

## **Avatar: Aang's Bender Challenge**

Dark Ride

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### **Pre-Show 1**

INT. BA SING SE UNIVERSITY ENTRANCE HALL

A grand entrance hall. There are four doors at the front of the room, each marked with a different element. Above the doors is a large balcony. SOKKA enters on the balcony.

SOKKA  
(grand and stupid and  
over-the-top)  
Greetings, one and all! Welcome to  
the hallowed halls of Ba Sing Se  
University.

MOMO jumps down from the ceiling and lands on Sokka's shoulder. Momo gives Sokka a look. Sokka stands up straight.

SOKKA (CONT'D)  
Right, sorry. I am proud to welcome  
you to Ba Sing Se university's open  
house, a beautiful day where you'll  
get to learn from some of the  
greatest benders in the world! In  
just a few moments, these doors  
will open, and your once-in-a-  
lifetime bending lesson will begin.  
Before that, you'll need to make a  
choice. Pick one of these four  
benders to learn from: learn  
Firebending from the fierce Prince  
Zuko, Earthbending from the  
resilient Toph, Waterbending from  
the powerful Katara, or Airbending  
from the brave Avatar, Aang. Of  
course, I could have taught a  
boomerang course, but I didn't want  
to give away all of my secrets.  
Your BenderBands have been embedded  
with special powers, allowing you  
to bend any element you choose!

The doors open.

SOKKA (CONT'D)

Okay, team! It's time to make your choice. Will it be Earth, Wind, Fire, or Air? Head through the door corresponding with your choice, and don't forget to tap your BenderBand on the way out, activating your powers!

**Pre-Show 2 - WATER**

INT. WATERBENDING CLASSROOM

Waterbending relics decorate the walls. There are 12 stations around the room. KATARA enters on a platform.

KATARA

Come on, come on! Everybody in!  
Today is a special day. You get to learn waterbending!

Katara makes water soar around the room.

KATARA (CONT'D)

(If guests are taking too long to get into position)  
Hurry up, folks, I want to start bending!

Once guests are in place:

KATARA (CONT'D)

Welcome, benders! I am Katara, the waterbending master! Today I am going to teach you the waterbending move, Water jet! Water jet will let you shoot water by using your hands! It's really helpful for fighting and even cleaning! First, put your bender hand—that's the one with your BenderBand—out like this.  
Awesome!  
Now, BEND the water like this!  
Woah! You people are naturals! Try again!

SOKKA enters.

SOKKA

Katara! Katara! Appa is missing! We can't find him anywhere.

KATARA

We need to round up as many people  
as we can to help find him!

SOKKA

Where are we going to find people  
at this open house?!

They pause. They look at the guests.

KATARA

Perfect. Sokka, go round up the  
other guests! I'll take it from  
here.

Sokka exits.

KATARA (CONT'D)

Alright, gang, listen up! We need  
your help to find Appa. Aang's  
friends at the northern air temple  
have designed a special glider,  
just for guests of the university.  
We'll use those for our mission  
today. Once we're airborne, we'll  
search Be Sing Se for clues. Who  
knows where our journey might take  
us, we hope you're up for it! Once  
we find Appa, we might need your  
newfound waterbending skills, so  
don't forget them! Don't worry,  
you'll have a few opportunities to  
practice before you board your  
glider.

Doors to Queue 2 Open.

KATARA (CONT'D)

Okay, team, let's go! I'll see you  
in the air!

## **Pre-Show 2 - AIR**

INT. AIRBENDING CLASSROOM

Airbending relics decorate the walls. There are 12 stations  
around the room. AANG enters on a platform.

AANG

Fast, fast! Everybody in! Today is  
the day. You get to learn  
airbendingggggggg!

Aang soars around the room.

AANG (CONT'D)  
 (If guests are taking too  
 long to get into  
 position)  
 Come on, we don't have all day! I  
 want to start bending!

Once guests are in place:

AANG (CONT'D)  
 Welcome, benders! I am Aang, the  
 avatar! Today I am going to teach  
 you the airbending move, air blast!  
 Air blast will let you shoot air  
 from your hands-it's a really handy  
 tool when i'm saving the day.  
 First, put your bender hand-that's  
 the one with your BenderBand-out  
 like this.  
 Awesome!  
 Now, PUSH the air through your  
 hand!

The guests push, with help from cast members if needed.

AANG (CONT'D)  
 Woah! You people are naturals! Try  
 again!

SOKKA enters.

SOKKA  
 Aang! Aang! Appa is missing! We  
 can't find him anywhere.

AANG  
 We need to round up as many people  
 as we can to help find him!

SOKKA  
 Where are we going to find people  
 at this open house?!

They pause. They look at the guests.

AANG  
 Perfect. Sokka, go round up the  
 other guests! I'll take it from  
 here.

Sokka exits.

