

**SpongeBob
squarepants**

LIGHTS, CAMERA, PANTS!

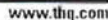


The First 4-player SpongeBob game!
Cooperative and competitive
gameplay modes!
Available Now

Mild Cartoon Violence



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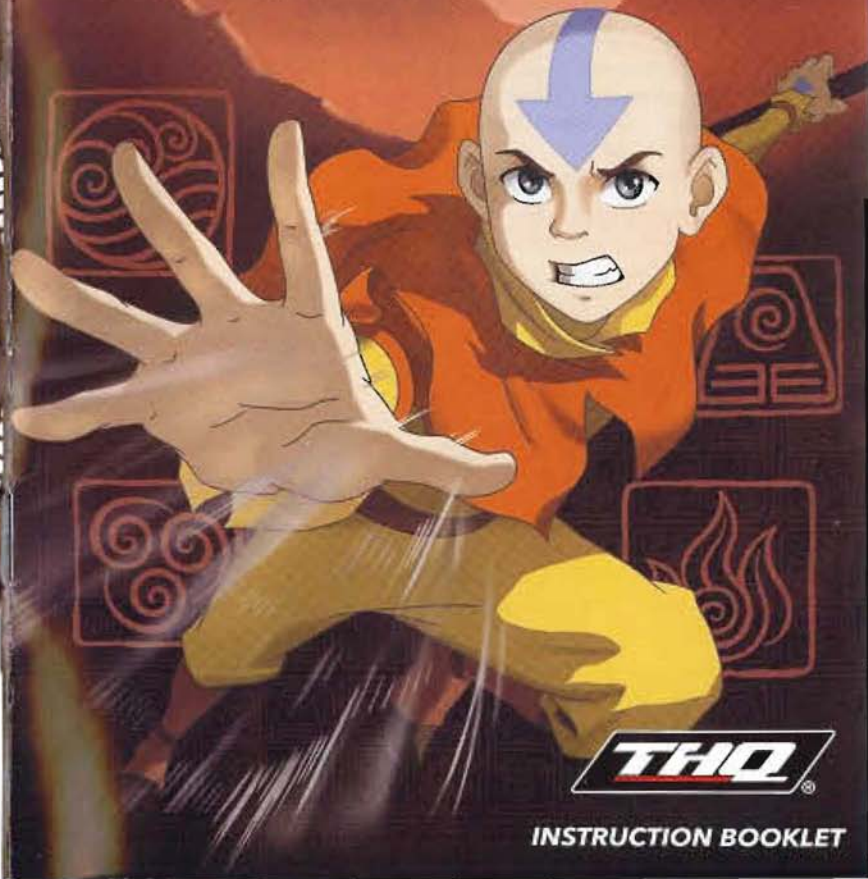
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NICKELODEON

神通去降

AVATAR

THE LAST AIRBENDER

**INSTRUCTION BOOKLET**

<http://www.replacementdocs.com>

PLEASE CAREFULLY READ THE Wii™ OPERATIONS MANUAL COMPLETELY BEFORE USING YOUR Wii™ HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS MANUAL CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition, should consult a doctor before playing a video game.
- Parents should watch their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms:

Convulsions Eye or muscle twitching Altered vision
Loss of awareness Involuntary movements Disorientation

- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing videogames can make your muscles, joints, skin or eyes hurt. Follow these instructions to avoid problems such as tendonitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. Parents should monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

⚠ WARNING - Motion Sickness

Playing video games can cause motion sickness in some players. If you or your child feels dizzy or nauseous when playing video games, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

IMPORTANT LEGAL INFORMATION

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Set up your Wii™ Console according to the directions in the Wii Console Instruction Booklet. Press the POWER Button and the status indicator light will light up. Place the *Avatar: The Last Airbender* Game Disc into the Game Disc slot. Follow all on-screen instructions and refer to this manual for more information about playing *Avatar: The Last Airbender*.

