

20 November 2007

By: Alexandru Stanescu, Editor, Gaming Reviews (Consoles)



Screenshot from Avatar: The Burning Earth, "gamerpoints generator" insidegamer.nl

## [Thousands of Free Gamerpoints Now Available Through Easy As Pie Achievements](#)

### *1000 gamerpoints only through Avatar: The Burning Earth*

I guess that you've pretty much figured what's all the fuss about, since every major [Xbox 360](#) fan knows by now that the Avatar: The Burning Earth title allows gamers to score 1000 gamerpoints in just one minute. As if it weren't enough, the points will be earned by pressing one single button. Now we show you that such an easy way of earning points is real through a video and you'll find all the details you need about this strange feature in [this article](#). The YouTube video below explains the entire process and it turns out that you'll unlock all 5 achievements from the new Avatar title and end up with 1000 gamerpoints. Of course, such a valuable piece of info will be exploited by all free stuff hunters, probably boosting the game's sales and creating some Xbox Live Arcade Lag. Will Microsoft react to this unusual way of achieving gamerpoints or will they let it slide since they're still celebrating the [Xbox Live](#) and its five years of existence? I'm curious to see how many gamers will actually buy the new Avatar game for itself and not its unusual point achieving feature. Till now, gamers who wanted a high gamerscore usually played titles like King Kong, CSI or NBA 2K6, but "The Burning Earth" manages to top them all. While others are shooting their way through hell playing [Halo 3](#) or Gears of War, in order to achieve a couple of hundred gamerpoints, there are gamers out there who do it in just 60 seconds. Is it fair? If it's not, where are the protests? Have you played Avatar: The Burning Earth? How would you feel having a thousand more points without having to do anything notable? Would you just show your friends the number of gamerpoints you have, let them consider you some kind of god and never tell them that, actually, you did nothing? Hopefully, this is not the future of gaming - selling titles that only offer you an easier way of doing things others did before, but harder. It would be a shame.