

Avatar Walkthrough

Avatar: The Game is a third-person action video game. It is a prequel to James Cameron's film of the same name. Ubisoft Montreal developed the game and released it on the PlayStation 3, Xbox 360, PC, Wii and Nintendo DS on December 1, 2009. Ubisoft released the PSP version on December 8, 2009. The Wii version uses Ubisoft's Jade engine.

The Game has the option of outputting in most standard stereoscopic 3D formats, but a TV or monitor that is "3D-enabled" is necessary to decode and display the game in 3D. However, NVIDIA has developed a PC stereoscopic kit that consists of LC shutter glasses and driver software. The kit is compatible with high-end CRT monitors, supporting 1024x768 resolution and 100 Hz refresh rate. It also supports a wide variety of specially designed 120 Hz LCD monitors, although you must have a graphics card from Nvidia installed on the PC.

Events in the game take place in 2152, two years before the events in the film. The Game begins when a new Signals Specialist, named Able Ryder, arrives at the Hell's Gate base on Pandora, a moon of the gas giant Polyphemus. Relations between the RDA Corporation and the local Na'vi tribes are deteriorating. Ryder has special skills that may help the RDA to pacify the Na'vi.

Try out your New Avatar Body

After the introductory video, you find your character standing in front of his/her immediate superior, Kendra. Speak (F key) with Kendra to begin the game. Then go through the orange-highlighted airlock. Kendra will follow you. Beyond the next door, Kendra will take the lead. Follow her down the hall. Find Doctor Monroe, the senior science officer, and then talk to him. He has a yellow question mark above his head. Climb into the link-bed and enjoy the cut scene.

Kendra is waiting on the other side of the room. Notice that, even from a distance, you can see the yellow exclamation point above her head. Go over and speak with her again. Now look at your circle map, on the lower-right corner of your screen. Notice the yellow arrow. It points east, to an elevator. The blue arrow is you. As you turn, so does the blue arrow. Point the blue arrow in the same direction as the yellow arrow, and then walk to find the elevator. Use that elevator and then talk to Falco, who is sitting behind a desk in his office (with a question mark above his head).

Fly to the Blue Lagoon

Go back upstairs, and then outside to where you started. Your pilot is waiting near the parked aircraft. Look for the man with a planet icon above his head. Speak with him. He will take you to the Blue Lagoon. When you land, find Kendra again. She will give you an easy mission. Run west, to a gate in the high perimeter fence, and then climb the ladder to the right of that gate (F key and then the up arrow key), leading up to a mounted machine gun. Sit on the gun's seat (F key). Help save five returning troopers. They have orange chevrons glowing above their heads. Keep killing the Viper Wolves below, until all five troopers make it back through the gate.

Help Dalton

Speak with Kendra again. Now, on your keyboard, hit the Esc key, and then click "Weapons". The graphic shows three weapons slots. Here, you can change which three weapons you will be using. Turn the mouse wheel to quickly cycle through those weapons. On the right side of the graphic, notice the picture of two pistols. These pistols always fill the fourth weapons slot and you cannot change what weapon goes in that slot. However, the pistols have unlimited ammunition, unlike the other weapons. Note, however, that *all* weapons will have full ammunition every time you restart your game. Click on any of the three weapons at the left of the graphic to see a display of the individual characteristics of that weapon. This will help you decide which one is best for you.

Now run over to the nearby dune buggy vehicle, and then get in (F key). Drive it through the gate and then southwest, down a jungle path. You might call it a road. There are actually three "roads" and you want the one in the middle. You do not have to stop to kill the Viper Wolves; your vehicle will outrun them. Eventually, you will find the road blocked and you must abandon your vehicle. Stop your dune buggy next to the ammo station (A-Pod) and use that dispenser (F key) to top off the ammunition for all of your weapons. Remember where these stations are, and use them throughout the game as staging points for your attacks.

Continue past the blockage, on foot. Be ready to fight more Viper Wolves. Go past the first small waterfall on your right, until you get to a larger waterfall - also on your right. Run through the falling water to a cavern beyond. Fight off some more Viper Wolves. Pick up the gold RDA circle. Ten of these add one Health Recovery unit to the meter on the upper-left of your screen. However, you may only store a maximum of five Health Recovery units. If your meter already has five units, leave the circles floating where they are. Collect them later, when your meter has less than five Health Recovery units. Dalton is waiting inside the cave. Speak with him. Tell him that you will use your superior technical knowledge to tune the signal generator.

Start back along the path toward your vehicle. First go east, and then go north. More Viper Wolves will attack you from the other side of the waterfall. Use the A-Pod next to your dune buggy and then continue north. You will come to an intersection in the road. Take the left fork. Look for a hidden entrance on your left, blocked by Helicoradian (*Loreyu* in Na'vi) Tube Plants. The nervous plants drop out of your way as you approach them. Beyond the plants find a clearing with a handy place to plant the signal generator device.

Stand behind the highlighted circle and face the Tube Plants. As soon as you activate the signal generator (F key), many more Viper Wolves will run at you from the direction of those Tube Plants. This is an excellent opportunity to use the Banisher M60 Machine Gun. It can fire all of its rounds without you having to pause to reload the clip. Activate the signal generator, and then hold down the trigger until all of the Viper Wolves are dead. Then return north, to the lagoon base.

Repair the Repulsors

Back at the base; find a man standing to the east of the landing pad. He will inform you that Kendra has left. Run over to the Gator (the small swamp boat) nearby and get in. Check your map, and follow the yellow arrow to the big yellow circle on your map. Hit the Tab key to see a better, larger version of this map and other important information. Also, click on the green "quest" bar, at any time, to see what you should be doing. Now drive the swamp boat south, along the narrow waterways until you reach the First Forward Camp. Beach the boat. Activate the "First Forward Camp GMI". Find Kendra nearby and then speak with her again.

Now go west to find Dalton and then speak with him again. He needs you to reactivate a pair of Repulsors. Check your map for two round yellow circles. Those are the two broken Repulsors. Get in another one of the Gators and drive it along the waterways, until you see a torn fence. Park the swamp boat. Leave it on the left side of the waterway, opposite the fence. Get out of the seat and jump on top of the boat. This provides a fair defensive position. Shoot the Viper Wolves near the fence. Run over to the Repulsor and repair it (F key). Shoot some more Viper Wolves, hiding in the jungle beyond the broken fence. The Repulsor will protect you while you are standing near it.

Get back in the boat and continue to the second broken Repulsor. Be prepared to kill the Viper Wolves guarding it. Return to Dalton after you finish your repairs. He will send you back to Kendra.

Working for Doctor Harper

Kendra will order you up the nearby stairs and inside the metal building. Activate the link bed inside, to change into to your Avatar body. Then return to Kendra. She will send you to Doctor Harper. As you leave the base, activate the purple-shrouded Tree of Vision (one of six). Follow the yellow arrow on your small circle-map, west from the base. About halfway to your goal marker, find another Tree of Vision (two of six, at the three-way intersection with a parked dune buggy). Viper Wolves will attack you here. You can avoid them by running past them or kill them. As you enter the Avatar Compound, you will find another Tree of Vision (three of six, next to Doctor Harper). Their locations are marked on your big map.

Speak with Doctor Harper. Then speak with Epstein, the man with a yellow exclamation point above his head. He wants you to collect some Scorpion Thistle and Chalice plant specimens. A bit to the south is the area where the plants grow. Consult your map for a big yellow circle. After you have collected all of the samples, you will get a radio message from Kendra telling you to meet up with Harper and his team. Check your map for a yellow circle with a question mark inside it. Follow the trail to a metal gate. It will open for you.

On the other side of the gate, turn right. Not long after that, watch a cut scene introducing Tan Jala. Also, find another Tree of Vision (four of six). Tan Jala will give you a mission to kill two huge infected Sturmbeests.

As you enter the yellow-marked area, one of them will be wandering around ahead of you. Shoot the beast from a distance. They present a large, easy target. The second one is a bit further into the yellow zone. Run straight ahead and then jump up to the top of the large boulder. Now, while the elevated firing position protects you from the Sturmbeest and the Viper Wolves, shoot down at the beast. After you have killed the second beast, the game teleports you away. You will get a radio message telling you to head south.

Follow the map trails to the yellow circle with an exclamation point inside it. Go through the gate and speak with Falco. Return through the gate. Follow the trails southwest and north. Kill some Viper Wolves along the way. Near the end of the path, find another Tree of Vision (five of six).

Now you must decide whether to continue the game as a human, or a Na'vi. After the cut scene, you must kill either Harper or the humans. This walkthrough follows both options separately. At this point, you have unlimited ammunition, so choose a side and hold down the trigger.

Continue as a Human

(or see "Continue as a Na'vi" on page 18 below)

On your way back to base, your helicopter crashes. Kendra wants you to go to the nearby mining camp to get another ride. You have only one route away from the crash site - west. You will soon come to a narrow rock bridge. Destroy, from a distance, the two Scorpion Thistles guarding that bridge. Grenades work well against these plants. Now cross the bridge and climb a vine to the top. At the top, use the A-Pod to refill your ammunition.

The wide valley below you is swarming with Viper Wolves. If you go down there to fight them, it may be the first time in this game that you die. Instead, jump on top of the round boulder on the right edge of the trail, just past the A-Pod. Practice jumping on this rock until you can do it easily. Then, from the top of that boulder, launch all of your grenades at the mass of Viper Wolves in the valley below. Do *not* aim grenades at any solid object close to you, or the explosion will kill you. If Viper Wolves come running, shoot them while you stand on top of the boulder. If they just mill around in the valley below, get out your Assault Rifle (it has the greatest range) and snipe them while you stand on the boulder. Refill your ammunition at the A-Pod as necessary.

