boomerang to trigger the far-off switch. Head south through the newly-opened gate and flip the next switch, letting you go left. There's a third boomerang switch that lets you go left again. Continue and the two boys will hear a frightening roar. Push the heavy container to the left out of the way and head back to the village.

Back in the village proper, you'll find the Fire Nation has invaded. Move it to the save stone screen to find the large marauder ship drawing out. Continue towards Appa (up one screen) and you'll find a large enemy blocking your way. For the sake of not knowing what it's called, let's dub it...Fire Claw!

BOSS: FIRE CLAW

This baddie is mounted into the path by two huge claws and has a penchant for shooting fireballs at the party. Use Sokka's Boomerang to dislodge its claws from the ice, then when it's flashing white (such a vulnerable color!), use the Avatar's Air Strike skill to slap it around. This thing can eat a lot of attacks, so it shouldn't take Aang more than three go-'rounds to turn this automaton into mulch...err, scrap.

When you're done, head up and get your friend will give you [SOKKA'S CLUB]. Press "A" to swing Sokka's Club. When you're ready to leave, approach Aang and confirm it. You'll get an automatic save point prompt.

ITEMS: Air Blast Scroll

ENEMY: Fire Nation Guard, Fire Nation Archer

After tailing the Fire Nation boat, you'll end up on a tropical island. Let's get a move on!

Head south and you'll find a tree blocking the path -- smush it with the club. You'll have to do the same thing to the bridge at the left, which bars the exit path. Talk to the man in this screen to learn Katara's been taken to one of the Firebending Prisons! Aww. =(

In the south, move the container and club the tree to open up the route. South again, you'll have to club the tree and THEN move the container. Such difficult logic to the puzzles. :p

Head down and left, pushing the heavy container up until you can move around right. Club the tree and push the container as far north as it can go. South around the bend, now.

You'll encounter your first Fire Nation Guard here -- one full Air Strike or three hits does the enemy in, and Sokka's Club only takes two to down'im. Not really a step up from the wolf, these guys also time their swing and you can dodge out of the way with little effort. Kill them, then head left to the dock to find some healing leaves (x2). Exit to the right of the screen.

Now in the fourth screen, take out the guard and you'll encounter your third enemy type -- a Fire Nation Archer. They have projectiles (obviously) and can hit you from afar, but it's easy to dodge them as well. Four Air Strike hits, three Boomerang hits, and two clubbings kills this precious flower. :p Keep on keepin' on in the southern manner. If you wanted that green vial, you'll have to hold your horsed. :p

This fifth screen has a gate puzzle, solved by moving the heavy container one space to the left. Head left to get a tutorial on pressure switches -- they need different weights on them to activate. Light ones need wood, medium ones are stone, metal ones are heavy. So, here, move the light one out of the way and push the heavy container onto the switch to retract the gate.

For this next switch puzzle, move the wooden one diagonally left and the heavy one diagonally right. When both are in place, the way opens to the right. Take out the guards and archers you find while proceeding right, and you'll find a container with spikes on it. If you touch it, you take damage. Ignore it since you can't move it and head north to the village. Head up the street and there is a fork to the north and east; go the latter.

You'll get a tutorial about levers here -- use "A" with Sokka to trigger them and Aang will be able to move separately. If you need to regroup, press "A" by Sokka. So, have Sokka hold the gate open while Aang moves the container in the fenced-in part. Reground, go right, and move the heavy container north and out of the way. Take out the guards and archers and continue north.

You'll come to a prison gate. What to do...? Use the swirly High Jump point to get up by the switch. The game notifies you that other party members are left behind when Aang performs this. Trigger the switches on both sides of the gate and you'll be able to enter. Take out the archers and the guard, then collect

the healing leaf in the pot by the fence. Exit into the fenced-in region and continue left.

Have Sokka control the lever and move Aang south to the switch. You'll be told that pressing the Select button lets you switch back and forth between the two members, so do so and move Sokka away from the switch. Have him club the tree in the other part and shoot the switch with his boomerang; then, move Aang down and have him trigger the switch so Sokka can go south more.

Have Sokka destroy the guard, which opens another gate. Go back up and shoot the switch with the boomerang to open Aang's southern route. Head down to the pressure pad (stone) to be told that you need two or more people to trigger it. Have Aang High Jump up by the grove of trees and jump down on the other side by the wooden pressure pad. Switch back to Sokka and have him move south, where the two rejoin. Whew.

Club the trees and go to the stone pressure pad, having Sokka boomerang it when the gate lowers. Go into the newly-opened gate right above it and raid the treasure chest for an [AIR BLAST SCROLL], which makes Aang learn a new skill. Press "A" with Aang to use Air Blast, which can blow things from a distance or move empty containers. Yes, this is how you're going to get by those tricky li'l spiked containers.

Speaking of which, head south and Air Blast the spiked container out of the way, moving left into the next screen and you'll be back in the village. Recall the green vial you saw awhile back? Head south from the village and go right to the spiked container, and collect the [HEALTH POTION] with the character whose HP you want extended. Go back to the village.

05) Prison, Part II [PRS2]

ITEMS: Soldiers Uniforms, Health Potion
ENEMY: Fire Nation Guard, Fire Nation Archer, Fire Nation Spearman

Man, what a long sucker.

Go to the upper-left part of the village and Air Blast the spiked container out of the way. Exit left by a treasure chest, but you can't get to it just yet. Head up the path to a empty and a heavy container. Air Blast the lighter one south and move it out of the way, heading left.

Kill the two guards and the archer, and go south. Air Blast the light container down, push the heavy one up, move the lighter one right, and move left once again. Up the path, find the whirly High Jump point and get on the other side of the boxes, Air Blasting the lighter ones into place. Rejoin Sokka and head south.

Do away with the regular guards and you'll find a new one -- a Spearman. Nine Air Strikes, eight Air Blasts, and 1 hit from Sokka's Club do these newbies in. The Boomerang is ineffectual and is a stupid offensive tool anyway, so use the club, folks. Also, make sure you club the tree to the left and find the second [HEALTH POTION]!

Continue down and southeast from your first Spearman encounter to find the enemy barracks. Of course, there will be a lot of enemies here. Fight your way through and at the very end, you'll find a chest with [SOLDIERS UNIFORMS] in it. Move the heavy container out of the way and enter the village once again. Save/heal, and exit the village to the north.