CONTROLS

Game Menu (Wii Remote)

| | |
|--------------------------|------------------------------|
| Highlight menu selection | +Control Pad |
| Confirm menu selection | A Button |
| Back | B or - Button (minus button) |

NUNCHUK STYLE

| | |
|--------------------------|---|
| Zoom In/Out | Hold the C Button + Tilt the Nunchuk forward and backward |
| Move character | Control Stick |
| Block attacks | Z Button |
| Interact with characters | C Button |

Wii Remote

| | |
|------------------------------------|---------------------------|
| Pause game | + Button (plus button) |
| Open / Close in-game menu | - Button (minus button) |
| Select Aang | Up on the +Control Pad |
| Select Haru | Down on the +Control Pad |
| Select Katara | Left on the +Control Pad |
| Select Sokka | Right on the +Control Pad |
| Stealth | 1 Button |
| Enter Momo Mode | 2 Button |
| Attack / Screenshot as Momo | A Button |
| Use Health Medicine from inventory | Double tap the 1 Button |
| Use Chi Medicine from inventory | Double tap the 2 Button |

PERFORM ADVANCED BENDING MOVE

| | |
|---------|--|
| Move #1 | Hold the B Button + Swing the Wii Remote Up |
| Move #2 | Hold the B Button + Swing the Wii Remote Down |
| Move #3 | Hold the B Button + Swing the Wii Remote Left |
| Move #4 | Hold the B Button + Swing the Wii Remote Right |

In another age, power is balanced among four great Nations: Water, Earth, Fire, and Air. Leaders of each nation possess the ability to manipulate their native element. One alone is master of all four elements. He is the Avatar, human bridge between the Spirit and Physical worlds, one who must maintain world order. Upon the previous Avatar's death, the Fire Nation's leader launched a global war. His goal — eliminate the Water, Earth, and Air Nations so the Fire Nation can rule for eternity. With the Fire Nation on the brink of global domination, a young girl, Katara, and her brother, Sokka, make an amazing discovery. Enclosed within an iceberg for 100 years, Aang, a 12-year old Airbender has miraculously survived.

Join Aang, Katara, Sokka, Appa, and Momo on a grand adventure which will expose a threat even greater than the Fire Nation!



Use the pointer and select the word "START" on the title screen. This brings up the following menu:

NEW GAME: When selecting the new game option, a profile will automatically be saved on the Wii internal RAM. You can choose from three save slots to save your new game.

LOAD GAME: Select from any of the three save slots to load previously saved Avatar games.

After creating a new save game or loading an existing one, the game menu loads as described below.

GAME MENU

Use the Wii Remote to navigate through all the menus. Line up the pointer on any part of the menu you want to interact with and push the A Button to select it.

PLAY: Start the new game / Continue the previously loaded save game.

OPTIONS: Adjust game and sound options.

GAME OPTIONS: You can alter in-game options, change control options, set player auto-assign moves on/off.

SOUND OPTIONS: Alter the settings for sound effects as well as the volume for music and speech.

EXTRAS: View any unlockables that you have earned and enter secret codes.

TITLE SCREEN: Quit the current game and return to the title screen.

Each character on your team is shown on-screen in a list; the character you are currently controlling is at the top. Each character has a green bar showing health, and the purple bar showing Chi.

The mini-map shows the layout of the surrounding area. People with quests to give are shown as BLUE dots. People or places of interest to help finish quests are shown as GREEN dots. Traders are shown as GOLD dots. Enemies are shown as RED dots.

When you are given quests, arrows around the edge of the mini-map help lead you to people you need to talk to and places of interest.

While the team is in stealth mode an icon appears next to the mini-map showing how much longer the team will be hidden.

Whenever you receive or complete parts of quests, a pop up reminds you what to do.

The journal icon appears when new information is found; you can access the journal from the in-game menu.

The title bar shows the characters you can talk to, and also the health of enemies that you are fighting.

As you collect items, they fly into a bag; this represents your inventory. You can access the inventory from the in-game menu.

SWITCHING CHARACTERS

Each character on the team has a different set of moves and is effective against different types of enemies. If you aren't having much luck against an enemy try switching the character you are using to attack. Press the +Control Pad on the Wii Remote up, down, left or right to select Aang, Haru, Katara or Sokka. As a Waterbender, Katara is the healer of the team. When you are not controlling her, she tries to heal the team when they are in battle, but be careful to protect her from enemies.

Pressing the + Button (plus button) displays the PAUSE MENU.

RESUME

Return to the game.

LOAD GAME

Load a previously saved game. All unsaved progress is lost!

OPTIONS

Alter in-game options.

GAME MENU

Leave the current game and return to the game menu. All unsaved progress is lost!

In addition to the pause menu options, your current progress is also displayed.

HIDDEN CHESTS

These are special chests hidden around the chapter.

MOMO OBJECTS

Collect a number of objects that can only be found in Momo mode.

Set Items

In each chapter there are special items that belong together. If you collect and equip a complete set on a character, they will get much stronger!