When you can no longer see any Viper Wolves, go down into the valley. Stun the Scorpion Thistles. Run around the valley, killing any stragglers and picking up any RDA gold circles. If you do not shoot at the flying Banshees, they will not attack you.

After you have cleared the valley, note that there are two ways to continue. One way is to drop down to the lower A-Pod and then climb a vine. The other way is to cross the rock bridge. Either way, continue across the next field and then along a narrow ledge. Shoot the small purple plants to get Cell Samples and Experience Points. Watch out for more Scorpion Thistles.

Go through the broken perimeter fence. Spaced evenly about the base are three A-Pods and one "Ignazu Mining Complex" GMI. Go through the metal gate on the south side of the base. Speak with Winslow, who is supervising the personnel inside. He will let you use one of his Scorpions.

Get in the Scorpion (helicopter) waiting on the pad. If you fire at the Banshees, they will attack. Check your map to locate the crash site, fly very slowly east. Land the aircraft where you see a pattern of red smoke trails and then talk to Kendra.

Find a crashed Scorpion nearby containing an intact missile relay. You need that relay to repair the missile-firing circuitry on your chopper. A pack of Viper Wolves is waiting to ambush you near that chopper. Pick up the part and then report back to Kendra.

Destroy the Banshee Nests

The Banshees have camouflaged their nests, in groups, on the sides of the cliffs. Look at your map to see where they are. You must destroy five nests to complete the mission. There are more nests than that. Go slowly and do not hit the rocks. Also, do not shoot at the flying Banshees, or they will attack you. After you complete the mission, fly back to the base and land. One Banshee may try to interfere with your landing. Then go inside the building to find Kendra. Have a conference call with Doctor Monroe and Falco. They want you to find three Unobtanium Shards.

Southwest of the base is the Gauntlet Swamp. An optional mission has you destroying some more plants. The plants are lethal if you get too close. The Scorpion weapons allow you to shoot them from a distance. Again, there are more of the plants than you need to complete the mission.

Shard Collecting - The First Harmonic

Take a Scorpion or a buggy or walk. This is a complex mission. Find three cave areas marked on your map with yellow arrows. If you walk or drive, find the concrete ramp leading up and out of the mining camp. Go west, and then south, until you see the mining equipment. RDA calls this area the "Ghetto". At the southern end of the Ghetto is a dirt road going east, up the hill. At the top of the hill, find an intersection and a group of Na'vi defenders. Take the left fork and watch for more Na'vi. Find and activate an A-Pod guarded by one Na'vi. Next to this A-Pod is the narrow entrance to Rumbling Cave. Go through this long box canyon, fighting a group of four Na'vi along the way. You come out into a high-ceilinged cavern. Fight off more Na'vi and a few Viper Wolves.

As soon as you pick up the crystal with the blue haze around it, the cave will start to collapse. Stand behind the crystal, facing the northern exit. Falling rocks from above will block the other two exits. The only way out is north, the way you came in. Pick up the crystal and then move quickly, or you will die. When you reach the exit, several Na'vi will be waiting for you. Do not stop running. As soon as you see them, start firing your gun and keep on firing until you run back out into sunshine. Then finish off any Na'vi who survived your assault.

Go back down the hill and stop at the intersection just above the Ghetto. This time, take the other fork in the road, south. Look at your map for the large yellow circle. Go in that direction to find Cannonball Grotto. The pods on the walls launch deadly spores at you, and some of the pods are very hard to see. As if this were not enough to keep you out, Na'vi and Viper Wolves, also defend the cave. Keep moving and dodge the cannonballs. Run through this cave, pick up the second crystal shard and then run out again. Now return to the middle of the Ghetto.

From the middle of the Ghetto, find a long narrow trail heading north. This entire area is free of enemies, until you get inside Solace Cavern. You can see the entrance to the cavern from the A-Pod at the destroyed RDA outpost nearby. Getting to the third crystal shard at the end of the cave is easy. However, as soon as you pick up the shard, you will come under attack by Na'vi. Some of the Na'vi will stand on the crystals above you. Use the crystals for cover and fight your way out.

Outside the cavern, go east toward a Na'vi settlement. As you move closer, a squad of your allies will chopper in to aid you. Fight your way to the other end of the settlement, to a narrow rock bridge. On this side of the bridge is an A-Pod. A large group of Na'vi is hiding just inside the entrance to the cave. There is another A-Pod just past the entrance. However, do not use it until you whittle down some of the defenders. The Na'vi will gesture menacingly from the cave entrance. Use your long-range Assault Rifle to snipe any you can see. Do not stand on the narrow bridge for very long. One good hit by an arrow can knock you off the bridge. Then go across the bridge, stand in front of the entrance rocks and pick off the remaining Na'vi as they come around the corner. Past the entrance to the cave is a large colorful willow tree.

Spaced evenly around the tree are three places where you can see bare ground. Listen for the sound associated with those locations. Place the crystals on the three spots (F key) to complete the mission. Fight a few more Na'vi on your way out of the cave.

Shard Collecting - The Second Harmonic

Find Kendra waiting just outside Willow Tomb. She will tell you to go back to Hell's Gate. Meet up with your new pilot, Chacon, who is standing next to a chopper. Board the Scorpion and fly back to Hell's gate. Go inside and talk to the Doctor Monroe. Use the console nearby to upload the harmonic you just collected, and then report to Falco.

Go back outside, speak with Chacon and fly off to the FEBA (Forward Edge of the Battle Area). When you land, speak with Kendra. Activate the "Landing Zone" GMI at this small outpost. There is no A-Pod in the Landing Zone, but there are many along the trails. Out in the jungle, you must find, and speak with, the squad leader (he has a yellow question mark over his head) east of Kendra. This area is crawling with Viper Wolves and Na'vi. If you stop to fight them, you will be overwhelmed. A good tactic is to run from A-Pod to A-Pod, and blow past any resistance.

Enemies will only chase you for a short distance. All you have to do is stay alive until you are past them. Check your map constantly. When you find him, the squad leader will send you southeast to a clearing containing a giant Hammerhead beast.

If the beast charges at you, dodge to the side just before he reaches you. A good way to defeat the beast is to find some rocks or a log to jump on. Get comfortable and then snipe the Hammerhead from the safety of your perch. You will use up all of your ammo and be down to using your pistols (with their unlimited ammo) by the time you kill the beast. The shard you want is in the middle of the field that the Hammerhead calls home. Collect it and then report back to the squad leader.

The second shard is in the southwest. Check your map for the yellow arrow and run south, down the trails until you find a group of your allies in a firefight. Help them out, and then speak with the squad commander. The second shard is only a few feet away from him.

Now go southeast, to long and winding Stalker's Valley. Activate the GMI near the head of the valley. You must kill many Viper Wolves in this valley and some nasty plants. Halfway along, you will find some vehicles that you may use. Some of them fire missiles. You will see a cut scene of a Scorpion crashing. Farther down the trail, in another cut scene, you will speak with the pilot, Olewski. She will warn you of what awaits you ahead. After battling some more Na'vi, you will come to a ledge, down from which you must jump. Next to the ledge is an A-Pod. In the field below, you can see another A-Pod. You can also see huge skeletons, discarded by the giant Thanator cat that lives there. A cut scene will demonstrate that he is strong and fast.

A good tactic is to use the giant skeletons as a fence between you and the Thanator. The Grenade Launcher works very well against him, but you may need to use the A-Pod at least once. Run from one side of the ribs to the other, always keeping the ribs between you and the Thanator. Shoot your rifle or launch grenades through the ribs until you have killed him. Then pick up the final crystal. A Scorpion airship will land to pick you up.

Now that you have all three crystals, notice a new question mark on your map. This is Kendra's location, in a remote outpost. Find her inside a building, and then speak with her.

From here, go west and then north. Follow the arrow to the swamp where the willow tree grows. Again, walk around and find the three places where the ground is bare and the sound is loudest. Place the shards there to get the second harmonic. As soon as you place the third shard, Beyda'amo will attack you. His technique is similar to the other Na'vi, but he can take a lot more hits and he can cloak himself. Grenades work well against him though. Aim low, so that you do not overshoot your target. When he goes down, be aware that he may only be stunned. When he is dead, speak with Kendra. She will send you back to Hell's Gate in the nearby Scorpion.

Speak with Doctor Monroe again. Use the console to upload the second harmonic, and then speak to Falco again. He will send you to Grave's Bog, to get the third harmonic.

Shard Collecting - The Third Harmonic

Get in the chopper and, when you land at Graves Bog, activate the "Mowlaki Village" GMI. Then go east. Not far along the trail, the Na'vi attack you. The first fight, on the other side of the vine bridge, is just a skirmish. The second fight is in a small lagoon. You will get help here, from your allies. Just before you drop down into the lagoon, look to your left for a large rock, upon which you can jump. Shoot down at your enemies from here. Then refill your ammo at the A-Pod and go up the nearby trail. Fight a third battle when you pick up the crystal. Then continue east to reach the base. Speak to Commander Fulson. She will warn you of an imminent Na'vi attack.

The Na'vi will attack this base three times. A cut scene will show a Sturmbeest breaking down the west gate. Stand next to the A-Pod there and help defend the base. Next, the Na'vi will come through the north gate and finally the east gate. Each gate is equipped with its own A-Pod. At the east gate, you may climb up on the turret and use that gun.