ITEMS: Silver Key, Gold Key, Healing Potion
ENEMY: Fire Nation Guard, Fire Nation Spearman, Fire Nation Firebreather

Approach the prison gate to get a prompt about entering. Choose the affirmative answer to be let in and locked in. Good thing you can ditch those disgusting Fire Nation shells and switch back, huh? Also to your advantage, there's a save stone by the upper door. Enter it when you're ready.

Kill the two guards and go right and up. Find the crystal and switch it on, an action which opens the gate before you and closes the one behind you. Head up and take out the spearman/guard combo. Go right and take out the two spearmen there, then go up until you get to a down-stairway with another guard. Keep going left towards another stair and spearman, then head north to a staircase that takes you to the next screen.

Destroy the two guards and head north to a "monster box" room -- you cannot escape until all enemies in the room are dead. When they are, the way right appears. Hit the crystal switch and head north again. Enter the antechambers on either side of the room for a bunch of healing leaves; the left one also contains a doorway out, so take it.

PEOPLE HAVE TROUBLE WITH THIS PART SO PAY ATTENTION: #

Head left and dispose of the two Fire Nation baddies. Go up and position Sokka on the switch, then move Aang north and step on the wooden pressure pad. Take Sokka left to the boomerang switch, then switch to Aang. Take him right and up to a light container he can move with Air Blast. Have him rejoin Sokka once it's moved, then go into the southern room and enter the newly-opened downstairs path. Follow the under-floor path north.
#####

There are three switches here. Once you trigger the first, you have three seconds to get the other two. It's a little hard, but not so hard -- fire and then go to the next one! The path opens to the right when you complete it, so go that way -- if you haven't moved the light container with Air Blast yet, you'll have to do that! Stand on the stone pressure pad and fire the boomerang at the crystal to open the southern gate.

Take care of the three enemies and the gate will fall, letting you access the room with a [SILVER KEY] chest. You can now open any Silver Doors inside the prison! To start with, exit south through the silver door and come to the floor right below where you already where.

Use any healing leaves here and enter the silver door by the flaming door, and you'll rescue Katara! She mentions "the Maker," a girl forced to make machines for the Fire Nation, and she'll have to be rescued as well. Katara joins your party (use L Shoulder to access) and has the Water Whip and Water Shift skills. Water Whip is self-explanatory, while Water Shift moves the liquid that makes heavy containers heavy into light containers. Basically...a water shift! :D

Leave the silver room and use Water Whip on the fiery door nearby. Enter to find a Fire Nation Firebreather. Use Water Whip on him three times to kill him and get the [GOLD KEY] from his carcass! What...too explicit? ;_; Anyway, Gold Keys let you open any gold doors in the room. Simple 'nuff, eh? Before you go

into the gold door above you, enter the one to the right of Katara's holding chamber for the third [HEALING POTION]. NOW, you may enter the one behind the Firebreather.

07) Prison, Part IV

[PRS4]

ITEMS: Healing Scroll, Healing Potion
ENEMY: Bomb Samurai

Geez, a fourth part? Shouldn't be that long. =/

As you enter, you'll find a save stone for you. Yay. Head into the right room to find the Maker, and also another boss. Let's call this guy...

BOSS: Bomb Samurai

It looks rather tough, but this guy has a big soft spot...for his own bombs! And by soft spot, I mean a spot that can be blown up! He'll throw bombs in the center of the room and the third one will be a larger one and take longer to detonate. Air Blast it into him to make him see stars, then Air Strike him to deal the real damage. After the first successful Air Strike on him, he throws more bombs, but the strategy is basically the same. Avoid his bomb blasts and show him who's the bomb. >___>

When the samurai's gone, follow the right path to a crystal. You'll flee the Maker, but she splits without a kind word. That's gratitude for ya. Sokka looks at a map left behind and sees it was made in Omashu, the Earthbending Nation. Aang suggests seeing Bumi about some armor. Take the [HEALING SCROLL] from the chest while you're at it. To use the Heal skill, switch to Katara and hold down "B" until Katara is blinking, then release. Everyone needs full Chi gauges to make it work, though.

Heal/save and exit south. Back in the large room, head left and you'll find the gate blocking further progress south is gone. Push the heavy container onto the switch and go to the stairway. Once you approach the spiked container, you'll learn about Katara's "Water Shift" skill. Select water and where you want it to go. Press "A" to Shift it and "B" to cancel. Use the d-pad to move the cursor. In this case, shift the water from the spiked container to the empty one, then Air Blast the spiked container out of the way.

Go south to find two switches and two containers. Shift the water into the empty container and push both of them onto the switches. Easy-peasy! Head south and at the first right branch, head all the way to the right and enter the gold door for another [HEALING POTION]. Go back all the way to the left and go upstairs.

Use any healing leaves you find and exit into the rain. Drop off the side of the ledge and then split into the forest.

08) Prison, Part V

[PRS5]

ITEMS: Ice Bridge Scroll
ENEMY: Fire Nation Firebreather

Go up to the water container and bend the water out of the stream and into the container, so it's plum full and can trigger the metal pressure pad. Get the chest for a [ICE BRIDGE SCROLL]! Press "B" when near a stream (as Katara) and use the d-pad to draw the path. Press "B" again to create the path of ice up to two blocks long. One ice bridge can exist at any time, and if anything is on the ice bridge, a new one can't be made.

That said, make an Ice Bridge south from the chest and go left to the up/down stream. Find the bridging path south of the li'l whirlpools and make your way left, north, then left again. Find the small dock part and connect the bridge to it, then go left once more.

There will be a bunch of whirlpools in the next part. Make a Ice Bridge that goes down twice to the nearest dock plank and walk across that way. Kill the Firebreather with Water Whip and continue left. Ice Bridge your way across and head north to Appa. Do you want to leave the Fire Nation Prison, the prompt asks. I know I sure do. =p

DIEDIEDIEDIEDIE FIRE NATION PRISON!

You'll end up in Omashu after the save prompt.

09) Omashu [MSH1]

ITEMS: ---
ENEMY: ---

The team lands in Omashu, the Earth Capital, seeking information about Armor. Exit south from the Appa screen and go down the stairs. Ignore the stairs that go up to the north and head to the right, then start north again. Katara will run into Haru, who says that Earthbending Machines attacked his training camp and one of the Earthbenders (Yuan) is missing. Aang suggests going to see King Bumi and Haru bolts.