AREAS FOUND

The number of different areas to explore in each chapter are marked on the map with ?'s.

QUESTS DONE

Each chapter has a number of unique quests to complete.

CHAPTER COMPLETE

Shows a "Chapter Complete" percentage. Note that getting 100% is tough and you can finish a chapter without completing all quests or collecting all items.



Pressing the - Button (minus button) opens the in-game menu. Use the Wii Remote to navigate through all the menus. Line up the pointer on any part of the menu you want to interact with and push the A Button to select it.

INVENTORY

Using the inventory you can equip each team member with items you may have found or earned during your adventure. By equipping items your character gets stronger. Using the +Control Pad you can switch between team members the same way as in-game.



MAP

The map shows where you are in the current chapter and how much of the chapter is complete. As you explore you reveal the areas marked with ?'s and the % complete figure rises. You can also buy Treasure Maps in the game to reveal where hidden chests are. The world map shows where you are in the Avatar world.



JOURNAL

The journal is where important information about quests is stored. You can refer to this at any time to check what it is you're supposed to be doing in your current quests.



Moves

By default when you "level up" the team is given moves automatically. However, more experienced players may wish to alter how each character develops and which moves each character uses.



AND EXPERIENCE POINTS (XP)

Aang starts the game at "Level 1" with basic action moves. As you defeat enemies, complete quests and collect items you receive experience points (XP). When your XP reaches certain figures your team "Levels Up" and becomes more powerful with all new Advanced moves!



CHI

Each character in your team has a Chi bar. Using Advanced moves costs Chi and it takes time for the Chi bar to fully refill. You cannot use an Advanced move if you do not have enough Chi, so be careful when you use them! If you are lucky you may find items that help your Chi bar refill quicker.

TALKING TO PEOPLE

As you approach a character press the C Button to talk to them. When you talk to them you often have choices to make about what to say to them. Saying different things can get different results, and you may need to talk to people several times.

QUESTS

Characters with blue symbols above their heads have quests to give the team, just go and talk to them. They'll also appear on the mini-map as blue dots.

When the team has started a quest there are people or places they need to talk to or visit in order to complete it. These are shown as green dots on the mini-map, and the people to talk to have green symbols above their heads.

ITEMS

When the team collects items, either from defeating enemies or completing quests, they are added to the inventory. You may also buy and sell items with traders who you'll find in each chapter. Each item has various attributes which make the characters better in certain ways.

Normal items that appear with a WHITE glow are OK but Aang is hardly going to save the world with these. Try selling them to traders.

Superior items that appear with a GREEN glow are much better.

Unique items that appear with a PURPLE glow are rare and valuable.

Items from a set appear with an ORANGE glow. If you can collect all the items in a set and equip them on your character you will get bonus attributes on all the items!

HEALTH

The more health a character has, the more times they can be attacked before they are dishonored. Wearing items that increase your LIFE gives you more health.

CHI

Chi is used to cast Advanced moves. The more Chi you have, the more Advanced moves you can perform. Wearing items that increase your FOCUS gives you more Chi.

ARMOR

Armor absorbs damage, making it more difficult for an enemy to dishonor you. You can increase your armor by wearing items that increase your ARMOR or AGILITY.

LIFE

Wearing items with life increases your maximum health. Life also increases the damage of Katara's Advanced moves.

FOCUS

Wearing items with focus increases your maximum Chi. Focus also increases the damage of Haru's Advanced moves.

AGILITY

Wearing items with agility increases your ARMOR, because you're faster and harder to attack. Agility also increases the damage of Aang's Advanced moves.

STRENGTH

Wearing items with strength increases the damage done by your basic attack. Strength also increases the damage of Sokka's Advanced moves.

CRAFTING

You can find Artisans and Herbalists to trade items with in villages and towns in the Avatar world. They may also offer to craft useful new things for you, but you need to find and bring them the correct materials first.

BASIC ATTACKS

All of the team starts out with some basic attacks. Press the A Button on the Wii Remote to make them perform an attack move.

As the team "Levels Up" they receive more powerful basic attacks. If you repeatedly press the A Button they will perform combo moves which are more powerful.



BLOCKING ATTACKS

Press the Z Button to block enemy attacks. You can't block every move but it is very useful to block close attacks from enemies.

ADVANCED ATTACKS

Hold the B Button on the Wii Remote, and the "action panel" appears; this shows which Advanced moves are currently available to use. While the B Button is held swinging the Wii Remote up, down, left or right performs an Advanced move. Remember you can only perform Advanced moves when you have sufficient Chi.