After you have secured the base, get in the large Swan vehicle. You will be the gunner. Hang on, listen to the driver yelling at you and fire the gun at your enemies. The gun will swivel on its mount and point in any direction. Your driver will head south. Concentrate on the Sturmbeests. Eventually, the vehicle will stall. While the driver gets it started again, fight off a swarm of Na'vi from all directions. The Swan will continue down the trail. When it stops for the last time, get out and activate the nearby "Windwash" GMI. Then speak with Kendra.

Continue west, to the village. When you get close, look for another big rock to the left of the trail. Jump on it and then climb up to the top. Snipe down at the Na'vi. When you have cleared the area, collect the shard near the willow. Return to Kendra and speak with her.

Kendra will give you a new mission. Check your map (Tab) and head southeast toward the lagoon. You will come to a wide pool and an intersection of the trails. Be wary of the Chalice Plants. Notice a huge rock on your left. Behind that rock, in some trees, is an A-Pod. One low corner of the huge rock allows you to jump upon it. At the top, you get an excellent view of the entire intersection. Shoot grenades at all of the plants and any Na'vi you see. Be aware that all the poisonous plants will regenerate in a few minutes.

Get down off the rock and refill your ammo. Then take the right fork of the intersection - up the hill. You will come to an abandoned RDA installation. The road splits again, just before you reach an A-Pod. Take the right fork, up the hill to some buildings. Explore the area to find an overlook. Below, is an area swarming with Sturmbeests. At the top of the hill is another A-Pod. There is also a second access to the Sturmbeest swamp below.

Now go back down to the first A-Pod. Stun the two large Spore Plants, partway down the trail. Enter the swamp a short way and the Sturmbeests will attack you. Notice, however, that they will only go as far as the tree with the gnarled roots at the entrance to the lagoon. Stand there and shoot the beasts to death. Watch for the occasional Na'vi who will try to sneak up on you. On your left when you enter the swamp (at the other side of the yellow circle), find a GMI, another A-Pod, and a turret that will help you kill any remaining Sturmbeests. In the trailer near the GMI, collect the highlighted item. Now check your map and then retrace your path.

Go toward the yellow circle with a question mark inside it. This is Jesik. Even though he is close by, he can be hard to locate. He is standing in a little nook behind a tent. Avoid the fight with the Na'vi and speak with Jesik. Now check your map and go to the yellow circle. Pick up the shard.

Now go northeast to the willow tree. You must fight a few Na'vi along the way. Inside the circle, when you get to the A-pod, Tan Jala and one of his minions will attack you. Kill the helper first. Then stand near the A-Pod and lob a grenade directly at Tan Jala. While he is stunned, back away and hit him again. Keep doing so until his body vaporizes. If he hits you, he will do a lot of damage to you. If you run away, he will chase you, but you can run as fast as he does.

When Tan Jala is dead, place your three crystals around the tree. Now go south to find Kendra standing next to a Scorpion. She will send you back to Hell's Gate in a separate Scorpion chopper, a few feet away. Back at the base, speak with Doctor Monroe. Upload the third harmonic to the console, and then talk to Falco again. Now fly to the Hanging Gardens base.

As soon as you land, the Na'vi will attack the base. You must kill at least ten of them. You may get in the AMP Suit for this mission. The Na'vi will concentrate on your allies, so this is an easy fight. Eliminate them all, and then go and speak with Winslow, who is standing next to the A-Pod at the rear of the base. He wants you to help Boom Boom Batista, the explosives expert.

Retrieve the Detonators

Check your map. There are two ways out of the base. One is the wide steep hill from which the Na'vi just attacked you. If you go that way, you may take a dune buggy part of the way. However, I recommend that you take the more direct route beginning at the southwest part of camp. Walk down the wide log to the field below. Halfway across, you must kill two plants growing on the log. Then launch a few grenades at the Viper Wolves in the field at the bottom.

From the base of the log, the trail splits. Take the right fork, not the one with the Tube Plants. A few feet farther, two Viper Wolves will attack you from behind a rock on your left. Beyond that is another intersection. Viper Wolves will attack from your left. Fill up your ammo at the A-Pod and go southwest. Kill some more Viper Wolves before you get to a "T" intersection. Viper Wolves will attack from the left fork and then from the right fork. After you have killed them all, take the right (northwest) fork. You will come to an abandoned RDA base.

Go through the fence of the base and activate both Repulsors. After you have activated the second one, Batista will arrive. Speak with him. He will give you instructions for the main quest.

However, if you want some extra experience, you can kill a huge Hammerhead, north of the base. As you go toward the field, you will come across two A-Pods inline. Just before you get to the second A-Pod is an invisible line, across which the Hammerhead will not cross. You can stand there and safely attack the beast. He will never cross that line.

To continue the main quest, get in one of the dune buggies and drive down the road to the southeast. You must jump the vehicle over two chasms and one little ledge. You can look at the jumps before you try. Then roll full speed over the first one, to land on the other side. Check out the next jump and go full speed over it as well. If you damage your vehicle, it may catch on fire. Soon after that, it may explode, killing you. You can make the hop over the last ledge on foot, if necessary. Note that, even if you wreck both buggies, you can still get to the camp on foot. Enter the camp, and jump on top of the dune buggy inside the camp. Viper Wolves will swarm around you, but the minor elevation will protect you. Pick up the nearby detonator package.

Check your map constantly and make your way back east to the Hanging Gardens base. You could go north to the nearest GMI and teleport back. This is a tough slog, no matter how you go.

Destroy the Viper Wolf Dens

Plant an explosive charge at the marked area next to the wall inside the Hanging Gardens base. Then get out of the way. Once the walls are down, Viper Wolves will attack. You can put on the AMP Suit and be virtually invincible. You can stand next to an A-Pod and defend yourself from there. You can hide behind the pair of gates leaning against the rock wall and wait until your allies finish the killing. In any case, you will have plenty of targets.

Plant a second charge at the other marked area and get away as before. Now speak with Winslow. He wants you to collapse all of the Viper wolf dens. Find two at each of the two map locations. Then speak with Winslow again.

Repair the Radar

Go southeast, through the new hole in the wall, toward the yellow circle on your map. In this area, pick up the power pack for the radar. Continue northwest until you find an active RDA base. Stun the numerous Chalice Plants near the base. Stop and refresh your ammo supply. Then continue northwest, down the trail, killing Viper Wolves as you go. Stun two large plants on a large log, and then cross the makeshift bridge. Help the defenders on the other side, and then continue down the trail. Find a small facility with one building, an A-Pod, a "Thistle Hills" GMI and the radar unit you must repair (F key). Use the GMI to return to the Hanging Gardens (The Drop). Speak to Winslow to receive your next mission, killing two rogue avatars. Then speak with Kendra, standing nearby, to get another mission from her - collecting more shards.

Kill the Two Avatars

You must kill the avatars Harper and Langly. They look the same as the other Na'vi, except that they have an orange icon over their heads. There are many other Na'vi around to help them. Use the GMI to return to Thistle Hills. Be ready to fight off a few Viper Wolves waiting for you. Then take a few steps north to a space between two large boulders. Jump on the low step between them. You are safe here. Notice the Hammerhead rumbling about in the field below. Wait until he stops at the far tree and see if you can lob a grenade on top of him. He will come running toward you and then circle back to the tree. Adjust your aim and lob another grenade at him. With practice, you can kill this beast with about twenty grenades. My personal best is sixteen.

When the Hammerhead is dead, go down into his field and then cross to the other side. Then turn east, down a wide meadow. Stop at the A-Pod to fill up your ammo and continue down to the edge of the meadow. Get on the large log, follow it east, and down, until you can see the valley far below. Get out your Grenade Launcher and start lobbing grenades at the Na'vi below. Even from this height, you should be able to see the orange icon above the head of the avatar Langly. When you kill him, a cut scene will show his human form waking up in the link-bed chamber. Refresh your ammo and then continue down the logs to the valley. Fight off more Na'vi as you head for the building containing the link-bed. When you get there, you will come under automatic weapons fire from the human version of Langly. Kill that one too. Activate the "Six Deep" GMI.

Now go underneath the Six Deep link-bed building, and then run up the log on the other side. As you continue south, you will come to the first large field where you killed a Hammerhead. However, you do not have to kill this one. Make an immediate right as soon as you enter the field. As you go northwest down this new trail, kill the Chalice Plant and then find another abandoned RDA base. Find an A-Pod inside.

Now head southwest, down the hill to another A-Pod. From here, turn east and hug the rocky wall on your left as far as you can go. Then drop down a bit, to a lower trail, and continue south to the next A-Pod. If you jump on the log just south of this A-Pod, you can see Harper and some Na'vi in the valley below. You can also see the link-bed building. You may hear and see explosions.

Start lobbing grenades at the Na'vi. Aim especially for the Na'vi with the orange icon on his head. When you kill this one, a cut scene will play. Then you will see the human version of the avatar stand on the steps of the link-bed building and begin to fire an automatic weapon. Kill the human. Now the game will tell you that you have *not* killed Harper, but another avatar turncoat named Epstein. Return east, up the hill to Paradise Lost. More Na'vi will try to stop you.

Shard Collecting - The Fourth Harmonic

Go southwest from Paradise Lost, down the hill. Kill one Na'vi halfway down the hill. At the bottom of the hill, look over the right edge to see a box canyon below. You can also see four orange-highlighted explosive packs. You must circle around to the entrance of that canyon. Viper Wolves and Na'vi will try to blind side you as you go down the hill.

