

Ratchet and Clank: Size Matters FAQ/Walkthrough

by PS2Marinerfan

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Ratchet and Clank: Size Matters
For PlayStation Portable
Full FAQ/Walkthrough
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I. Intro

This is my second guide for the PSP, and is actually my second guide ever. My first one was the CAFI guide for GTA:VCS, and it was a huge success. This game's been out for a while now, so I thought I would make a guide for it. Here Goes!!

II. Version History

Version 0.25 (3/4/2007)- First two planets finished.
Version 0.35 (3/10/2007)- Added the big secrets section, with the help of
ibrake4dragons
Version 0.45 (3/15/2007)- Added Kalidon to the walkthrough, and a new website
to the list of approved sites.
Version 0.55 (6/12/2007)- Added Metalis, Clank Challenges, and first space
flight to the walkthrough.
Version 0.56 (6/13/2007)- Added ign.com as an approved website.
Version 0.60 (6/29/2007)- Added Dreamland, and honestgamers.com as a approved
website.
Version 0.80 (7/5/2007)- Added Medical Outpost Omega and Challax, also added
Weapons, Gadgets, and Weapon Mod sections.

III. About R&C:SM

This is the fifth game in the Ratchet and Clank series, the first on the PSP.
It is placed cronologically after the events of Ratchet: Deadlocked. (Or
Ratchet: Gladiator if not in the US.) This game wasn't created by Insomniac
Games, the original developer of Ratchet and Clank. Instead the game rights
were handed over to High Impact Games just for this game. It is a great game
on the PSP, and is surely to be known for years to come.

IV. Controls

Ratchet

[On Foot]

Analog Stick	Move
Directional Buttons	Strafe
L or R Buttons	Turn Camera
L + R Buttons (Tap)	Center Camera
X Button	Jump
x Button, X Button	Double Jump
L + R Buttons (Hold) + X Button (Stationary)	Boost Jump
L + R Buttons (Hold) + X Button (Moving)	Stretch Jump
X Button (Hold after double jump)	Glide
X Button, O Button (While aiming at a target)	Hypershot
L + R Buttons (Hold)	Crouch
[] Button	Swing Wrench
L + R Buttons (Hold), [] Button	Comet Strike
X Button, [] Button	Hyper Strike
O Button	Fire Weapon
Triangle Button (Hold) + Analog Stick	Quick Select
Triangle Button (Tap)	Weapon Switch
Start Button	Pause Game
Select Button	Toggle First-Person Mode

Clank

[On Foot]

(Movement and jump/gliding is the same for Clank)

Triangle Button (Hold) + Analog Stick	Command Gadgetbots
[] Button	Punch

[Botflinger]

Triangle Button	Enter/Exit
O Button	Pick Up/Throw Bot
Analog Stick	Move Target Reticule

[Destruction Derby]

Analog Stick	Move
[]\X Buttons	Attack
O Buttons	Use Power-up

[Giant Clank]

Analog Stick	Move
X/O Buttons	Shoot Lasers
[] Buttons	Use Missles (When Available)

V. Walkthrough

A. Jowai Resort, Pokitaru

New Weapon Available:

Concussion Gun 10,000 bolts

Mission: Fight Some Robots [Training]

Watch the cutscene, then gameplay begins. Walk up the slope past the vendor, kill the two crabs, jump the tree, kill the next set of crabs, then jump up to where Luna is. She explains how to boost jump. Jump the wall and kill the robots. Turn the bolt with your wrench to lower the door. Jump the gap, then enter first person mode, equip your Lacerator, and use it to shoot the target to make the gate go down. Walk through the game and kill the group of crabs that appear from the waterfall. Boost jump to the ledge, destroy the four robots, and jump onto the sand slide. When you get to the bottom, you'll face three waves of four robots each, then a final wave of three more robots. Eliminate them all, then continue through the door. Destroy the crabs that appear from right side, then walk into the circular decked area. Take out the robots here, then jump to the small island with the bolt crank. Turn the bolt to raise the bridge and uncover your first piece of armor.

NEW ARMOR ACQUIRED- WILDFIRE BODY ARMOR

Finish walking across the bridge to trigger a new cutscene.

Mission: Save the Girl!

Replenish ammo at the vendor, then attack the lone enemy. Walk through the blown-up building and get rid of the crabs that appear from the right side. Walk up the slope, eliminating the two spiders then the two floating soldiers. Use the strafe ability here, it will familiarize you with the technique; trust me, you'll be using it a lot later on in the game. Go up the magnetic strip, take out four more floating soldiers, and walk to the zip-line. Don't get on it yet though. Facing the zip-line, turn to the left. You should see a platform, and a shiny thing on it. Stretch jump to it, and claim your first Titanium Bolt.

TITANIUM BOLT FOUND (1/2) (1/20)

Jump back to where the zip-line is, and traverse down it. Kill all the spider enemies, then go around the house to the cave. Strafe in and out of cover to avoid the enemy's fire. Walk forward to claim your next prize.