SUPER MOVE

If you string together many successful attack moves on enemies, your character performs a super move that attacks your enemy with one powerful blow!

PUZZLES & FOCUS MOVES

At some points in the game you need to perform "Focus Moves" to solve puzzles. Aang, Katara and Haru use special Bending moves, whereas Sokka uses special warrior attack moves.

When you get to a puzzle the prompt "Focus Move" appears. Press the C Button on the Nunchuk to attempt the "Focus Move". If the puzzle cannot be solved by the character you are controlling you need to switch characters and try again.

To perform the "Focus Move" you need to draw various symbols on the screen. Firstly, the symbol will be drawn on the screen. Hold the A Button on the Wii Remote and draw the same symbol before time runs out. You have a few chances to draw each symbol before you fail the "Focus Move".

Press the 1 Button on the Wii Remote to enter stealth mode. The team will fade out and they are temporarily invisible to enemies. An icon appears next to the mini-map showing how much longer the team will be invisible; when the stealth timer runs out the team is visible again.

You may press the 1 Button again to make the team exit stealth mode. Additionally if you perform any action moves the team exits stealth mode and will be visible to enemies.

Once you have exited stealth mode you may not enter it again for a short period of time. An icon next to the mini-map shows how much longer before stealth mode may be used again. As well as using stealth to sneak into different areas it can also be used to creep up behind enemies and attack them.

USING MOMO

The team needs to use Momo from time to time to complete tasks. To use Momo press the 2 Button on the Wii Remote. Momo sees and hears the world differently from the rest of the team, and if you're lucky you'll find some extra items that only Momo can see. Collecting these Momo items increases your % complete in each chapter. Enemies don't see Momo as a threat and ignore him, so he can go almost anywhere unhindered.

As a mischievous lemur Momo can scare people by screeching at them. Press the A Button on the Wii Remote to make Momo screech.



FOUR NATIONS MINI-GAME

Some characters in the game ask you to play a mini-game called "Four Nations". This is a tile game based on the four different nations in the Avatar world; Air, Earth, Fire and Water. You can play for valuable items that may help you on your adventures, or sometimes just for fun!

The goal of the game is to use all your tiles, or play a tile which your opponent cannot play a tile in reply to.



To play a tile, you must match the current element that is on the board. So if an Air tile is on the board you must play an Air tile and so on.

If you play a "Double tile", you are automatically given a bonus move!

If you are lucky you can find an "Avatar tile" – this can be played at any time as a "wild card" and is very useful if you don't have the right tile to play next.

As your adventure progresses, you will unlock Galleries showing some of the amazing art that went into the making of the Avatar game!

Also, look out for Secret Codes that can be entered into the Code Entry screen in the Game Menu to unlock special abilities within the game!

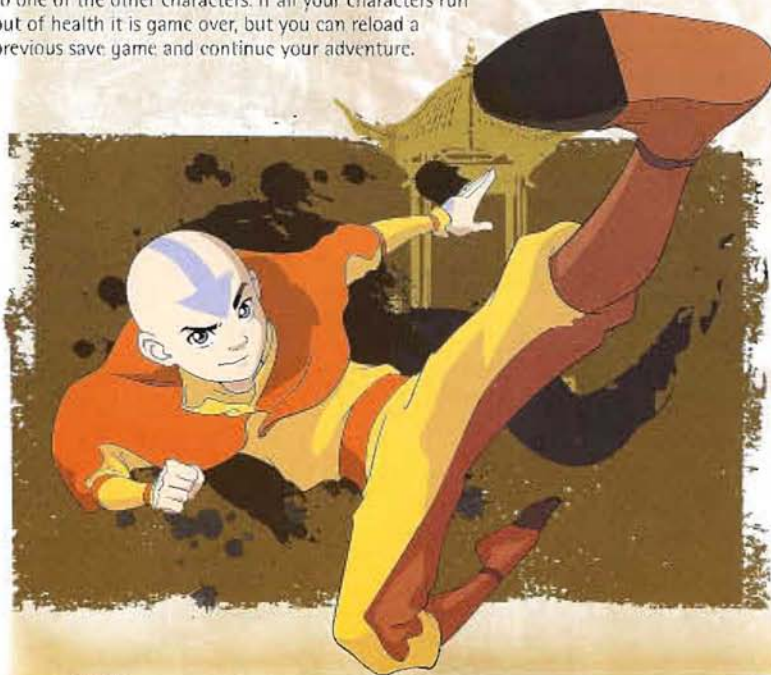
SAVING YOUR GAME

In each chapter you will find a number of save points. As you approach them the prompt "Save" will appear. Press the C Button on the Nunchuk if you wish to save your progress. The save game screen will show your current progress, this shows how many quests have been completed, areas found on the map, special items, etc



GAME OVER

When one of your characters runs out of health they are dishonored and control is switched to one of the other characters. If all your characters run out of health it is game over, but you can reload a previous save game and continue your adventure.