When you find the entrance to the canyon, be aware that numerous Cannonball Plants will start lobbing projectiles at you. A couple of Na'vi will try to attack you from behind as you destroy the Cannonball Plants. Enough hits from these plants can kill you. Use your pistol, to conserve ammunition. Viper Wolves infest the end of the canyon. They inhabit every cave except the northeastern-most one. That one has the shard that you need. If you want all the experience points, activate each explosion separately; clear it of Viper Wolves and then move on to the next cave. You have ten seconds to get to a safe distance, from the time you activate each explosive pack.

Return up the hill to Paradise Lost. Use the GMI here to teleport to Thistle Hills. Be ready to fight off a pack of Viper Wolves. Kill the new Hammerhead in the field below, same as you did earlier.

Then go to the northeast corner of the large field below. Go down the wide trail there and turn left at the intersection. Hug the wall on your left until you get to a log. At this log, you will come under attack from Na'vi in the valley below. Go left, up that log and then continue east, to the end of the canyon. Kill two Scorpion Plants along the way. Travel the remaining distance to the second shard - inside the yellow circle on your map. Retrace your steps, up the hill to the large field. Dodge past the new Hammerhead, to the Thistle Hills station. Teleport back to The Drop.

Leave the Hanging Gardens base through the south hole in the wall. Run southeast along the trail, pursued by Viper Wolves. Jump up on rocks and kill them in small batches. Continue until you see a giant shiny grey Thanator cat on the trail ahead. Run past the Thanator and jump on the log at the "T" intersection ahead. Neither the Thanator nor the Viper Wolves will go up the log after you. Stand on the log and kill everything that moves.

After the Thanator and all of the Viper Wolves have died, take the right fork (west) and go down about halfway. Stop just before you get to the Scorpion Plant, and then jump up on the rocks to your left. There may be another Thanator just down the trail. Attack it from your perch upon the rocks. There are at least three Na'vi down there waiting for you, near the next A-Pod.

Kill them and then check your map. Go south, down the trail toward the quest circle. Cannonball Plants will attack you all along this trail to the end, along with Viper Wolves and a few Na'vi.

You will find it very difficult to kill all of the plants, because they are hard to see. You could just stun the obvious ones and then run down the trail to the spiral rock formation at the end. The RDA calls this the Pitcher's Mound. The shard you want is on top of the spiral. Activate the GMI and fill up on ammo at the A-Pod. Then clear the Na'vi from around the base of the spiral. Keep moving, so that the Cannonballs cannot correct their aim quickly enough to target you.

Now go up the rock trail around the spiral. Jump over two gaps and destroy the Cannonball Plant at the top. Pick up the shard and go back down the way you came up. Use the A-Pod to teleport to The Drop. Check in with Kendra.

The Final Willow Tree and Doctor Harper

Use the teleport to travel to Six Deep, and then go under the building again. Run up the log to the field that RDA calls the Center Plain. You have been here before. Make a right turn, just as you enter the field, ignoring the Hammerhead. Continue down the trail to the abandoned RDA camp.

Check your map. Go a bit west, and then north. At the next A-Pod, continue north (at the intersection). Go downhill to the next A-Pod. Na'vi will attack you here. The RDA calls this area The Lost Caldera. Continue south, downhill, until you get to a large log spanning a deep canyon. Cross the log about halfway until a cut scene and a radio message from Kendra activates. You can see the willow tree from here, but you cannot get to it from here.

Check your map for a yellow question mark. This is Batista. Go back up the trail and speak with him. He wants you to use the tracked vehicle to smash through the barrier to the south. After you do this, continue on foot toward the next yellow circle on your map. A cut scene will transport you deep into the Lost Cathedral cavern. Harper and a group of Na'vi are waiting ahead.

Fill up on ammo and then jump down into the water. Shelter yourself underneath the rock bridge. Wait for Harper to run along the rock ledge above you and shoot him when he does. A cut scene will show his human form waking up in the link-bed. When the Na'vi version of Harper dies, most of his Na'vi friends will jump down into the water to attack you. Finish them off. The game has provided a handy A-Pod for you, but you will come under fire when you use it.

Then continue southwest through the metal gate and into the next part of the cavern. Harper will taunt you over the radio. He and two or three Na'vi are up ahead waiting for you. Kill them all and then continue to the willow, just ahead. One more Na'vi will attack you here. Then place the shards around the tree, just as you have done before. Then continue west, just past the tree and the game will teleport you back to the Hanging Gardens base. Speak with Kendra and Winslow. Then hoof it southwest over to the pilot, Trudy, and get back to Hell's Gate.

At Hell's Gate, speak with Kendra again. Then go inside the building and upload the fourth harmonic. Now you know where the Well of Souls is located. Go back outside and speak with Kendra again.

The Plains of Goliath

Now get in the Scorpion and fly to your next mission. When you land, speak to Winslow. He will send you to talk with Colonel Quaritch. Activate the GMI "Battlefield HQ" for this base.

Leave the base by the western gate. Just down the hill, a large battle is going on. Your path to Quaritch's base goes through that battle. All of the Na'vi in this battle regenerate, so you cannot stop the battle. You must run through it. This is an excellent opportunity to use the Chromatic Blend skill. If you have level four, you can remain invisible for thirty seconds. Run to a hiding spot behind a tree or rock, while the skill regenerates. Do not shoot anything or activate anything. If you do, you will instantly become visible. Then run through some more of the battle to another hiding spot. Four uses of this skill will get you through the battle without a scratch.

When you get to Quaritch's base, he orders you to aid three of his commanders before he will let you go after Falco. After you initiate the Battle Plans mission, talk to the soldier nearby to get the Scout mission. Now speak with Batista. He wants you to assassinate a Na'vi leader named Swawta

Swawta

Leave the base by the northern exit. There is no fence or gate. You find yourself in a relatively quiet valley. A few Na'vi will try to stop you. Check your map. When you get to the place where the trail forms a circle, go clockwise. The other way may have you fighting some Thanators. On the other side of the circle, a Banshee may attack you. Continue toward the marked spot on your map, an intersection. Swawta stands on top of a tall bluff on your left. You have two ways to get to him. You can go left (southeast) and climb two sets of vines to the top of the bluff. Instead, you could take the long circular trail that begins on your right (northwest). The longer route has plenty of A-Pods and Na'vi. You could go in one way, and out the other.

When you get close to Swawta, a cut scene will play. You must decide whether to join his cause or continue to support the RDA. Click on one of the two highlighted areas nearby, to choose. If you decide to support the Na'vi cause, read "**Continue as a Human, Working for the Na'vi**", on page 16. If you decide to kill Swawta, begin your attack as soon as you have chosen. When Swawta is dead, check your map for the yellow question mark. Speak with Batista to complete this mission.

Hukato

Now travel to the yellow exclamation point on your map, and speak with Winslow. He wants you to kill Hukato. Go through the southwest gate. Fight your way through the Na'vi or use the Chromatic Blend skill to run past them. Make your way toward the circle on your map. Climb up a vine to get to the village. Hukato has disguised himself as a cat. You must kill the cat, and then kill the Na'vi version of Hukato. Now return to the Central Command base. Find Winslow (yellow question mark on your map) and speak with him to complete the mission. Then get in the Scorpion on the landing pad, and fly it to the Plains of Goliath.

Raltaw

Fly slowly east, following the trail on your map. Do not shoot the Banshees unless they attack you. Shoot the Cannonball Plants. Look for patches of rock that light up the orange targeting diamond on your heads-up display. These areas are weak places in the rock that you must shoot. The rocks will crumble down, allowing your Scorpion to continue. When you reach the eastern side of the map, turn north and follow that trail on your map. Fly all the way to the northeast corner of the map. Just to the west of that corner is the landing pad for the base. After you land, go a bit west to find Commander Savoy. He wants you to kill a Na'vi named Raltaw.

Activate the "RDA Mountain Base" GMI and then go through the southwestern gate. Follow the winding trail down the mountain. Fight your way west to find a vine to climb. Then climb another vine to get to the village. Kill Raltaw and then return to the mountain base. Speak with Commander Savoy to complete the mission.

Falco

Check your map for the yellow question mark that represents Quaritch. Go and speak with him. Now appreciating the danger that Falco represents, Quaritch wants you to fly to Tantalus. The game will teleport you to a landing pad containing a huge Dragon warship. You are to join the Forward Squad and assist them. Activate the "Nesting Grounds" GMI here. Climb in the Dragon and follow the wide, highlighted strip on your map. Use your guns to blow apart the more fragile rock clusters, as you did earlier, when you flew the Scorpion. Land on the big pad and activate the "Txur Pass" GMI. Jog down the trail a bit and speak with the squad leader (question mark over his head). He needs you to blow a hole in a wall.

Pick up the three highlighted packages of explosives nearby. You may take an AMP Suit. You must take the loop trail on your map. As soon as you step inside the yellow circle on your map, a four-minute timer will start. You must defend yourself for that long. If you run outside that area, the game will warn you not to. If you want to fight, stand next to the A-Pod. Alternatively, you could use your Chromatic Blend skill to hide behind a rock and wait for the timer to finish.

After the four minutes, place the charges against the wall. Then run northeast up the hill. A cut scene will play after you have gone far enough. The charges will blow a big hole in the wall. Return to the squad leader, who is standing at the new hole and speak with him. He will send you back to the Dragon airship.

Get in the Dragon and fly north, following the wide path on your map. Blow loose rocks out of your way as necessary. Land on the highlighted field, and then go down into the Well of Souls. Your only enemy here will be Falco. When you get close to him, a cut scene will play. Immediately after that, he will attack you. Kill him and then watch the ending cut scene.