Keep heading north and you'll eventually get to the palace where Bumi is. Talk to the king who directs you to the Royal Library, where you can find info on ore that is strong as the armor the machines are made out of. Some bratty retainer talks about some crap like "traditions," but who cares about that junk? To the Library!

Exit the palace and go back down to where you encountered Haru. Head right and a man stops you, telling you that only an Earthbender can enter the Royal Library. Haru is an Earthbender, so you'll have to get him to get the scoop on things. Coincidentally, a guard leaves his post and you can get into the ladder behind him! Odd! Amusing! Kekekeke! To the sewers!

10) Omashu Sewers [MSH2]

ITEMS: Ice Bridge Upgrade, Air Vent Scroll, Ice Bridge Upgrade, Weird Island Map, Circle Boomerang Throw Scroll, Healing Potion
ENEMY: Fire Nation Guard, Fire Nation Spearman, Fire Nation Firebreather, Fire Nation Archer

No doubt about it, this place is large and in charge. For convenience, I'll split the section by down-ladders and you take and other markers.

[FIRST DOWN-LADDER]

Bend some Ice Bridges as you continue south, coming to a half-full container. Push the container right and bend the water into the gap nearby, then IceBridge yourself over it. When you get to the room with two more containers -- a full one and a barely-full one -- waterbend all the liquid into the gap, then Ice Bridge it. Enter the second screen.

Ice Bridge yourself up to the save stone, then use the same technique to get to the upper-left room. Head north and waterbend the water into the stream, then Air Blast the empty container and push it onto the pressure pad. This opens a way to a crystal nearby. BEFORE you do that, though, go to the left and waterbend the liquid out of the lefternmost spiked container, then Air Blast it left. Hit the switch and you'll have twelve seconds to make it all the way up before it closes. To make it in time, you'll probably take some damage from the spiked containers in the bend of the path -- oh well! Once you make it, head upstairs.

You'll be back in broad daylight, so head north. You'll see a bunch of mail carts here, which can damage you should you walk not-so-carefully. Head south across the traffic line and then right around the "orbiting" cart. Head up and around the next orbiting cart, then right, down, and around for the next. Cross the two lines of mail traffic here and head back into the underground.

[SECOND DOWN-LADDER]

Head down and right to the spiked container. Ice Bridge upwards to the downed gate and Air Blast the spiked container south. By the crystal, Ice Bridge out towards it and hit it with the boomerang, which makes one gate rise and the other fall. Ice Bridge down to where the spiked container once was and use the same technique to get to the newly-lowered gate. Head up and Ice Bridge to the chest to get an [ICE BRIDGE UPGRADE], letting you make three-panel bridges now!

Make it back to the southern part of the room (by spiked container) and use the upgraded Ice Bridge to continue and exit to the south. You'll be back in the save point room. Ice Bridge down to it, save/heal, and Ice Bridge three panels to the left of the save stone platform. Exit left.

You'll be back in the room with the ladder taking you by the Royal Library. Ice Bridge left of the platform and continue on. There are whirlpools here that you will need to bend around. Make an Ice Bridge going two over, one down; veer south towards some more switches and containers. Move it onto the wooden press pad and exit south.

Follow the drop-down ledges until you can come to a High Jump marker. On the right side, use the boomerang to trigger the switch, then go to the right side. Waterbend the container water into the stream, and use the boomerang to hit the nearest switch, lowering the gate. Use the High Jump marker to push the empty container right, and raid the chest for a [AIR VENT SCROLL]. Press "A" when atop an air vent to blast air into it. Yeehaw!

Drop back down to the others and head up the stairs. Push the box onto one of the vents and blast air into the other, flipping it over to show its container side. Waterbend the water out of the current holder and Air Blast it north before exiting right. Drop back down and you'll be by the stone pressure pad and such you encountered before.

And, like before, use the air vent to container rightside-up, then fill it to the brim so it can trigger the stone pressure pad. Go south to a whirlpool pond. Ice Bridge your way to the northern "island" and then Ice Bridge right

so you can hit the switch with your boomerang. This lowers the gate. Get down to the southern "island" to access the gate via Ice Bridge and you will come to another ladder up.

There's another mail-dodging course here. When one passes by on the conveyor belt, follow it and head down. There will be three "orbiting" mail carts here with an exit in the very southeast corner. Avoid them as best you can and go to the tunnel shooting out multiple carts. Follow them on the track and duck into the path that comes out of a break in the railing. Head up the stairs to the flat surface.

Ugh, another multi-lane mail traffic place. When a cart comes out of the east side, follow it and cross north when you're out of harm's way. There's a third down-ladder here...

[THIRD DOWN-LADDER]

There is a water fountain here, and as the tutorial says, Katara can walk thru it and be split from the team in the process. Again, use Select to switch from group member to member. Here, have Katara walk through and step on the wooden pad, then move the two boys through the gate. Use Ice Bridge on the lefternmost pillar in the water to get to the middle one, then get to dry land from there. Switch to Aang and Sokka.

Move the upside-down spiked container to the southwesternmost point it can go, then Air Blast once to the right. Air Blast it north from there to open the gate. Go through, step on the pad, switch to Katara. Ice Bridge to the middle panel, left, north, then to the chest platform. Open it for a [ICE BRIDGE UPDGRADE], which lets you make four-panel ice bridges. Yay x 2! Ice Bridge to the right, collect Aang and Sokka, then go back to the chest platform. From there, Ice Bridge left to find a stone pressure pad. Step on it, fire Sokka's boomerang at the crystal, exit left. Congrats, you're back at the save stone room.

Ice Bridge north to the giant stairway and exit. The next path is one-way, but you'll come to a pond next. Form an "L"-shaped Ice Bridge to get to the other side, then use the ladder to head back up into daylight. Continue left under the overhead walkway.

Move the spiked container to the right, then head up and under the overhead walkway. Shift the water into empty spiked container and Air Blast the hollow one left. Flip the switch so you have a way back, and you'll find Haru lazing around. He agrees to help and will meet you at the library.

