

# Metal Arms: Glitch in the System Multiplayer Guide

by PSO\_2

Updated to v1.2 on Sep 13, 2006

**This walkthrough was originally written for Metal Arms: Glitch in the System on the GC, but the walkthrough is still applicable to the Xbox version of the game.**

Metal Arms: Glitch in the System  
Multiplayer Guide  
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1) Intro [MG01]  
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Alright, welcome to my very first FAQ! I decided to do a multiplayer FAQ for a few reasons. First, I still haven't actually beaten all of Metal Arms. I used my friend's memory card for the levels. Second, there's a bunch of other walkthroughs already. Last, multiplayer rocks. Anyone who doesn't think so either thinks the game sucks, or sucks at multiplayer. So I'm making this to make people better at multiplayer.

Also, email me about any suggestions, strategies, typos, mistakes, questions, and such you find in this guide. Make sure you have "guide", "FAQ", or something similar in the subject.

Lastly, I need someone's help. I need an ASCII version of the game's title, email me for details.

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2) Version History [MG02]  
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Version 1.2 -> 9/13/2006

Updated, added General Corrosive to the Characters section.

Added Neoseeker and Super Cheats to the sites allowed to host this FAQ.

Version 1.1 -> 9/11/2006

First update. Original was rejected for "Lack\_of\_Content", so I added the Characters section. Resubmitted.

Version 1.0 -> 9/4/2006

First version, no updates. Obviously. Submitted to GFAQs.

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3) Legal Stuff [MG03]  
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I wrote this FAQ. It is copyrighted by me, it is my work, YOU are not allowed to sell this. Use it, give it to your friends, I don't care. Just don't publish it as yours and change it a little. If you want it on your site, email me. I'll probably say yes. Anyways, in case you missed it before, ♪ Andy McGinn 2006.

So far, these are the ONLY sites allowed to host this FAQ:

<http://www.gamefaqs.com>

<http://www.supercheats.com>

<https://www.neoseeker.com/>

Like I said, email me if you want it on your site.

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4) Characters [MG04]  
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Technically, there aren't any other "characters" you need to know about in multiplayer.

What I meant are the possesable bots.

Bot name: Name of the bot, or at least, what I call it.

Weapons: Weapons this bot has.

Description: Description of the bot.

Weak against: What to use to kill it.

Bot name: Grunt

Weapons: Red-SPEW; Black-Rivet Gun; White/silver-Toaster;

Green-Rocket Launcher; Blue-Mining laser

Description: Small, large torso'd bots. Pretty funny, actually.

Weak against: Just about everything. Except the Ripper, which is ineffective only in the sense of damage.

It's really good at disconnecting joints, though.

Bot name: Trooper(my name)

Weapons: Heavy Laser Cannons(splash damage)

Description: Blue head, has blades on its arms, and "wings" on its back.  
Weak against: Rockets, grenades, fire

Bot name: Elite Guard  
Weapons: Scatter Blaster, Mace  
Description: Tall, red guy. STAY AWAY! His mace will kill you easily.  
Weak against: Rockets, grenades, fire

Bot name: Titan  
Weapons: Heavy chain guns, rocket launcher  
Description: Big, blue, and fast. Can't turn well.  
Weak against: Rockets, grenades, fire

Bot name: Predator  
Weapons: Four arms, each arm has a laser and a rocket launcher.  
Description: It flies, it shoots, it wins.  
Weak against: Rockets, grenades, fire

Bot name: General Corrosive  
Weapons: Seeking Barrage Cannon, Stomp, Hand Smash  
Description: Looks slow, but hard to run away from.  
Weak against: RECRUITER GRENADES. Seriously, instant kill.

NOTE: You can only access General Corrosive on Corrosive City, with the vehicles turned off, and only if you have earned every Speed and found every Secret chip. Also, the Action Replay code (100 chips at the end of a level) DOES work. He is controlled using the arcade machine at the end of the jumpads.

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5) Multiplayer Strategies and Maps  
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First off, you're going to need someone else with you. Got them? Okay. Moving on. Next, you're going to want ot beat a few levels in single player. You know, get some secret chips for some good multiplayer maps. I would suggest using the walkthroughs on GameFAQs. They're pretty good. Now that you are set and ready, go to multiplayer. Pick your profile, then hit A when everyone is ready. At this next screen, look at the bottom, and it says "Y to Edit Settings" or something like that. I can't check right now, the 'Cube is in the other room, and people are sleepin' in there. Set the kill limit, time limit and whatever. But look at the Possessable Bots and Bot State when Not Tethered. If you want the possessable bots (Predator, Titan, Trooper, Grunts) then leave this set to On. Now, if you want them to attack you as if you're an enemy without anyone controlling them, set the other one on. However, they have to notice you. Also, I haven't tested if these affect General Corrosive (see Corrosive City).