Continue as a Human, Working for the Na'vi

Now that you are working for the Na'vi, none of them will attack you. However, any RDA troops who see you *will* attack you. Also, all of the deadly plants will continue to attack you. You may continue to use APODs to refresh your ammunition. You may continue to use all RDA vehicles. However, all RDA drones and modified Viper Wolves will now target you.

Swawta wants you to kill Batista and, when you have done that, to speak with the other Na'vi commanders. Consult your map. The green and yellow circle near the center of the map is Batista. The yellow circle with the exclamation point inside it is one of the other Na'vi commanders.

Deal with Batista first. Go south, and then loop around to the east. Blow up four drones just outside the village. In the same area, kill a pack of Viper Wolves. If you stay here, they will regenerate. Continue north to a battle with at least three AMP suits, a mounted machine gun and many RDA foot soldiers. The longer you stay inside the battle zone, the more the RDA will regenerate. Instead, use your invisibility skill to run through the battle to the other side.

Batista is standing near a metal gate. You can recognize him by the orange chevrons on top of his head. He can knock you down with explosions, but concentrate on him and not the soldiers around him. Then use invisibility to return to Swawta.

Now return along the same trails, curving around to the southwest corner of your map. When you leave the village, the drones and Viper Wolves will have regenerated. When you make the turn to the southwest, you will see another big battle going on. Again, if you stay in the battle zone, all the RDA will regenerate repeatedly. On the other side of the battle, climb a vine. Then find and speak with Hukato. He wants you to kill Winslow, in the southeast part of the map.

Use invisibility to retrace your steps through the ongoing battle. Go east, and then to the southeast corner of your map. When you get to the gate, wait until that skill recharges. Then use invisibility again, go through the gate and search the base until you find Winslow. He has orange chevrons over his head. Grenades work well against him. Kill Winslow and then return to Hukato.

Now you must sneak inside one of the two RDA bases on your map showing a white icon of a Scorpion. You have a choice of two bases. The Scorpions are sitting on pads, ready to fly. You must steal one of the Scorpions and fly to your next mission. Only when you are in the air, will a third yellow circle (with an exclamation point inside), show on your map. That is the third commander.

Fly as high as you can, along the trails, all the way to the eastern end of your map. Then turn north and, finally west. You may have to drop down a bit to fly through a hole in the wall. Land on the field, and then run over and speak with Raltaw. He wants you to kill Savoy, who is wearing an AMP suit. Go east, to the circle on your map.

The Savoy AMP suit has orange chevrons over its head. After you have knocked down the suit, you will *also* have to kill Savoy. Again, grenades work very well against him. Then return to Raltaw. Check your map for your next destination.

Go northeast, to the RDA Mountain Base. Swawta and his warriors have taken over the base. When you speak with him, he will ask you to fly a captured Dragon airship to the Well of Souls. A cut scene will show your flight. When you land, speak to the Na'vi with a yellow exclamation point over his head. He will tell you to find Amanti at a village. Go west, along the loop trail. Fight many soldiers and Viper Wolves. Cross two rock bridges. At the point where you turn east, you will see another battle raging. Use invisibility to get through the battle to the other side. Speak with Amanti. She wants your help defending the village.

A cut scene will show a Scorpion dropping off soldiers. You must kill eighteen of them within three and a half minutes. A timer will show at the top of your screen. If you fail, you will have to speak with Amanti again and do the whole thing over again. This battle is one of the most difficult in the entire game, because of the timer. In order for you to find eighteen kills in that short amount of time, you cannot stand back and snipe your enemies. You must get right in the middle of the battle.

Stand in the open area between the two APODs on either end of the battle area. Start lobbing grenades, as you pivot in a complete circle. Continue circling and firing grenades until you have no more grenades. Then run over to one of the APODs and get a fresh supply. Then run back to the center of the battle area and continue the same tactic. The game will keep track of your kills with an onscreen display. After you have killed eighteen troops, two Scorpion airships will fly in and start shooting machine guns at you. Quickly switch to your M50 and destroy both aircraft.

Then help the Na'vi finish off the remaining soldiers and speak with Amanti again. Now you can fly to the Well of Souls. Go back east, to where you landed the Dragon. This time there is no cut scene. You must fly the huge airship yourself. Check your map for a wide path leading northeast. Fly slowly along that path, destroying any RDA aircraft you see. You can also use your guns to destroy some of the rocks along your route. When you get to the Well of Souls, land the Dragon on the cliff where you see the orange highlighted circle.

Check your map and then run to the large circle on your map. As you get close to the huge willow tree which is the Well of Souls, a cut scene will play. Then walk to the orange circle at the base of the tree and activate the circle. Another cut scene will show Falco's Dragon flying in. Kendra will call on the radio and advise you to leave. However, the energy surging up from the tree will knock Falco's Dragon from the sky. Tan Jala will fly in to congratulate you. The ending credits will roll.

Continue as a Na'vi

Prove Yourself Worthy

A cut scene takes you to a Na'vi village called Vayaha. Walk up to Harper, just ahead, and speak with him. Now cross the narrow rock bridge and climb the highlighted vine (F key and the Up Arrow). Speak with Marali, the female Na'vi with a rectangular yellow dialog box over her head. She tells you to find some Fire Weed, with which to introduce yourself to Beyda'amo.

Now, on your keyboard, hit the Esc key, and then click "Weapons". The left side of the graphic shows you three weapons slots. Here, you can change which three weapons will fill those slots. Click on any of the weapons to see a display of the individual characteristics of that weapon. On the right side of the graphic, notice the picture of the bow. It always fills the fourth weapons slot and you *cannot* change what weapon goes into that slot. You can get replacement arrows and cell samples, from highlighted plants. Turn the mouse wheel to cycle through all four weapons.

Go northeast, to a wide gap in the path, and then use your bow to shoot the "Hermit Bud" plant. Point your bow at the highlighted plant and hold down the left mouse button. Notice the orange, diamond, icon that appears when you point the bow directly at the plant. When you let go of the mouse button, an arrow will fire and hit the plant. The plant will explode and drop some rocks into place, forming stepping-stones to the Fire Weed. Jump over the gaps and get the plant. A cut scene will show Beyda'amo waiting. You may see some RDA soldiers walking along the floor of the canyon below you. Target them with your bow in the same way that you exploded the plant.

Now hop back across the gaps and speak with Beyda'amo. He pretends to be unimpressed with your gift. To prove yourself, he wants you to destroy a missile-targeting tower. Go over and speak with Marali again. First, you must acquire the seven explosive packs needed to blow the tower. The first one is lying on the ground (highlighted in orange) near Marali.

Go down the trail behind Marali, Cross the narrow rock bridge, and then turn left and climb down a highlighted vine. Hit the Tab key to see the locations of the rest of the explosive packs and quest information. Fight your way down a canyon, picking up the packs as you go. When you get to the first wide spot in the canyon, a mini-quest has you killing five of the soldiers there.

Be aware that, unlike working for the RDA, Na'vi have little body armor. The soldiers can quickly kill you from a distance, with automatic weapons and explosives. In addition, they are smaller than you are and, therefore, harder to see in their camouflage uniforms. You must use stealth and natural cover (such as boulders) to avoid their murderous fire. Use your invisibility skill to sneak up close, and then cut them down with a staff or blades. Do not stand out in the open for any longer than necessary. Use your bow over longer distances, when you have a clear shot. The bow does *not* work well in confined spaces. Use the machinegun in critical situations only. You will not have the ammunition to use the gun flagrantly. Rely on hand weapons and your bow for most of your kills. Most green-highlighted plants will give you arrows, to a maximum of fifty.

As you continue south, you will come to a long valley with a rocky path, above the valley, following the same route. Vines dangle down from the path to the valley. Take that upper path to its end, and pick up an explosive pack. Look down to see the next pack. Climb down a vine to the valley below and get that pack. At the east end of the valley, climb two vines and see a cut scene. Notice how the weapons selection circle on the upper right of your screen lights up whenever you get close to an enemy. Use this feature as first-alert radar. Use your bow to eliminate the RDA forces on the rocks ahead of you. Then climb the vine to your right, follow the rock path and jump over a gap to get near the base fence. Alternatively, climb down a vine one level to a green pathway that leads left, to another vine. Climb this vine to arrive near the fence around the base.

Use your bow. Target the flying drones from a distance, before they explode near you. Snipe the gun tower on your left, and pick off as many soldiers as you can from a safe distance before you move in, grab the remaining charges and detonate them at the base of the missile-targeting tower. Then speak with Beyda'amo, who is standing nearby.

Climb the nearby vine and activate the "Ayawa Ikran" Tree of Vision. From the Tree of Vision, go north, to the end of the canyon. Climb one vine and then another vine. At the top, snipe a few soldiers to the east, and then cross the vine bridge. Snipe more RDA troops and drones, as you go east, up the hill. From here, zigzag across the vine and rock bridges, going generally south. A cut scene will play, featuring Banshees. Continue up the rocks, climbing two more vines. Shoot some RDA troops near a crashed Scorpion aircraft. Continue around the corner and shoot some more soldiers. Climb another vine. Go north and then east. Climb up two more vines.

Deal with more RDA at the top, and then climb another vine. If you see a Dragon airship, take cover behind a rock. The Dragon will fire missiles at you. Walk across a rock bridge, and then turn north around the corner. Then climb one last vine. When you see the first nesting Banshees, continue north, across a long, narrow rock bridge. At the other end of that bridge, a cut scene will place you on the back of your own Banshee - in midair.