Now you have to walk all the way back through the sewers! ...Just kidding. The gigantic stone doors that served no purpose other than to impede your progress are gone by the ladder. Exit south and you can get to Haru lickety-split. Talk to him and tell him you want to enter the library. Head up and find the ladder in the southeastern part of the room.

[FOURTH DOWN-LADDER - LIBRARY]

Do a mini-Ice Bridge and head up to the pressure pads. Waterbend into the half-full container and push it onto the pad to open the way to a ladder up. The dopey guard doesn't even notice (regardless if you talk to him!) -- trigger the switch and leave once again down into the sewers.

This time, waterbend all the water into the floor gap and Ice Bridge across. The trick here is to make the bridge in a 2x2 shape so you can push the empty container across and trigger the switch. Once you do, exit to the ladder.

Here, club the tree (for old time's sake!) and boomerang it to lower the stone door. Retrace your steps back to the main library area and enter the new door. Inside, you'll find out that there's an Ore Mine on the island. Aang takes the [WEIRD ISLAND SCROLL] map, so move him out the upper-left door.

Take the [CIRCLE BOOMERANG THROW SCROLL] from the chest. Press and hold "B" to throw Sokka's boomerang in a trajectory. As such, stand in front of the obstacle in front of the nearby crystal and use the new skill to open the left gate. The new path leads to a locked gate, so use the Circle Boomerang Throw on the two crystal switches you find to open it. Use it once more to exit left.

Here, you'll find a switch where you can only throw on one side. Since Sokka throws it counterclockwise, stand by the depressed railing and chuck it. Head down the southern stairs and Haru tells you Zuko and the Fire Nation are on the warpath here!

Go to the palace and talk to Bumi to learn the ore is on Four Paws Island. The Consul takes you to the secret exit and rudely ditches you -- KILL!!!!!!

[PALACE - SECRET EXIT]

Anyway, use the save stone. Waterbend the container water into the floor gap and make a 2x2 Ice Bridge. Push container across but leave half of it off of the pad -- this way you can waterbend into it from the other side and open the gate. Enter up.

This switch is a little tricky, and it took me awhile to get the right aiming in order. From the northern wall, the mini-blocks go down six panels. Stand to the left of the sixth panel and use the circle boomerang to flick the switch. The gate goes down and you can enter the third room in the series.

Go up to the left of the spiked container and Air Blast it, then use the swirly High Jump point to get up the stairs past it. There will be some sort of a machine creature here that attacks at Aang. You can't get past it until you defeat it, which you do by waiting for it to go on a floor vent and you use the Air Vent skill to flip it over. Trigger the crystal and jump down to the party, where you can head right.

Use Sokka to command the lever, then move the other two to the wooden pressure pad. Move Sokka up and he'll have his own battle with a small machine monster that lobs rocks. Simply attack it repeatedly with the boomerang and it breaks down into junk metal. Go back to your party and exit the down-ladder.

[FIFTH DOWN-LADDER - SECRET EXIT]

Move Katara into the water fountain and head up, where you'll fight a drill creature. The trick to this one is you have to take the water from it and bend it into the floor gap to the right. Ice Bridge across and step on the pressure pad, then switch back to the boys. Join back up with Katara and take the ladder behind the heavy container.

You'll end up back in the sunlight (how many times have I said that?). Take out the spearman, guards, and archer, then head up the stairs. The Firebreather up the stairs can use a good Water Whipping. Continue down the path to exit.

Here, use the High Jump marker and head to the mail-cart conveyor belts. You have to swim upstream, so to speak, so be on your toes as you dodge the carts that fly at you. You can take cover to the left, right before you get to the crystal. Flip it and the gate by your comrades lowers. Head back to 'em and

exit north.

There are some Fire Nation goons here, but not enough to really swarm you. Go north to find a Spearman and Firebreather, both of which you have to beat to continue on your way. Use the healing leaves in the pots around before you split.

Head right (not through northern gate) and you'll come to some Firebreathers and a Spearman. Kill them and head north to fight some more Firebreathers, the first you've seed paired together. North of them is three MORE Firebreathers, and once you kill them, you can get the [HEALING POTION]. Go left, boomerang the crystal, and head left to a crossroads. Go south for some healing leaf pots, then go north to the screen exit.

Head right to find another mail-centric part of the level. Cross right when the coast is clear, break the pots, then head north when the coast is clear. Head north again, then cross west, waiting for a chance to go down along the west conveyor. When one passes, follow it down and 'dismount' south where you can find a save stone at the end of the path. Save/heal and exit north...

The Consul is here and he's hoppin' mad...about something... Oh, well, DIE!

BOSS: Consul of Omasu

This goofus makes rock spires come up from under the ground and can shoot big rocks (that look like stone washers) at you. For his third trick, he tries to stomp you with a big rock. Lure him onto an floor vent and have Aang use Air Vent to knock him off. Slap him around with Air Strike [etc.] and he'll start running around the rock in the base of the room, not letting you get near. Use the Boomerang's trajectory and fire, then move so the Consul moves into the course of his own volition. Slap him around again, and he'll jump back onto the rock and repeat his previous antics. Since this fight can be long, don't forget to use Katara's Heal ability! The Consul takes more damage from the Club, it seems, so knock him around with that if you choose.

When you're done, exit north to Appa and you can leave this insanely long and boring level. Yip yip!

11) Four Paws Island [FRP1]

ITEMS: Bombs, Healing Potion
ENEMY: Wolf

The team lands at Four Paws near what seems to be a village. Head south to that village, save/heal, exit south, then go east. You'll see a bunch of hog monkeys running around, but in a mail-cart fashion -- you can dodge them and they don't attack you any. On the other side, destroy the wolves and head up to the lever. Deposit Sokka there, and get on the stone panel just inside the gate. Have the lever-man run up north and drop down to the chest for some [BOMBS]. Press and hold "A" with Sokka to drop a bomb. Blow up the big rock and throw another bomb by the one blocking Aang and Katara's way. Go around the left bend and switch back to Sokka.

Push the empty container down and use the circle boomerang to flip the switch, lowering the gate. Rejoin with your comrades and waterbend the water into the empty container, lowering the northern gate. Head right to a [HEALING POTION],

then double back and find the left exit that's blocked by some bombs. Blow 'em up and leave.

You'll end up in the eastern part of the village. Blow up the rocks and head south once again. This time, keep going south and find the ugly obsidian-type statue by the boulder. Blow up the boulder and Air Blast the hideous statue off of a stairway down...