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General Tips [MS01]  
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- Keep moving while changing weapons! I can't believe how many of my friends (whom I let play singleplayer beforehand to get used to the game) will stand there and change their

weapon! I'd come running up, shooting, and they're just sitting there!

BAH! >\_> Anyways, keep moving.

- If you want to tether a bot, pull out the tether on the way. That way you're not standing there waiting for him to change weapons.

- If you're in a Predator, try to stay as high as possible. It's easier for your foes to shoot you if you're lower.

- If you're in a Titan, try not to turn too much. Titans can be fast, but their turning sucks.

- For Troopers, shoot, jet into the air(L button), and zoom away(Z). Not too much health for these, really.

- For Grunts, just try to hit them as much as possible before dying. These won't last long.

- For Elite Guards, use the mace if they're close, the blaster if they're farther.

- For a RAT, keep driving. Run over them as much as possible. If you know they are in a Titan or a Sentinel, hop into the gunner's seat. You're going to need the guns.

- For Sentinels, try to use these only on Titans. It's hard to hit Glitch when he's running zigzag and jumping.

- Don't try to hold onto someone and shoot them to death in a Loader. They can hurt you as you hold them. Throw them into a firefight of someone else's, or throw them off a cliff.

- For General Corrosive, stomp the Titans and Glitches, shoot/smash the Troopers.

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Maps and Strategies[MS01]  
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Layout:

Map Name [numbers and letters]

Bots: What bots are in this level

Vehicles: What vehicles are in this level

Strategies: Ways to win in this level (assuming there are bots and vehicles on)

Notes: Other neat things in the level.

Overall Rating: Rating compared to other levels, and explanation why.

1) Big E's House [MM01]

Bots: 2 Titans, 1 Trooper, 1 Recruitable Gun/Missile Turret (can also be used like regular turret)

Vehicles: None

Strategies: If you want to survive, but don't care about killing much, then get in the Trooper and head to where the

outside Titan is. If you Jet then Zoom Up to the waterfall, you can usually make it up there. That is the ONLY way to get up there, and, you can't be hurt. Except maybe with the Slingshot, but this just came to mind as I was typing, so I'll check and update later.

Notes: Lots of passages. I still get lost in here, sometimes.

Overall Rating: 62% - Meh, could have been better, but still, pretty fun with lots of people.

#### 2) Mil Factory [MM02]

Bots: All four Grunts (Black - Rivet Gun, Green - Rocket Launcher, White/Silver(it's one of those) - Toaster, Red - SPEW)

Vehicles: None

Strategies: Grab a Grunt, get shooting. Keep moving from room to room.

Notes: Some jump pads, but not much.

Overall Rating: 46% - Could have been LOTS better. Only thing keeping it this high is that it's the only place to find tetherable Grunts.

#### 3) Tanks A lot [MM03]

Bots: 3 Titans

Vehicles: 3 Sentinels, 1 Loader

Strategies: I normally hide out in the secret base kinda thing they have. It's got two entrances, one on one side of the city, one on the perpendicular(ooh...big word...) side. Has a SPEW and Coring Charges in it.

Notes: Lots of buildings to hide out in, and a tower to shoot from.

Overall Rating: 82% - I like this level a lot, mainly because I can get from one side of the city to the other quickly.

#### 4) Last Minute Effort [MM04]

Bots: 2 Troopers, 2 Predators

Vehicles: 2 Loaders

Strategies: Get in a Predator, get high, get shooting. If the Predators are taken, get a trooper and behind the wall to the hangar/brightly lit cave things. It's where the troopers spawn, so it's not that hard. ;). Anyways, get behind that wall and shoot the Predators if they come near you.

Notes: Big hole in the middle. Fun to throw enemies off of in the Loader.

Overall Rating: 77% - I really like those Predators.

#### 4) Mac Attack [MM05]

Bots: 2 Elite Guards

Vehicles: None

Strategies: I'd grab a guard and start swinging. If they beat you to the guards, then get to the top level and jump on top of the machine, and into it. It's really hard for the Guards to get in there, though doable.

Notes: Three floored action! Pipes leading to the different

floors, lava on the bottom.

Overall Rating: 68% - Okay, but I don't like being killed by Guards constantly. Fun when I have one, though.

#### 6) Old Droid Canyon [MM06]

Bots: 2 Titans, 2 Troopers, 1 Elite Guard

Vehicles: 2 Sentinels

Strategies: Alright, say this level is a "U". Go to the left end of the U and find a jumppad. If you got the right one, it will take you to a tower with a Rivet Gun and Coring Charges. If you go all the way back, nothing can get you unless the use the jumppad.