Now you must fly the Banshee along a complex route that takes you over a line of flaming torches. Check your map (Tab). The fire from the torches will not hurt you or the Banshee. Pass over the torches low enough to make the yellow circle on your map disappear. If you pass over one of the torches and the circle on your map does *not* disappear, you must go back and fly lower. Be aware that the Banshee will not go up *or* down unless you are moving forward, unlike RDA aircraft. This makes flying the bird tricky, at best. But, you must complete the sequence to advance.

Follow the line of torches until you can see the yellow question mark above Beyda'amo's head. Land on the rock ledge where he is standing. When you get close enough to the ground, a prompt on your screen will tell you to hit the F key. Then *wait* until the Banshee's wings have folded before you hit the F key again to dismount. Speak with Beyda'amo, to get your next assignment.

Fly the Banshee northeast, above the trails (alternatively, you could climb down the vine and take the longer and harder overland route). Check your map. Land the Banshee in a large field to the south of the missile-targeting tower. Snipe the soldiers defending the tower, with help from your Na'vi brothers. This is a good place to compare the power of the bow with the M30 machinegun. You will notice that the bow delivers one-shot kills. You must fire many M30 rounds to do the same amount of damage. Activate the explosives at the base of the tower.

Now fly southeast. Land your Banshee to the north of your target. Continue on foot. Snipe the gun towers and any RDA defenders. Then detonate the explosives. Return to your Banshee.

Now fly to the third missile-targeting tower, in the southwest. Approach it from the north. Destroy it in the same manner as you did the previous two.

Kill the Dragon

Check your map for the yellow question mark that is Beyda'amo. Go there and speak with him at Vayaha Village. Then run northeast a bit to speak with Harper. A cut scene will play. He tells you that an RDA Dragon is about to attack the village. Climb down the vine near Harper and run southeast, across the vine bridge (not the rock bridge). Now look to the south to see two bamboo-like platforms with vines running up from them. Run over to the *closest* vine to you and climb it. Eliminate any soldiers at the top, and then cross the vine bridge heading north. Kill the RDA attackers there and then climb another vine nearby. You are now at the level of the hovering Dragon airship. Climb one more vine to get above the Dragon. Now jump on top of the Dragon and activate the area highlighted by orange chevrons. A cut scene will show an engine exploding. The Dragon will move away from you. You must destroy two more of the Dragon's engines.

Notice the rock tower to the south. Climb the vines leading up that tower, to get above the Dragon again. Jump onto the Dragon and activate the orange chevrons again. Another cut scene will show another engine exploding. The Dragon will move away again.

Notice the rock tower you first climbed, to the north. Climb up that tower again, until you can jump on top of the Dragon once more. Activate the orange chevrons again. A cut scene will show the Dragon crashing. Three more Dragons will fly in to replace it. They will fire rockets at the village and destroy your link-bed, killing your human form.

A different cut scene will show Tsahik Sanume, the village Spirit Leader, performing healing rites over your Na'vi body. Beyda'amo complains that you are still not Na'vi enough for him. Speak with Tsahik, and then go down the long spiral of the Home Tree trunk to the yellow question mark on your map. Speak with Tan Jala. You will be flying to Swotolu.

Fight to Swotolu

Find the Na'vi with a planet icon over his head, standing underneath Home Tree. He is the Banshee handler. Speak with him to choose your destination. A cut scene shows that journey. When you land, speak with Mekanei, who is standing nearby. He wants you to look for Lungoray. You must investigate three locations, marked by yellow circles on your map. First, activate the "Swotolu Village" Tree of Vision to the southwest. Then run west, along the trails, to the first site. Note that there are two trails leading west. You may take either one. Both are dangerous.

Along the way, use your bow to kill any RDA troopers who try to stop you. Near the first site is an idling Scorpion airship. Three shots from your crossbow will explode the Scorpion. At the burning building, you need to step inside the orange highlighted area.

Now go west, to the second site. Destroy the mounted machine gun on the left. A Swan vehicle is patrolling the burned-out area. The explosive projectiles it fires are deadly to you. Dismounted soldiers also defend the field. You must walk inside the orange highlighted circle in the middle of that burned-out field. If you fire a long blast at the Swan with your M30, you can make the vehicle explode. However, replacement ammunition for the gun is hard to come by. You could use your invisibility skill to run in and out of the area.

Near where you destroyed the machine gun, is a dead-end trail leading southeast. This leads to an RDA avatar compound. On top of the fence at the end of that trail are two *very* deadly machine gun mounts. If you do decide to take them on, and survive the attempt, you can break through the fence. Then you can kill the lightly armed guards and avatars inside.

Now go north, to the third site. You must destroy an AMP suit and the soldier inside it before you can step inside the orange circle. Then continue northeast to Mekanei, the yellow question mark on your map. Near him, activate the "Hunter's Trail" Tree of Vision. When you speak with him, he will send you to find Unipey, inside the RDA mining area.

Working for Unipey

Go northeast, to the fence line. Break a larger hole in the fence, using a hand weapon. Go toward the yellow question mark on your map. The injured Na'vi on the ground will speak a few Na'vi words, and then die. The game now wants you to investigate all of the sites on your map that are marked with a yellow question mark. You may do this if you wish. However, the only one that you *must* find is the one to the southeast. A rock wall there blocks your passage. From a distance, shoot the blue Hermit Bud plants. They will explode, opening a passage beyond. Activate "The Clear Cut" Tree of Vision, and then speak with Unipey.

She has several tasks for you to complete. First, disable two unmanned bulldozers. A short cut scene will show the first one just outside Unipey's cave. Shoot the control box on top of the front part of the bulldozer. Go northwest to find the second bulldozer. Another short cut scene will show it trundling along. Destroy its control box as you did the first one.

Nearby the second bulldozer is a control tower. As you move toward it, another short cut scene will show you the tower. A few RDA troopers protect it. Shoot the blue Hermit Bud flowers on the tree next to the tower and the explosion will knock down the tower. Now return south to Unipey.

Now she wants you to free some Na'vi prisoners. Go southeast to an RDA outpost, inside the big yellow circle on your map. Use your invisibility skill to avoid the two roving Swan vehicles. Use the large boulder in front of the fence as cover and concealment. Destroy the two machine guns on top of the fence, and the soldiers operating them. Then run over to the fence, slash a hole in it and run back to the boulder. If you stand halfway between that boulder and the fence, you can snipe the half-dozen guards through the large hole in the fence.

Then go through the hole in the fence and use the six silver tanks as cover. Hide behind them and then encourage the remaining half-dozen soldiers to walk over to those tanks. As they come around the corner, use your dual blades to slice them to ribbons. Free the prisoners by activating the locking mechanism in front of their cell. While you are close to it, activate the Tree of Vision to the northeast of the prison. Then return to Unipey. She wants you to disable the RDA mining factory. See your map for one small and one large circle.

Go northeast, and then break through the fence. Past the fence, on your right, are two machine guns that you must destroy, if you have not already done so. Destroy another machine gun on top of the fence to your left, near the big tower, and then kill all of the RDA guards. Find the orange highlighted gate mechanism and activate it.

Go down the fenced-in tunnel to the big pit at the bottom. Investigate this pit before you step inside the orange circle. When you do, a cut scene will play. When it is over, three AMP suits will surround you. Immediately run and take cover behind the nearest bulldozer. The three suits will follow you as a group. When the first one comes around the corner of the dozer, damage it with your dual blades. After your health drops down about halfway, run around to the other side of the dozer. Refresh your health, and then lay another ambush at the corner of the dozer. Keep the AMP suits always on the other side of the dozer until you can set up another ambush. Repeat this tactic until all three AMP suits have exploded.

Now you must destroy the electric generator. It sits on top of the platform at the far end of the pit. You must climb two vines to get to a position above the platform. However, as you climb the vines, you will come under fire from the three defenders on that platform. Their fire will almost certainly kill you, because you are so vulnerable while you are climbing.

Before you start the climb, activate your invisibility skill. Then climb the two vines (to the southwest), jump onto the platform below and kill the three defenders. Then activate the generator to destroy it. A cut scene will show a Banshee picking you up from the tower and then depositing you outside the fence. Now return south to speak with Unipey. She will tell you how to find Lungoray.

Finding Lungoray

Follow the glowing willows to Willow Way. The first one is right outside Unipey's cave. Then go west, to the next willow. Then go south, through the fence. Activate the "Hunter's Trail" Tree of Vision. Just west of the tree are two more willows. Beyond those is a wide field with two AMP suits engaged in battle with Na'vi warriors. Run through that battle, and a glowing willow tree, to the other side of the field. Continue following the trail through two more willows, until you come to a dead end canyon.

Shoot the blue Hermit Bud plants to explode a hole in the rock wall. Follow the trail ahead into a previously hidden area. Kendra will call you on the radio with bad news about Falco. Find another glowing willow tree here. Activate the "Willowglade" Tree of Vision. Notice the four Sturmbeests in the open glade ahead.

You must kill the four Sturmbeests. Just ahead of you, to the right of the trail, find a tree trunk upon which you can jump. From this perch, you can snipe the Sturmbeests. Eight arrows will take one of them down. Past the Sturmbeests are another willow tree and a few Viper Wolves to kill. Then run through the last tree, over to Lungoray, the Na'vi with a yellow question mark over his head. He tasks you with finding three crystal shards from inside the glade. Check your map. On your way north to the first shard, you will have to fight at least two AMP suits. You can recognize a crystal shard by the blue haze that surrounds it.

You should turn left (northwest) at the following intersection. Go all the way to that corner of the map. Several foot soldiers defend the second shard.

