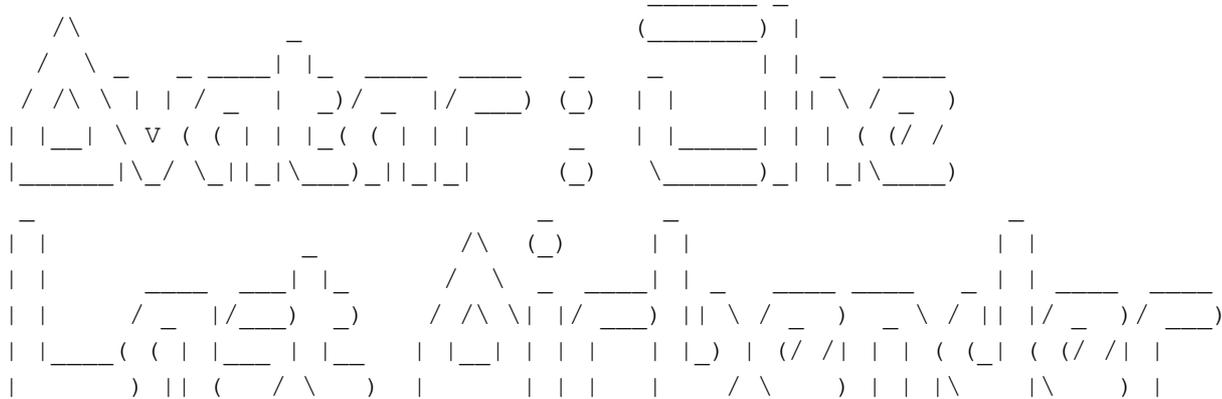


Avatar: The Last Airbender Boss FAQ

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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.



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01) FIRE CLAW -- Waterbending Village

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 scrap.

02) BOMB SAMURAI -- Fire Nation Prison

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 than usual before you can attack him again, but the strategy remains the same.

03) CONSUL OF OMASHU -- Omashu Palace Secret Exit

The Consul will stand on the center rock and make rock spires come up under the party, trailing them. He'll also send big, washer-type rocks at the party, with increasing effect as he's damaged. When he tries to crush the party with the large rock, lure him onto a vent and use Air Vent to knock him off. Hit him at this time (preferably with the club, which does more damage than Air Strike). He'll then begin running around the center platform. Since he always stays at the side you're not on, you can "control" his movements some. Use Sokka's Circle Throw skill and lure him into its path; when he's hit, he's vulnerable. Repeat as necessary.

04) FIRE CLAW -- Four Paw Island Sacred Caverns

This guy's back again for more punishment. Hit the left claw normally and use the Circle Throw boomerang to dislodge his other claw. You'll have to aim well for this one, but you can accomplish it easier by finding the nearest "swirly" mark on the stones and throwing from there. When both claws are unhooked, use the Club/Air Strike to deal some damage. Repeat as necessary.

05) DUAL DRILL TANK -- Four Paw Island Sacred Caverns

This tank corners Aang by his lonesome, so you'll have to make do. Dodge the drills -- which come from one wall initially, and then from two later on -- and wait for the two main drills to fire left into the wall. This dislodges some of the rocks; Air Blast 'em into the drill to make it back up.

As it backs up, in the north, there is a little alcove Aang can High Jump into. Quickly vault up there and get on top of the tank and use Air Vent on its top, which sends it reeling. Three Air Vents does the trick.

06) DUAL DRILL TANK -- Fire Nation Fortress

You'll have to outrun this thing to "win," and dilly-dallying means you die! 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.

07) DUAL DRILL TANK (Pt. II) -- Fire Nation Fortress

This boss is back for a chase. Remember: hitting its spinning drills kills all party members. 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.

08) MAKER'S AVATAR -- Fire Nation Fortrass

If even one person dies here, it's game over -- try to go slow and steady! The turn order is always Aang --> Katara --> Sokka, and when one finishes their section of the beast, they're skipped. Aang is the last person.

[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 (at least for the first part). 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 tosses at you (easily dodged) and make an Ice Bridge towards it fiery exhaust pipe. Water Whip it and you'll switch to her brother.