12) Four Paws Ruins [FRP2]

ITEMS: Sacred Caverns Key
ENEMY: ---

In an effort to not make this a huge wall of text, I'll try to divvy up the sections a little more frequently. ^^

Anywho, blow up the boulders and move the heavy container out of the way. By the next boulder, you'll have to drop a bomb to its left and Air Blast towards it to free up the path. Push the heavy container up and get the [SACRED CAVERNS KEY] from the chest. Drop over the southern ledge and exit. Go back to the village and take the left entrance, which comes to a giant locked door. Aang can open the door to the cavern beyond, now.

13) Sacred Caverns [SCR1]

ITEMS: Healing Potion x 2
ENEMY: RockLobber, GunnerTank, Wolf, GunnerTank, Dual Drill Tank

[INSIDE FIRST CAVERN]

Enter and head down either stair, coming to a RockLobber machine. It's just the one you fought as Sokka before -- use the boomerang for a slaughter. Go south to find a GunnerTank, which you need to defeat by luring it onto an air vent and then using the Air Vent skill. Push the fallen machine onto the stone pad and exit left to the outside world.

Destroy any wolves you see and go south, where you'll encounter oncoming hog monkeys. Evade them like mail carts and head towards their source, where you'll be able to walk north again, to a switch puzzle.

Waterbend all the fluid out of the box until it's empty, then drag it down to the left pond. Ice Bridge the entire left side and push the empty container up it to the switch. Exit into the cavern to the north.

[INSIDE SECOND CAVERN]

Bomb the boulder and Ice Bridge your way north. To the east side of the platform, make an Ice Bridge (one-panel) and throw a bomb to the boulder, then go northeast and make a 2x2 Ice Bridge to blow up the boulder. Continue through that path and trigger the switch; go back to the large center platform. Use Ice Bridge to the east and push the container out of the way, then trigger the second switch to lower the gate. Go north.

Here, make a 2x2 Ice Bridge north of the pushable container and move it onto

the li'l island in the pond. Ice Bridge your party to the other li'l island and make an "L"-shaped Ice Bridge that curves around the dock to make another path for the block to move on. Once you can't go any further, get on the other side and push. Ice Bridge your party to the north and make a 2x2 Ice Bridge for the container to be pulled on. Do so and it'll go onto the switch; then, exit north.

Here, you'll meet your "Maker" who then leaves. Save/heal at the stone and go down the stairs. You can either head west, south, or east; I chose west.

[WESTERN PATH FROM SAVE STONE ROOM]

Bridge your way across to the platform just right of the container. Empty it and drag it across a 2x2 bridge to the central platform. Drain the flooded floor gap (the one you just came over) by waterbending into the container, then push it back left (once it's full) to the metal pressure pad. Exit north and Air Blast the spiked container out of the way.

There is a crystal switch to the right, which starts a six-second timer for you to get the other two to the left. You'll need to boomerang the right one to cue the timer, then circle-boomerang the other two. If you can't get it right away, practice on the other two 'cause it's a weird trajectory. The key is to charge up while you run to the left. Once it's open, go south and Air Blast the spiked container back right, then exit south and head left to some ponds.

Here, make a backwards "L"-shaped Ice Bridge so Sokka can boomerang the switch. On the other side, circle boomerang to get the other switch and drop the gate. Ice Bridge south to the water drill Katara fought all by her lonesome not so long ago. Too bad it doesn't work. Also too bad you have to make it work... =/
Waterbend water into the thing, lure it south to the pond by the three gates, then waterbend out of it to fill up the pond. Ice Bridge to your right.

There will be a pond with three switches here, and when any one is triggered, it starts a 2-second timer. Needless to say, there's only one way to do this. Ice Bridge towards the middle switch four panels, and circle boomerang to hit all three. Exit south.

Here, waterbend back into the drill creature (twice!) and lure it southwest, to the empty receptical. Waterbend into the container (twice!) to trigger the metal pressure pad. Exit south.

Find the lever and plop Sokka on it. Enter with Sokka and Katara up and head right (don't bother with spiked container) and Ice Bridge south. You'll find another GunnerTank, but you use the same tactics as before to defeat it. Once it's dead, drag it to the west river and then across an Ice Bridge, to the pressure pad. Use Air Blast on the spiked container to push it onto the switch, then stand on the switch through the dropped gate.

Bring Sokka around, now, and bomb the boulder at the foot of the stair. Push the overturned container onto the air vent, then as Aang/Katara, Air Vent it and flip it over. Use Katara to waterbend into it to and Sokka can exit south; then, waterbend out of it and go back to the west river as the other two. Go through the still-unlocked gate to the south and collect Sokka with an Ice Bridge.

Make your way south and do a zig-zag shaped Ice Bridge to meander around the whirlpools. Cross and do a straight four-panel one, then exit south. Bomb the rock and rock out of there into the outside world once again. Too bad you have to do an IceBridge/crate puzzle...

Waterbend out of the crate to make it empty and IceBridge an "L" shape on the water south of it. Push it south so it touches the li'l post. Make another "L"-shaped IceBridge (three left/right, one up) so that you can move the box to the center isle. From there, make another Tetris-type block by making an ice bridge from the isle's southeastern point: up two, right, up one. If you do this right, you can make a bridge to the southern part of the land. Air Blast the crate into place from the left and pull it down. Take the [HEALING POTION]. Head back into the cave.

[THIRD CAVE PORTION]

Ice Bridge (x2) back up to the foot of the stairway and head left to the metal pressure pad. Trigger the switch and you can exit right to another annoying floor puzzle. :p

Air Blast the empty container (use left stairs) right, and go up the right set of stairs to where the boulder and empty box are shoulder to shoulder. Set a bomb and time it right (lasts about 7 seconds) so that you can Air Blast it past the boulder and catch it in the explosion. This takes some practice, but you can get it eventually, I'm sure; just make sure it's close enough to the rock! Air Blast it left when you make it and waterbend from the full container into the empty one, then pull the empty one south and hit the switch. Rejoin the party and head right and up through the new gate.

Head up and trigger the switch, and you'll be back in the main room with the save stone. One of the large door switches will be down now, so heal/save and go east this time around (south leads to boss battle :P).