Now go east, to find the third shard. Half a dozen RDA troopers defend this area. After you get the shard, go and speak with Lungoray at the cavern (the yellow question mark on your map).

Now go south, killing a few Viper Wolves and one AMP suit along the way. At the last intersection where you turn southeast to meet Lungoray, is an AMP suit using Chromatic Blend. If you know it is there, the AMP suit is easy to spot.

Speak with Lungoray when you get to the final willow tree. A cut scene will play, showing a hidden RDA soldier assassinating Lungoray. Now you must be in charge of "drawing the harmonic". Walk around the willow tree, to find the three (evenly spaced) places on the ground where the sound is loudest. Place each of the three shards on one of those three spots. When you have finished, a cut scene will play. Activate the "Cavern of Songs" Tree of Vision. Then speak with Tan Jala.

Now go a little northwest and the Na'vi there will provide a Banshee, upon which you can fly to Home Tree. Speak with Tsahik at the top of Home Tree spiral. Walk over to the nearby blue cylinder of light and a short cut scene will play the "song". Speak with Tsahik again, and then go down the spiral and speak with Tan Jala again. Then go a bit southeast, to the Na'vi with the planet icon over his head. You now fly to Toruka Na'ring. A cut scene will document the journey.

Working for Amanti

When you land, activate the "Owame" Tree of Vision. Then speak with Amanti, nearby. She will give you a complex mission. Check your map for a big yellow circle. Click on "Animal Rescue".

Go south and then east, using a log as a highway. When the log drops down to the grassy area, you must fight a pack of RDA-controlled Viper Wolves that have electronic modules strapped to their backs. Use your dual blades to make short work of them. Cross the grassy area and run up the next log (between the two logs, Viper Wolves will continue to regenerate). Just before you get to the camp, activate the "Animal Study" Tree of Vision. Below you, another battle is raging.

Do not shoot at the two Scorpion airships just taking off. You cannot hurt them and you will only waste ammunition. Stand on the woven mat and shoot down at the RDA defenders. You must kill at least five of them. Kill at least two Viper Wolves here. Your Na'vi brothers will likely free the captive animals. Partway through the battle, two more Scorpion airships will land more troops. These two you *do* have to destroy. The Scorpions are vulnerable when you can see the orange diamond in your sights, using your bow or the M30 machine gun.

When the battle is over, go back to the "Animal Study" Tree of Vision and speak with Amanti. Then travel a winding trail east, to meet up with Beyda'amo. Use the logs as highways. Partway down the trail, a Scorpion will land many troops and an AMP suit. Destroy them or run past them invisibly. Speak with Beyda'amo, who is standing on a huge green fungus attached to a branch above the camp. He wants you to destroy a Dragon airship. A cut scene will show it landing on the concrete pad below. When you get close, it will lift off the pad and hover.

As soon as the huge engines light up with a green health bar and orange diamond, (when you aim a weapon at them) you may begin shooting those engines. Destroy all four of the engines to make the Dragon crash. Then destroy the controls on the two cage doors to set the wildlife free.

Then speak with Hukato. His Thanator (cat) is in poor health and Hukato wants you to gather five healing plants to cure the Thanator. Check your map for the locations of the plants you need. Each one grows in front of a Banshee nest. Use the logs and vines to get to each of the yellow circles on your map. Go slowly and carefully. You can easily fall off the logs if you are careless.

Start at the highlighted vine northwest of Hukato (1). Then go up another vine and north, along a log (2). Continue north, along the logs (3). Then go northwest up another log (4). Finally, go west and then south along another log (5).

When you have all of the plants, go back to the cage where the cat is laying and speak with Hukato. Then speak with Beyda'amo again. Ride on Hukato's cat to get the next shard. Go farther east, on the back of the cat. It is a short ride. Activate the "Greenwalk" Tree of Vision and pick up the shard. Then return to Beyda'amo. He now wants you to speak with Tan Jala.

You may go on the back of the cat or on foot. If you travel by cat, the Thanator will attack whatever is in front of it - if you press the left mouse button. If you dismount the cat while you are in the middle of a group of enemies, the cat will attack them automatically. You will come upon two RDA camps on your journey north. If you have to leave the cat, because the trail ends at a narrow log, you can pick up another cat on the other side of the log.

When you speak with Tan Jala, he requests that you destroy all RDA forces (42) in the area. A cut scene will play. Your first opponents, eight soldiers, are just ahead. Then a cut scene will show two Scorpions dropping off more troops. Then you must destroy five AMP suits, which all come at you at the same time. Lead these around a solid object, so that they line up in single file. Destroy one, and then run away to heal. Then repeat the process. You have a lot of room to move around. Check your quest log to see how many more RDA you have to deal with. Next, a mass of RDA Viper Wolves will attack you. The game will let you know when you have completed this task.

When you finally get to the big yellow circle on your map, activate the "Sanctuary" Tree of Vision. Then collect the shard, in a little nook to the west. Then speak with Tan Jala. A cut scene will show Amanti landing her Banshee, near the Tree of Vision. Speak with her. Then go northwest to the RDA compound and speak with Beyda'amo again. Partway there, you will get another radio message from Kendra. She has more bad news. When you speak with Beyda'amo, he will tell you to kill two corrupted Thanators. See your map for both locations.

As you get closer to the first circle, a cut scene will show the events that occurred here earlier. Kill the first Thanator. They go down relatively easily, using dual blades. Then zigzag through the wire cage complex to the next circle. Along the way, you must kill some Viper Wolves. After you kill the second Thanator, continue southwest and speak with Beyda'amo and Amanti again. Activate the "Rehabilitation Center" Tree of Vision.

Continue following the trail west and then north. Ahead of you are many dismounted soldiers who shoot grenades at you. You must also deal with an AMP suit and a few drones. Pick up the shard and then check your map. Complete the journey north to the end of the trail.

Along the way, you must fight an army of RDA troopers and three AMP suits. Be wary of an automatic machine gun near the end of the trail and a few more drones. Speak with Tan Jala at the end. Then get the second harmonic. Place the shards around the huge willow tree, in the three places where the sound is loudest, just as you did before. Activate the "Willow Tree" Tree of Vision. Then speak with Tan Jala again. He will send you back to Home Tree. Talk to the Na'vi with the planet icon over his head. When you arrive at the top of the Home Tree spiral, speak with Tsahik and then sing the second song. Then speak with Tan Jala, nearby, for your next mission. He will send you to Va'era Ramunong.

The Third Song

Check in with the Na'vi with the planet icon over his head. A cut scene will document the journey. When you arrive, speak with Tan Jala again. He wants you to help the local tribes get rid of the RDA presence. After that, the tribes will show you where the shards are. Go southeast, down the hill, and then speak with Swawta. He wants you to secure a Na'vi village to the north. On your way there, you must fight a few soldiers and a mounted machine gun.

Then go west, to the second site. On your way, you must destroy a Swan vehicle and three mounted machine guns. Be wary of a sniper on top of a tall metal tower. You will find many unmanned Swans that you can destroy for experience. You must kill one AMP suit.

Then go to the village in the northwest corner of your map. Speak with Mendala. He wants you to find Fmilam, the village healer, and escort her safely back to the village. Before you leave, activate the "Umkansa Village" Tree of Vision. Then go east.

You will find two ways to go east, a high green road and a low, burned road. Take the high road. Speak with Fmilam, who is waiting at the end of the high road. From now on, whenever you speak with her, she will either "hold on" or "follow" you. On your way back to Umkansa village, have her wait for you to clear the RDA forces ahead. A Scorpion airship will hover over you somewhere between where you find Fmilam and the narrow rock bridge. It will target Fmilam first. Aim for the orange diamond and Shoot the Scorpion down with four arrows. When you get Fmilam back safely, an AMP suit will attack the village. Destroy it and then speak with Mendala.

Now check your map and go to the southwest corner. Speak with Tsaro. He tells you that the shards you want are behind the village. Behind him, climb up one vine and down another. Jog through a box canyon to a wide field. The center of the field has a depression containing the shard you want. First, however, you must clear the field of RDA defenders dropped in by a Scorpion. Exit to the east, up a vine. Then jump down from the rock ledge and speak with Naalot. He will send you east, to Oloniwin. Follow the winding trail down the hill.

You will come upon a pair of Sturmbeests that you must kill or run past. Next, you will come upon an RDA outpost with a mounted machine gun. Beyond that, you must fight a pack of Viper Wolves. A little farther on, *pass by* a large field full of Sturmbeests on your left. Instead, take the right fork of the trail, to the next village. Speak with Ukamtsu. He needs you to collect some healing Cilliphant leaves that just happen to grow in the big field with the Sturmbeests. Activate the "Kootsura Village" Tree of Vision. Then retrace your path until you can overlook the big field.

RDA troops are fighting the Sturmbeests. The Cilliphant leaves are those with two long purple flipper-like arms. The darker purple leaves at the base of those plants are what you want. Do not kill the Cilliphant plants. Collect five samples of their leaves. Destroy or avoid the RDA and Sturmbeests. Then return to Kootsura village and speak with Ukamtsu again. Then speak with Oloniwin the elder. He is feeling fine now, but wants even more from you. He wants you to find, and bring back to the village, four young wayward hunters.

Exit the village and go west until you see the first hunter lying on the ground with an orange circle around him. From here, you can see two other hunters farther up the trail. A battle rages there as well. Finish off the RDA and then find Raltaw, the Na'vi with the question mark over his head. He will send you back to Oloniwin again. The elder has moved from the village to a point slightly northeast. Check your map and go down into the field where you collected the plants. The access to Oloniwin's location is through a partially hidden hole in the wall.