Notes: Pipe leading from one side of the U to the other.

Overall Rating: 79% - I've always enjoyed filling my enemies with exploding arrows. From a tower. Where they can't get me. <\_<

#### 7) The Trenches [MM07]

Bots: 2 Titans

Vehicles: 1 Loader

Strategies: Grab whatever's at the top of your tower, switch your secondary to a grenade, and get the Loader. Use the Loader to get across the level, and grab a Cleaner from behind the towers and also a recruiter at the bottom of the underground entrance thingies, which never open. Recruit the Titans and kill your enemies.

Notes: Glitch-deep trenches crisscross throughout the level, containing 2 gun-only turrets, and well as health and weapons.

Overall Rating: 84% - Very fun. Hiding out in the trenches and popping up is a great strategy as well.

#### 8) Matt's Big Gun Fun [MM08]

Bots: 2 Titans

Vehicles: 2 Sentinels, 2 RATs

Strategies: Get in a RAT, run over your enemies. If they get in a Titan, hop in the gunner's seat and take them out. If they get in a Sentinel, drive away and get in the other one. Basically, utilize the RAT's speed as much as possible.

Notes: Two large Gun/Grendae turrets, one on either side. 2 large walls, as well, dividing it into three sections.

Overall Rating: 100% - I never get tired of this level. Ever.

#### 9) Morbot Land [MM09]

Bots: 1 Titan, 1 Trooper

Vehicles: 1 Sentinel, 1 RAT, 2 Loaders

Strategies: Get the Trooper, chase them into the large chasm. Or run over them in the RAT. Or throw them into the chasm with the Loader.

Notes: Large chasm, teleport at the end of a hole in the ground, tunnel from one side to the other.

Overall Rating: 93% - The variety of vehicles and bots makes for a great game.

10) The Reactor Factor [MM10] - Still wroking on it! I might be wrong here!

Bots: 1 Trooper

Vehicles: None

Strategies: To be updated.

Notes: Cleaners in a hub-like room, a prism floor that can be deactivated via a red glowing cylinder.

Overall Rating: Unfair to rate at the moment.

11) DMA Death Sphere [MM11]

Bots: 2 Troopers

Vehicles: None

Strategies: Keep switching floors, try to take a trooper.

Don't constantly be in the Egg.

Notes: Jump upgrade

Overall Rating: 27% - For some reason, I absolutely hated this level. Come to your own conclusions, but this is what I think.

12) Ruins [MM12]

Bots: 2 Titans, 2 non-tetherable Predators(recruitable, however)

Vehicles: none

Strategies: Hide in teh wreckage, shoot from the shadows.

Notes: Two gun-only turrets(may be wrong about this number)

Overall Rating: 74% - Pretty good, I was dissappointed by the non-tetherability of the Predators, however. Makes for a good brawl.

13) The Coliseum [MM13]

Bots: 1 Trooper, 1 Elite Guard(only show up one at a time, however)

Vehicles: none

Strategies: hide behind the broken things, and shoot the pentagonal targetson the traps on the sides when opponents are near. It causes a strong magnet to activate, pulling them in and shredding them. Instant kill, inescapable.

Notes: Side traps

Overall Rating: 78% - Nice brawling, all-out shooting level. No place for snipers/campers.

14) Corrosive City [MM14]

Bots: 1 Titan, 2 Troopers, General Corrosive\*

Vehicles: 2 Sentinels

Strategies: Without Corrosive, I would sugest the Titan or Sentinel. Crush the opposition. With Corrosive, however, I would recommend getting him. He's insanely annyoiing to kill, and he's got homing rockets.

Notes: General Corrosive

Overall Rating: 100% with Corrosive; 75% without - Corrosive makes this a lot of fun, for both sides.

\*General Corrosive can only be used if the vehicles are off, and you have every Secret/Speed chip in the game. Just follow the jump pads to he arcade machine. Only 1 Corrosive can be out at a time. Exiting him will result in him dying. More than one can be made, as long as it's seperate.

If the arcade machine says it's inactive, make sure your vehicles are turned off.

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6) More Legal Stuff [MG05]  
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Metal Arms: Glitch in the System

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7) Special Thanks [MG06]  
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Thanks goes out to:

Me, for making this.

Douglas, for letting me use his game to make this.

Nintendo, for the 'Cube.

Swingin' Ape and Sierra for the game.

And finally, my siblings, for being there for me to babysit, thus letting me earn enough money to get said 'Cube.

End Guide