[EASTERN PATH FROM SAVE POINT ROOM]

Waterbend out of the container and do an Ice Bridge on the southern side of the li'l path that separates the two bodies of water (two down, two right). Push the empty container as far as it can go and Air Blast it right to push it some more. Move it onto the stone switch and waterbend into it to trigger the gate.

Move Katara through the fountain and onto the switch; move the two guys through the open gate. As Katara, on the northern side of the river, make a four-panel Ice Bridge through the whirlpools so that there is a frozen panel in front of the boulder. Have Sokka throw a bomb near there and move Katara to the large pond.

'Kay...have Katara go to the northern edge and do a full (four-panel) bridge to the right of the little platforms. Do a full bridge right and get on that panel, then do another one south (from left side of initial to right side of destination tile). Ice Bridge south to the next tile, then bridge a path to the northwestern tile. Go left and down to be on land.

Now that you're on land, you can be near Sokka and Aang...sort of. There will be two whirlpools ('vertical') that separate you. Ice Bridge over three and up one so that you can have a walkway for the boys. Use Katara and go south to the boulder across the way. Do a 4-panel Ice Bridge so that it connects to the boulder. Switch back to Sokka and fire a bomb, then Air Blast it to the boulder to clear the path. Move the boys south to the gate and move Katara around and down to the switch, letting the two of you join up once again. Go south to be back outside.

There's hog monkeys here, so avoid their hectic traffic and cross south. Find the High Jump marker at the end of the path and move Aang back up to some more hog monkey traffic. Go with the flow and find the northern path which leads to a skyway to another switch. Hit it and the gate by where you started falls. Go

back down to your party the long way (Heal if you need to). If you want the [HEALTH POTION] by the spiked container, its gate is down too -- you just have to brave the monkeys to get it.

When you're ready, go right through the gate and you'll come to a wolf pack of sorts. Past them is some oncoming hog monkey traffic. Use IceBridge to give yourself some breathing room and you can make it upstream fairly easily. Heal if you need to and go left and up into the caves once again.

Here, waterbend the container water into the floor gap to fill it up, then do a 2x2 Ice Bridge and push the container onto the pad. Waterbend into the container to fill it up and trigger the switch, then use Sokka's boomerang to hit the switch through the gate that just opened. This opens the gate right by you, so head up. Follow the path up and around, jump down the ledge, and go through the gate by the crystal switch, coming to a water fountain for Katara.

Move Katara into the fountain and Ice Bridge her onto the first floating tile. Go left, north, and bend a zig-zag path around the whirlpool to the north and head up there. Go up, waterbend from the container into the floor gap, IceBridge across it and get the switch, and go left through the newly-opened gate. Move the empty crate to the southwestern part.

Have Katara go down to the gap and waterbend from the crate (you can make it!) into the floor gap. Ice Bridge across and go down to the left side of the big pond. Ice Bridge left, right, and south twice to get onto dry land once again. Make an "L"-shaped IceBridge so that the bomb can be Air Blast'd into the rock. Move Katara south and use a 4-panel vertical bridge, then have her bridge the path to the switch, where she can join back up with the rest of the gang. Go back across the ice bridge and head left.

Have Katara make a four-panel horizontal Ice Bridge so that a bomb can be sent onto it, and so that it'll fly near the boulder. Do a timed Air Blast so that it blows up on the rock and you can move the container south. Past it is a spiked container.

Make a zig-zag "s"-type Ice Bridge so that it connects from one side of the river to the other with the single tile. Waterbend out of the spiked container, then Air Blast it right and south, then once north. It'll be in line with the bridge. Air Blast it left all the way, then waterbend into it so the switch can be pressed. Exit left and you'll be in the main room again. Hit the switch to exit into it, then hit the two behind the dropped gates to the north. Only one more left! Go south, but only after you save/heal first! :p

[SOUTHERN PATH FROM THE SAVE STONE ROOM]

Head south and you'll be confronted by...

BOSS: Fire Claw II

Yes, this star-crossed machine is about to get another whipping. Once again, use the boomerang to hit its claws out of the wall, although you'll have to use the circle boomerang to get its right one. Once they're out, Air Strike it on its metal face a few times and repeat. L-A-M-E! ^__^ The easiest spot to hit its right claw is by where the nearest "swirly" thing is in the boulders in front of it. Let'er rip! When it's dead, head north.

There's nothing in this screen, luckily, so head left under the skyway and find the stairs, which exit south after a little run-around. Hit the switch

to open the door (if you've done it in the walkthrough's order) and the door in the save stone room opens. Retreat back there and enter.

[FROM THE THREE-SWITCH DOOR IN SAVE STONE ROOM]

Head north to another save stone room (ominous!) and use the High Jump marker to get up. You'll come up to a bunch of pushable empty containers. To do this without a lot of work... Air Blast the southwestern crate (in the fenced-in part with three by each other) north, then circle around north and go to the two containers that are touching. Air Blast the leftern one down, then circle to where the two containers in close proximity are. Drag the rightmost one left once and loop around north of it, hitting the switch to lower a gate back down by the party members. As you try to leave back to them, something happens! Go down right of the gate and drop down to fight...

BOSS: Dual Drill Tank

Eek, this thing is huge. Its drills come from all sorts of directions, but usually from one wall at a time. Dodge 'em and wait until the rightmost drills kick a few rocks out of the left wall. Air Blast them into the drill. After it backs up, HURRY and run to the little alcove in the wall where you can find a High Jump marker or you'll get murdered. Quickly use the markers to get on top of the drill and use the Air Vent skill to attack it. After three times, the drill dies. Head up the path and you'll find Appa, who'll take you out of this place.

14) Fire Nation Fortress [FNF1]

ITEMS: ---

ENEMY: RockLobber, GunnerTank, Water Drill

Go north from Appa to be in a large fortress gate scene. Head left and avoid all the bosses you can't beat (w/o Katara & Sokka) and flip the switch at the High Jump point. Use the left High Jump spot and get up to a GunnerTank, which you still beat by using Air Vent. Flip the switch behind it when you're done and get back down to ground level, where you can enter the main door.

[INSIDE FORTRESS]

You'll have to GunnerTanks here that you'll need to lure onto the vents, then use Air Vent to beat. Sound familiar? You just did it. The gate to the north opens once they're both on their backs.