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Original Music composed, directed and produced by Daniel Fournier, Digital Archives Network

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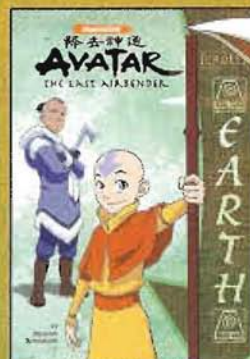
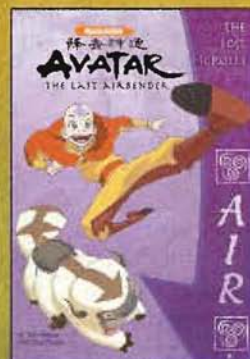
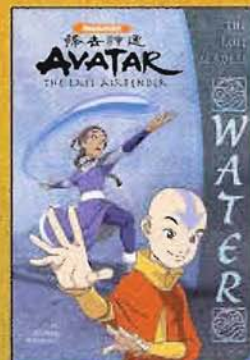
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降世神通 AVATAR

THE LAST AIRBENDER

READ THESE ACTION-PACKED
AVATAR ADVENTURES!



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include
bonus info
about each
nation!



Avatar books from Simon Spotlight,
available winter 2006 wherever books are sold.



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Prince Zuko™

Warranty and Service Information

In the unlikely event of a problem with your product ("Product"), you may only need simple instructions to correct the problem. Please contact the THQ Inc. ("THQ") Customer Service Department at (818) 830-0456 or on the web at <http://www.thq.com> before returning the Product to a retailer. Live Customer Service Representatives are available to help you Monday through Friday 9am to 5pm PST or you can use our automated systems by phone or on the web 24 hours a day, 7 days a week. Please do not send any Product to THQ without contacting us first. Your 5 digit Product Code is 30123. Please use this code to identify your Product when contacting us.

THQ warrants to the best of THQ's ability to the original consumer purchaser of the Product that the medium on which the Product is recorded shall be free from defects in materials and workmanship for a period of ninety (90) days from the original date of purchase. The Product is sold "as is," without express or implied warranty of any kind, and THQ is not responsible for any losses or damages of any kind resulting from use of this Product. If a defect occurs during this ninety (90) day warranty period, THQ will either repair or replace, at THQ's option, the Product free of charge. In the event that the Product is no longer available, THQ may, in its sole discretion, replace the Product with a Product of comparable value. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to THQ's satisfaction, that the product was purchased within the last ninety (90) days.

To receive warranty service:

Notify the THQ Customer Service Department of the problem requiring warranty service by calling (818) 830-0456 or on the web at <http://www.thq.com>. If the THQ service technician is unable to solve the problem by phone or on the web via e-mail, he will authorize you to return the Product, at your risk of damage, freight and insurance prepaid by you, together with your dated sales slip or similar proof-of-purchase within the ninety (90) day warranty period to:

THQ Inc.
Customer Service Department
29903 Agoura Road
Agoura Hills, CA 91301

THQ is not responsible for unauthorized returns of Product and reserves the right to send such unauthorized returns back to customers.

This warranty shall not be applicable and shall be void if: (a) the defect in the Product has arisen through abuse, unreasonable use, mistreatment or neglect; (b) the Product is used with products not sold or licensed by Nintendo or THQ (including but not limited to, non-licensed game enhancement and copier devices, adapters and power supplies); (c) the Product is used for commercial purposes (including rental); (d) the Product is modified or tampered with; (e) the Product's serial number has been altered, defaced or removed.

Repairs after Expiration of Warranty

After the ninety (90) day warranty period, defective Product may be replaced in the United States and Canada for US\$25.00. The original purchaser is entitled to the replacement of defective Product for a fee, only if proof of purchase is provided to THQ. Make checks payable to THQ Inc. and return the product along with the original proof of purchase to the address listed above.

Warranty Limitations

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