Oloniwin will tell you that the shard is located inside a nearby cave. One of Oloniwin's warriors will shoot a Hermit Bud plant, and the explosion will open the cave. Oloniwin and his four warriors will accompany you inside the cave. It is swarming with RDA troops, including an AMP suit. Help finish them off and pick up the shard - in the western part of the cave. Check in with Otamu at the entrance to the cave. He will send you to meet up with Beyda'amo.

Go north, back through the cave. RDA troops have again infested that cave. Fight through them to the northern exit of the cave. Outside, be wary of a sniper on the tall metal tower. Make your way along the trails to Beyda'amo, who wants you to defeat the RDA troops to the northeast. Before you leave, activate the "Tsmuke Village" Tree of Vision.

Kill, or run past the Sturmbeest just outside the village. Just ahead, find six RDA troopers blocking the trail. One of them has a grenade launcher. The nastiest soldier is a sniper on a high rock to your right, just past the Sturmbeest. In addition, a Scorpion will drop off an AMP suit. If you cannot find the sixth soldier, you may have found a minor bug in the game. Restart your game to fix the bug. When you have dealt with all of that, return to Beyda'amo. Now he wants you to blow up some explosives crates in a northern cave, as a diversion for his troops.

Go northwest, to a vine and climb up to fight some Viper Wolves. When you come to a narrow rock bridge, be wary of a sniper on the rocks to your right. At about the same time, a Scorpion will fly in, hover over you and then start spraying you with machine gun fire. Shoot it down.

Then climb down a nearby vine to the blackened canyon below. Go north and then west, to the circle on your map. Many RDA troops and a mounted machine gun guard the munitions cave. After you have cleared all RDA from the area, activate the four highlighted explosive crates. After you have activated the fourth one, you will have fifteen seconds to get to safety. Then report to Beyda'amo, at the northeastern corner of your map. On your way there, you may run into RDA using the Chromatic Blend skill. They appear as a blur, as they move across the landscape.

Beyda'amo will send you north, to get another shard. Before you leave, activate the "Camp Echo" Tree of Vision. Then go to the circle in the far northeast corner of your map. Activate the gate to the crystal cave. Kill the RDA defenders just inside the gate, and then find some cover. There is an RDA trooper firing grenades at you from one of the high crystals. Pop out from behind your cover and snipe him with your bow. Then climb up that crystal to reach the shard you want. Two more RDA will be defending the back of the cave at the base of that crystal. In addition, at the top of that crystal, another RDA defender may be waiting in ambush.

Now go the spot on your map containing a rectangular black and yellow dialog box. This is a floating island of rock. Approach it from the northwest. You could teleport from Camp Echo to Umkansa Village and then go southeast. Alternatively, you could go overland. In either case, when you get to the wide vine bridge, Kendra will call you on the radio, hurrying you along. Speak with Tan Jala on the other side of the bridge.

Ahead is the willow tree, around which you must place the three shards. The tree sits inside a depression in the middle of the rock island. When you first arrive, there is no RDA presence at all. Take a few moments to scout the area. When you first go down one of the ramps into the depression, the whole island will turn into a battleground. RDA troops will come down at you from two sides of the depression. The game seems to want you to kill at least some of the soldiers before it will activate the three areas around the willow tree. After you confirm the three shard locations are active, move quickly to place the shards around the tree. When the third one is in place, you must exit the island to the northeast, before the RDA blow up the whole island.

Tan Jala is waiting on the other side of some rocks that have fallen during the explosions. Jump over the rocks. A cut scene will show you both escaping to Home Tree on a pair of Banshees.

Go up the Home Tree spiral and speak with Tsahik once more. Sing the third song and then speak with Tsahik again. She will send you over to Tan Jala, who is standing nearby. Kxania Taw is your next destination. The Banshee handler is at the top of the tree this time. A cut scene will play.

The First Voice

When you land, speak with Beyda'amo. He will send you to a crash site for another shard. A cut scene will play as he leaves. Activate the "Spearhead Camp" Tree of Vision. Then go to the northeast corner of the map. At the wide bend in the trail, a major battle is underway. When you get beyond that battle, activate the "Lakebed" Tree of Vision. Break a hole in the fence. A Scorpion will land troops. Fight your way past them to another fence and break that one too. Just past the second fence, a cut scene will show another Scorpion fly in and destroy the shard before you can pick it up. Go west to find Beyda'amo. On the way, you will find Sturmbeests in a field. Activate the "Refuge" Tree of Vision, and then try to report the bad news to Beyda'amo. He wants you to steal a shard from the RDA's base in the south.

Go west and then south, along the trails. Just before the base, activate "The Ribcage" Tree of Vision. As you approach the shard you want, another Scorpion will fly in to destroy it before you can pick up the shard. Go north to speak with Beyda'amo. He wants you to meet him outside the main RDA base. A cut scene will play.

Go south first, and then loop around to the north. Kendra will call you on the radio. Activate the "Excavation Site" Tree of Vision before you get to Beyda'amo. He will order his men to stampede a herd of Sturmbeests to knock down the main gate. A cut scene will play. You must kill ten RDA troops. Then fight your way into a hanger to get the shard you want. Now you must reach the willow tree in the northeast corner of the map. A cut scene will show RDA reinforcements coming in to block your exit. Fight through them.

Go east, and activate the "Eywa's Walk" Tree of Vision. When you get close to him, a cut scene will show Beyda'amo lying on the ground wounded. You must kill an AMP suit to save Beyda'amo. He will not be grateful. Now go closer to the willow tree and a cut scene will show you using the First Voice to get the song. Now speak with Beyda'amo again. He is finally respectful to you. Now return to Home Tree and sing the final song. After speaking with Tsahik, run down the spiral and speak with Kendra. Then go back up the spiral and speak with Tan Jala. Now you must fly to Kaolia Tei (the Plains of Goliath). A cut scene will document the journey. When you land, speak with Beyda'amo and then report to three Na'vi commanders.

The first one, Swawta, is standing nearby. He wants you to kill Boom Boom Batista. Activate the "Imswota" Tree of Vision before you leave. Look at your map. Batista is inside one of the yellow circles. The second yellow circle, with an exclamation mark inside, is one of the other commanders. Defeat Batista first. Go south, and then loop around to the east. Blow up four drones just outside the village. In the same area, kill a pack of Viper Wolves. If you stay here, they will regenerate. Continue north to a battle with at least three AMP suits, a mounted machine gun and many RDA foot soldiers. The longer you stay inside the battle zone, the more the RDA will regenerate. Instead, use your invisibility skill to run through the battle to the other side.

Batista is standing in front of a metal gate. You can recognize him by the orange chevrons on top of his head. He can knock you down with explosions, but concentrate on him and not the soldiers around him. Then use invisibility to return to Swawta.

Now return along the same path, curving around to the southwest corner of your map. When you leave the village, the drones and Viper Wolves will have regenerated. When you make the turn to the southwest, you will see another big battle going on. Again, if you stay in the battle zone, all the RDA will regenerate repeatedly. On the other side of the battle, climb a vine and activate the "Ney Na'ay Village" Tree of Vision. Then speak with Hukato. He wants you to kill Winslow, at the southeast part of the map.

Use invisibility to retrace your steps through the ongoing battle. Go east, and then to the southeast corner of your map. When you get to the gate, wait until that skill recharges. Then use invisibility again, go through the gate and search the base until you find Winslow. He has orange chevrons over his head. Kill Winslow and return to Hukato.

Go toward the vine that you climb to get up to the village. You will find a Banshee, sitting on the ground. Get on the creature's back and get airborne. Only when you are in the air, will a third yellow circle (with an exclamation point inside), show on your map. That is the third commander.

Fly as high as you can, along the trails, all the way to the eastern end of your map. Then turn north and, finally west. You may have to drop down a bit to fly through a hole in the wall. Land on the field, and then run over and speak with Raltaw. He wants you to kill Savoy, who is wearing an AMP suit. Go east, to the circle on your map. The Savoy AMP suit has orange chevrons over its head. After you have knocked down the suit, you will *also* have to kill Savoy. Then return to Raltaw. Then speak with Beyda'amo, who is standing nearby.

He wants you to fly to Tantalus to stop Falco. A cut scene will show your flight. When you land, activate "The Great Wall" Tree of Vision. Speak with the Na'vi nearby. He will tell you to find Amanti at a village. Go west, along the loop trail. Fight soldiers and Viper Wolves. Cross two rock bridges. At the point where you turn east, you will see another battle raging. Use invisibility to get through the battle to the other side. Speak with Amanti. She wants you to help defend the village.

A cut scene will show a Scorpion dropping off soldiers. You must kill eighteen of them within three and a half minutes. A timer will show at the top of your screen. If you fail, you will have to do the whole thing over again, with less ammunition. Then finish off the remaining soldiers and speak with Amanti again. Now you must find a way to fly to the Well of Souls. A cut scene plays. Check your map and then head northeast, toward the yellow circle.

When you get close, a cut scene will show you taming the larger version of a Banshee, called a Leonopteryx. Fly the creature along the wide path on your map. Land your bird on the orange highlighted circle ahead. Then go toward the yellow circle on your map. This is the Well of Souls. As you head toward the big willow tree inside, a cut scene will play. Activate the area highlighted by an orange circle. Another cut scene will play. Kendra will call on the radio. Falco's Dragon airship will fly in, but he is too late. The power shooting up from the Well of Souls will cause the Dragon to crash. Tan Jala will fly in to congratulate you and the ending credits will roll.

Chris Barton - Revised 04.10.2013

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