Head left and up the long grate path to the northern side of a room. Drop down and make your way to a switch; flip it and your view will change to Katara. Use her to stand on the nearby pressure pad and have Aang come and join back up w/ her. Push the nearby heavy container out of the way, take a breath. Word of advice: go under option and switch change swap type to 'Toggle'. This will be far easier to deal with. Drop down to where you'll fight...

BOSS: Dual Drill Tank

This idiot thing is back, and you'll have to outrun it if you want to stay breathing. Quickly go right and push the switch that lets you go through the

gate. I'll do this strat in parts, 'cause you'll bite the big one quite a few times doing this, I guar-an-tee.

[PUZZLE ONE]

Air Blast the spiked container north and flip it over. Air Blast it east, Ice Bridge across the water, then fill up the container and exit right. Continue to...

[PUZZLE TWO]

You're lucky time "stops" while you IceBridge, huh? Either way, make a zig-zag path near the spiked container and cross. Make an Ice Bridge up the thin line of water by the spiked container and quickly Air Blast it across onto the pad. Now, posthaste, IceBridge across (right) from the southern part to the opened gate.

Congratulations! You've gotten past that part...for now. =(

Head up the stairs and walk across the drill's top, down one of the previous corridor's you've been in. Ice Bridge right and continue north to another (suspicious =() trench -- this time you get to walk over it. Drop down and find a switch, using Water Whip to trigger it. This opens Sokka's jail cell. Have him run south and boomerang the switch, then have Katara make a Ice Bridge along the right side of the spiked container so it can slide east more. Move Aang and Katara around to the newly-opened gate. Have Sokka bomb the boulder south (or Air Blast it into it) and have Aang blast the newly-moved container south into the groove -- this frees up Katara to make a four-panel Ice Bridge for Sokka to walk over. Have him bomb the boulder at the other side and he'll join back up with you. Move back around to the lowered gate, push the container left, start praying, and jump down to face...

BOSS: Dual Drill Tank - Part II

Another puzzle series. Hit the switch with the boomerang and head left.

[PUZZLE ONE]

Ice Bridge the water between the broken dock so it forms a perfect 2x4 path. Air Blast the spiked container south, right, up, then right across to the switch. Waterbend into it and the switch depresses, letting you continue right into...

[PUZZLE TWO]

Push the water container up once and continue right. This buys you some time. As you run, switch to Sokka.

[PUZZLE THREE]

Bomb the boulder and club the three, then quickly switch to Aang and Air Blast the eastern upside-down crate onto the Air Vent. Waterbend the water from the spiked crate into the empty one, then Air Blast it north. QUICKLY go down to the water's southern edge and do a "L"-shaped block rotated 90 degrees clockwise and pull it. You can actually pull it as the drill comes and still beat it, so don't worry (I think the game goes a little slower then). Pull it east until it's on the switch and hightail it through the gate. Congrats, the drill is history.

Head east and up the stairs to the save point. YAYAYAYAYAYA! Man, that drill sure was a wet blanket. If you made it past it, you're incredible. :p Go north and move Katara through the water fountain and continue until she drops down a ledge, opening a gate. Move Sokka and co. to the gate and leave him at the switch, which opens a gate nearby. Move Aang onto it, take Sokka north 'til he drops off a ledge, opening the gate in front of Aang. Take Aang north and drop him off the ledge, at which point the Maker comes in on some kind of mobile boiler-room thing (XD).

BOSS: Maker's "Avatar"

If even one person dies here, it's game over -- try to go slow and steady!

[AANG'S PORTION]

This bad boy is an elemental control center, and can shoot fire and ice beams at you. One side arcs towards you, then the other side arcs towards you, then they do a combined attack -- stay in the middle for the former. To defeat the furnace part, use Aang to Air Blast into its open "mouth" pipe. In fact, you can keep Air Blasting into it during all attacks but the fireball it shoots from its furnace. After awhile, its boilerplate covers the furnace and you'll switch to Katara.

After enough damage, the arcs will shoot farther across the screen -- take refuge in the lower left and right corners. When Aang's part is the only one left, the beams will move in an arcing fashion in tandem -- dodge it like you have been doing and watch out, folks. Also, it will make an "X" with the beam duo in the middle of the screen, so stick to the extreme side of either wall to dodge.

[KATARA'S PORTION]

Katara will have a continuous air blast on her, pushing her left. You'll need to go right, dodging the rocks tossed at you (easily dodged) and make an Ice Bridge towards its fiery exhaust pipe. Water Whip it and you'll switch to her brother.

After enough damage, two rocks will fall in a pattern. Move all the way to the bottom, all the way to the top, then middle and make the Ice Bridge. Wait for the opening and Water Whip the exhaust pipe to switch off. Katara's part ends when the pipe crumples inward.

[SOKKA'S PORTION}

Boomerang the closed exhaust pipe here and dodge the simplistic falling boulder set: three on top, three on middle, three on bottom. After enough damage, you'll switch back to Aang.

After enough damage, the boulders fall in a pattern that circles the perimeter of the small field Sokka occupies. Still easy to dodge. Sokka's portion ends when the closed pipe crumples inward.

The party wins when all three pieces are destroyed. Watch the ending scene and the credits roll! Game: over. Congrats!

This the order of the bosses in the game.

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o-----o-----
| BOSS: Fire Claw           | Found: Waterbender Village |
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This baddie is mounted into the path by two huge claws and has a penchant for shooting fireballs at the party. Use Sokka's Boomerang to dislodge its claws from the ice, then when it's flashing white (such a vulnerable color!), use the Avatar's Air Strike skill to slap it around. This thing can eat a lot of attacks, so it shouldn't take Aang more than three go-'rounds to turn this automaton into mulch...err, scrap.