AANG (CONT'D)

Alright, gang, listen up! We need your help to find Appa. My friends at the northern air temple have designed a special glider, just for guests of the university. We'll use those for our mission today. Once we're airborne, we'll search Ba Sing Se for clues. Who knows where our journey might take us, we hope you're up for it! Once we find Appa, we might need your newfound airbending skills, so don't forget them! Don't worry, you'll have a few opportunities to practice before you board your glider.

Doors to Queue 2 open.

AANG (CONT'D)

Okay, team, let's go! I'll see you in the air!

**Pre-Show 2 - EARTH**

INT. EARTHBENDING CLASSROOM

Earthbending relics decorate the walls. There are 12 stations around the room. TOPH enters on a platform.

TOPH

Come on! I can feel how slow you're walking. First lesson-earth benders are always on their toes!

TOPH (CONT'D)

(I guests are taking too long to get into position.)

I'm not joking, hurry up!

Toph hurls a rock at a wall.

Once guests are in place.

TOPH (CONT'D)

Welcome, benders! I am Toph, the greatest earth bender in the world! Today I am going to teach you the earthbending move, Earth Block! That just means you get to pick up earth and throw it at people!...or things.

(MORE)

TOPH (CONT'D)

First, put your bender hand—that's the one with your BenderBand-out like this.

Awesome!

Now, make a fist!

The guests pick up earth.

Now, THRUST!

The earth flies into something.

Woah! You people are naturals! Try again!

SOKKA enters.

SOKKA

Toph! toph! Appa is missing! We can't find him anywhere.

TOPH

We need to round up as many people as we can to help find him!

SOKKA

Where are we going to find people at this open house?!

They pause. They look at the guests.

TOPH

Perfect. Sokka, go round up the other benders! I'll take it from here.

Sokka exits.

TOPH (CONT'D)

Alright, gang, listen up! We need your help to find Appa. Aang's friends at the northern air temple have designed a special glider, just for guests of the university. We'll use those for our mission today—even though I hate flying. Once we're airborne, we'll search Ba Sing Se for clues. Who knows where our journey might take us, we hope you're up for it! Once we find Appa, we might need your newfound earthbending skills, so don't forget them! Don't worry, you'll have a few opportunities to practice before you board your glider.

Doors to Queue 2 open.

TOPH (CONT'D)

Okay, team, let's go! I'll see you  
in the air!

**Pre-Show 2 - FIRE**

INT. FIREBENDING CLASSROOM

Firebending relics decorate the walls. There are 12 stations  
around the room. ZUKO enters on a platform.

ZUKO

Come on in, welcome, welcome!

ZUKO (CONT'D)

(I guests are taking too  
long to get into  
position.)

Let's do this.

Zuko does a Tai Chi move.

Once guests are in place.

ZUKO (CONT'D)

Welcome, benders! I am Zuko, the  
king of the Fire Nation! Today I am  
going to teach you the firebending  
move, Fire circle! This one is  
great for lighting up dark spaces!  
First, put your hands out like  
this.

Awesome!

Now, breathe and make that circle!

The guests create fire circles.

Wow! That looks great! Do it one  
more time!

SOKKA enters.

SOKKA

Zuko! Zuko! Appa is missing! We  
can't find him anywhere.

ZUKO

We need to round up as many people  
as we can to help find him!

SOKKA

Where are we going to find people  
at this open house?!

They pause. They look at the guests.

ZUKO

Perfect. Sokka, go round up the  
other benders! I'll take it from  
here.

Sokka exits.

ZUKO (CONT'D)

Alright, team, listen up! We need  
your help to find Appa. Aang's  
friends at the Northern Air Temple  
have designed a special glider,  
just for guests of the University.  
We'll use those for our mission  
today—even though I hate flying.  
Once we're airborne, we'll search  
Ba Sing Se for clues. Who knows  
where our journey might take us, we  
hope you're up for it! Once we find  
Appa, we might need your newfound  
firebending skills, so don't forget  
them! Don't worry, you'll have a  
few opportunities to practice  
before you board your glider.

Doors to Queue 2 open.

ZUKO (CONT'D)

Okay, team, let's go! I'll see you  
in the air!

**Ride**

**Scene 1**

INT. BA SING SE "AIRPORT"

The glider takes off and soars over Ba Sing Se. After a few  
moments, AANG/KATARA/TOPIH/ZUKO (depending on which element  
guests choose) appears in another glider.

AANG

Okay, team! Keep an eye out  
for Appa.

KATARA

Okay, everyone! Keep your  
eyes peeled for Appa!



TOPH  
I hate flying! I hate flying so much! Why am I even doing this, I can't see!

ZUKO  
Alright, team. Keep your eyes on the prize. Let's find Appa!

## Scene 2

EXT. STREETS OF BA SING SE

The glider dives down into the streets of Ba Sing Se. Various locals dot the streets, they look at the glider as it passes by.

AANG  
Have you seen a sky bison around here?!

KATARA  
Excuse me, have you seen a giant flying bison?

TOPH  
HEY! We're looking for a huge sheddy thing! Have you seen it?

ZUKO  
You-we're looking for a sky bison. Do you know anything?