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o-----o-----
| BOSS: Bomb Samurai       | Found: Fire Nation Prison |
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It looks rather tough, but this guy has a big soft spot...for his own bombs! And by soft spot, I mean a spot that can be blown up! He'll throw bombs in the center of the room and the third one will be a larger one and take longer to detonate. Air Blast it into him to make him see stars, then Air Strike him to deal the real damage. After the first successful Air Strike on him, he throws more bombs, but the strategy is basically the same. Avoid his bomb blasts and show him who's the bomb. >___>

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o-----o-----
| BOSS: Consul of Omashu   | Found: Omashu Palace Secret Exit |
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This goofus makes rock spires come up from under the ground and can shoot big rocks (that look like stone washers) at you. For his third trick, he tries to stomp you with a big rock. Lure him onto an floor vent and have Aang use Air Vent to knock him off. Slap him around with Air Strike [etc.] and he'll start running around the rock in the base of the room, not letting you get near. Use the Boomerang's trajectory and fire, then move so the Consul moves into the course of his own volition. Slap him around again, and he'll jump back onto the rock and repeat his previous antics. Since this fight can be long, don't forget to use Katara's Heal ability! The Consul takes more damage from the Club, it seems, so knock him around with that if you choose.

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o-----o-----
| BOSS: Fire Claw II      | Found: Four Paw Island - Sacred Caverns |
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Once again, use the boomerang to hit its claws out of the wall, although you'll have to use the circle boomerang to get its right one. Once they're out, Air Strike it on its metal face a few times and repeat. The easiest spot to hit its right claw is by where the nearest "swirly" thing is in the boulders in front of it. Let'er rip!

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o-----o-----
| BOSS: Dual Drill Tank   | Found: Four Paw Island - Sacred Caverns |
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Its drills come from all sorts of directions, but always from one wall at a time, at least to start off. Dodge them and wait until the rightmost drills

kick a few rocks out of the left wall. Air Blast them into the drill. After it backs up, HURRY and run to the little alcove in the wall where you can find a High Jump marker or you'll get murdered. Quickly use the markers to get on top of the drill and use the Air Vent skill to attack it. After three times, the drill 'splodes.

o-----o-----o
| BOSS: Dual Drill Tank | Found: Fire Nation Fortress |
o-----o-----o

You'll have to outrun this thing to "win," so just listen up. Hit the switch and head around through the gate.

[PUZZLE #1]

Air Blast the spiked container north and flip it over. Air Blast it east, Ice Bridge across the water, then fill up the container and exit right. Continue to...

[PUZZLE #2]

You're lucky time "stops" while you IceBridge, huh? Either way, make a zig-zag path near the spiked container and cross. Make an Ice Bridge up the thin line of water by the spiked container and quickly Air Blast it across onto the pad. Now, posthaste, IceBridge across (right) from the southern part to the opened gate.

o-----o-----o
| BOSS: Dual Drill Tank, Pt. II | Found: Fire Nation Fortress |
o-----o-----o

This boss is back for a chase. Hit the switch with the boomerang and go left.

[PUZZLE #1]

Ice Bridge the water between the broken dock so it forms a perfect 2x4 path. Air Blast the spiked container south, right, up, then right across to the switch. Waterbend into it and the switch depresses, letting you continue right into...

[PUZZLE #2]

Push the water container up once and continue right. This buys you some time. As you run, switch to Sokka.

[PUZZLE #3]

Bomb the boulder and club the three, then quickly switch to Aang and Air Blast the eastern upside-down crate onto the Air Vent. Waterbend the water from the spiked crate into the empty one, then Air Blast it north. QUICKLY go down to the water's southern edge and do a "L"-shaped block rotated 90 degrees clockwise and pull it. You can actually pull it as the drill comes and still beat it, so don't worry (I think the game goes a little slower then). Pull it east until it's on the switch and hightail it through the gate. Congrats, the drill is now history and you can put it behind you.

o-----o-----o
| BOSS: Maker's Avatar | Found: Fire Nation Fortress |
o-----o-----o

If even one person dies here, it's game over-- try to go slow and steady!

[AANG'S PORTION]

This bad boy is an elemental control center, and can shoot fire and ice beams at you. One side arcs towards you, then the other side arcs towards you, then they do a combined attack -- stay in the middle for the former. To defeat the furnace part, use Aang to Air Blast into its open "mouth" pipe. In fact, you can keep Air Blasting into it during all attacks but the fireball it shoots from its furnace. After awhile, its boilerplate covers the furnace and you'll switch to Katara.

After enough damage, the arcs will shoot farther across the screen -- take refuge in the lower left and right corners. When Aang's part is the only one left, the beams will move in an arcing fashion in tandem -- dodge it like you have been doing and watch out, folks. Also, it will make an "X" with the beam duo in the middle of the screen, so stick to the extreme side of either wall to dodge.

[KATARA'S PORTION]

Katara will have a continuous air blast on her, pushing her left. You'll need to go right, dodging the rocks tossed at you (easily dodged) and make an Ice Bridge towards its fiery exhaust pipe. Water Whip it and you'll switch to her brother.

After enough damage, two rocks will fall in a pattern. Move all the way to the bottom, all the way to the top, then middle and make the Ice Bridge. Wait for the opening and Water Whip the exhaust pipe to switch off. Katara's part ends when the pipe crumples inward.

[SOKKA'S PORTION]

Boomerang the closed exhaust pipe here and dodge the simplistic falling boulder set: three on top, three on middle, three on bottom. After enough damage, you'll switch back to Aang.

After enough damage, the boulders fall in a pattern that circles the perimeter of the small field Sokka occupies. Still easy to dodge. Sokka's portion ends when the closed pipe crumples inward.

16) Frequently Asked Questions [FAQ1]

[Q] - How do I beat those tanks that shoot at me!?
[A] - Lure them onto vents and use the Air Vent skill to topple them over.

[Q] - How do I beat that water drill thing as Katara?
[A] - It runs on water, so waterbend OUT of it into the pool and kill it.

[Q] - How do I beat that thing that shoots rocks at Sokka?
[A] - Boomerang it. 'Nuff said.

[Q] - Is there any type of New Game Plus mode or something?
[A] - Nope.

16) Updates [UPD1]

10-18-06 +Added to GameFAQs
+Walkthrough complete

01-18-07 +Updated Prison Pt. III

17) Other Stuffs [THS1]

First, thanks to the ASCII Generator for makin' my words cool. Also, to William Lacy for a correction with the Dual Drill Tank's attacks.

Since I haven't watched the show as much as I like, some of the names are off, as you can probably guess. If anyone knows the names of bosses and enemies in the show, drop me a line and tell me and I'll change 'em.

Also, given that this game is almost wholly puzzle solving and directions and whatnot are bound to be boring/nebulous, if anyone has any trouble figuring out what I mean, tell me and I'll try to change it. Thanks for reading, folks!

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