CHONG and LILY, the secret tunnel people, pop their heads out of a sewer grate.

The CABBAGE GUY stands with his cart. The glider crashes into the cart. The cabbages go everywhere.

CABBAGE GUY  
Not my CABBAGES! Again?! AHGH!

## Scene 3

EXT. BA SING SE ROOFTOPS

The glider soars back over the rooftops.

AANG  
Alright, gang, here's one last chance to practice!

KATARA  
Okay, everyone. Practice bending one more time.

TOPH  
LISTEN. I'm going to throw up some boulders, and you're gonna crush them for practice, okay?

ZUKO  
Alright, firebenders. Let's practice bending.

The guides put up various targets for guests to practice.

SOKKA  
Great work, benders. I think you're ready for anything now!

**Scene 4A**

EXT. BA SING SE GATES

The glider soars towards the gates of Ba Sing Se. TOPH opens the gates with earth bending.

**Scene 4B**

EXT. EARTH KINGDOM SWAMP

Guests see an Appa footprint. AANG stands near it.

AANG  
This has gotta be Appa's!

The ride vehicle rotates. TOPH holds a bunch of Appa's fur.

TOPH  
Tell me about it.

**Scene 5**

EXT. WATERFALL

APPA is trapped in a cave behind a waterfall under a small landslide.

AANG  
Look!

KATARA  
Appa!

SOKKA  
Okay, gang. We're going to need all four elements to rescue Appa.

**Airbending Option:**

SOKKA (CONT'D)  
First, we'll need a waterbender to get the waterfall out of the way.

KATARA  
I'm on it!

Katara bends the waterfall to flow away

SOKKA

Now, a firebender needs to give us  
some light, so we can see.

ZUKO

With pleasure!

Zuko lights up the cave

SOKKA

Okay-now an earthbender, get that  
landslide out of there!

TOPH

On it! AGH!

Toph moves the landslide

SOKKA

Now, we need some air to get all  
that debris out of there!

AANG

Okay, airbenders, now is your  
chance to blow us away!

Aang blasts some air to clear the last of the debris. Appa  
stands up.

AANG (CONT'D)

Wow, that was amazing!

**Waterbending Option:**

SOKKA

First, we'll need a waterbender to  
get the waterfall out of the way.

KATARA

Okay, team, use those bending  
skills!

Guests move waterfall to flow away

KATARA (CONT'D)

Incredible! You're such quick  
learners!

SOKKA

Now, a firebender needs to give us  
some light, so we can see.

ZUKO

With pleasure!

Zuko lights up the cave.

SOKKA

Okay-now an earthbender, get that landslide out of there!

TOPH

On it! AGH!

Toph moves the landslide.

SOKKA

Now, we need some air to get all that debris out of there!

AANG

I got it! Don't worry, Appa, we've got you!

Aang blasts some air to clear the last of the debris. Appa stands up.

**Earthbending Option:**

SOKKA

First, we'll need a waterbender to get the waterfall out of the way.

KATARA

I'm on it!

Katara bends the waterfall to flow away

SOKKA

Now, a firebender needs to give us some light, so we can see.

ZUKO

With pleasure!

Zuko lights up the cave

SOKKA

Okay-now an earthbender, get that landslide out of there!

TOPH

Okay, let's move some mountains! Show me what you got!

Guests move the landslide

TOPH (CONT'D)

Wow! I underestimated you people.  
That was great!

SOKKA

Now, we need some air to get all  
that debris out of there!

AANG

I got it! Don't worry, Appa, we've  
got you!

Aang blasts some air to clear the last of the debris. Appa  
stands up.

**Firebending Option:**

SOKKA

First, we'll need a waterbender to  
get the waterfall out of the way.

KATARA

I'm on it!

Katara bends the waterfall to flow away

SOKKA

Now, a firebender needs to give us  
some light, so we can see.

ZUKO

Okay, students, let's see what you  
got!

The guests light up the cave

ZUKO (CONT'D)

Amazing! Great work!

SOKKA

Okay-now an earthbender, get that  
landslide out of there!

TOPH

On it! AGH!

Toph moves the landslide

SOKKA

Now, we need some air to get all  
that debris out of there!

AANG  
I got it! Don't worry, Appa, we've  
got you!

Aang blasts some air to clear the last of the debris. Appa stands up. The gliders take off.

**Scene 6**

EXT. SKY

Guests fly alongside APPA and AANG. Sweeping music.

**Scene 7**

INT. BA SING SE UNIVERSITY "AIRPORT"

Guests touch back down at Ba Sing Se university. Appa stands there with Aang on top. Katara, Sokka, Toph, and Zuko stand on the ground.

AANG  
Thanks for your help, gang!

KATARA  
We couldn't have done it without  
you.

TOPH  
I could have.

ZUKO  
You're all now honorary master  
benders.

Toph rolls her eyes

SOKKA  
See you soon, everyone!

ALL  
(ad lib)  
Bye, see you, thanks for helping!

Avatar credits music.