NEW ARMOR ACQUIRED- WILDFIRE GLOVES

Grab the gloves, kill the appearing crabs, restock at the vendor, then jump on the boat. It will take you near 2 enemies, defeat them. The boat will then take you to an island where you'll be attacked by several waves of crabs. My technique would be to eliminate as many as you can while still on the boat; they can't hurt you there. After you toast those crabs, you can do one of two things. Run across the island to the next boat, or stay and eliminate the remaining crabs and upgrade your weapons. Whichever way you go, just find your way to the boat and it will take you to the next area. It will travel by an outcropping with four floating soldiers. Jump off and take them out, collect the nearby bolts, then get back on. The boat will take you to another outcropping; jump off here. Eliminate the soldiers, but before you get back on the boat, walk behind the building with the burning door to get the second Titanium bolt.

TITANIUM BOLT FOUND (2/2) (2/20)

Jump back on the boat, and it will take to a series of platforms. Traverse them, and eliminate the crabs. Continue along the path, taking out the three soldiers, and getting any loose bolts. Walk around to the elevator and jump on it to trigger a cutscene and end the level.

B. Vegeta Jungle, Ryllus

New Weapon Available:

Agents of Doom 25,000 bolts

Mission: Investigate the Artifact

Watch the cutscene, then begin the level by travelling down the steps and eliminating the pygmies to open the gate. Don't go through the door just yet; turn around and traverse up the set of stairs to your right (with your back to the aforementioned door) to get another Titanium Bolt.

TITANIUM BOLT FOUND (1/2) (3/20)

Walk back down to the clearing and go through the door. Take out the panther enemy, then continue to trigger a quick scene. When control resumes, strafe and eliminate the bury blossom, then the three panther enemies next to the bolt crank. Open the door, then destroy the small wave of pygmies. Walk forward to the scientist to trigger a third scene.

NEW GADGET GAINED- SPROUT-O-MATIC

Water the plant, then walk over to the electrosoil and water it to plant the seed. It will turn into an explosive 'bomb' plant. [For lack of better descriptive terms.] Hit it with your wrench to open a hole in the wall. Before heading into the hole, turn around and blast the cracked area in the rock to get a prize.

NEW ARMOR ACQUIRED- SLUDGE MK. 9 BOOTS

Walk through the hole created and eliminate the bury blossoms in the area. Traverse into the corridor to your left and water the seed there, then go back and plant it in the soil to create a ladder. Climb it [Jump on it, then press X to climb up.] to reach the top. Jump off the ledge, then take out the 4 panther enemies, several pygmies, and the lone bury blossom at the end. Water the nearby seed, then plant it in the soil near where the blossom was. Hit it with your wrench to have it throw you across the abyss, where you'll encounter a continue point. Restock at the vendor if need be, then equip your hypershot and press circle while aimed at the target. You'll swing across the sludge below. Release circle and land on the other side. Take out the enemies here, then go left and destroy the several blossoms. Water this plant, and put it in the lone soil box. Stand facing it (with your back to the hypershot target) and hit the 'bomb' fruit with your wrench. You'll create a hole in the wall, but how are you going to get through it? Water the bomb plant to make it disappear, then walk up the right path and kill the panther enemies. Water this plant, and put it in the soil. Now hit this plant with your wrench to get thrown through the hole on the other side. Now walk forward and get the Wildfire Helmet, then turn around and obtain the Titanium Bolt.

NEW ARMOR ACQUIRED- WILDFIRE HELMET

TITANIUM BOLT FOUND (2/2) (4/20)

Walk forward to the temple door to trigger a new cutscene.

Mission: Unlock the Temple

Ratchet's locked outside, its up to Clank to get him inside. As Clank, walk forward and step on the button to raise the elevator. Go into the left corridor, taking out the lone enemy, and free your gadgetbots from their prison. You can now control your gadgetbots by pressing and holding triangle and selecting a command with the analog stick. Pretty easy, isn't it? Now get down to business. Return to the right corridor, and position your bots on the red button. Command them to 'wait', then walk over to the other button. Now tell them to 'follow', and they'll come right over to you. Walk down the hallway until you come across four pygmies. You can do one of two things. Attack them directly as Clank, or command your gadgetbots to attack the enemies. Either way works, just do one and continue through the temple. Kill the three 'stone whackers', and then get into the botflinger in the adjoining area. Commanding this thing is easy, just target a bot with the reticle, then

press circle to pick it up. Move with the analog stick, and position the target up on the ledge. Press circle to throw the bot up there. Repeat for the other two bots, then exit the botflinger and get up the ledge yourself. Walk through the circular area until you get to the next botflinger. Repeat here what you did before, but aim a bot at each of the red targets on either side of the door to raise the bridge across the gap. This will allow you to get to the other side. Keep going past the continue point, and walk cautiously to avoid the darts crossing the room. Walk to the next room, eliminate the 'stone whackers', and use the botflinger to get the bots on the nearby button. When all three are on there, the door will open and you'll hit a continue point. Break the other three bots from their cages, and get ready for the next part. Timing it right, you'll have to lead the bots down a ramp to each 'safe room' to avoid the oncoming boulders. Stand next to the boulder spawn point, and as soon as the rock passes you, run down the ramp to the first room on the left. You may have to recommand your bots to follow you, but as the next piece of rock passes, run down the ramp to the next room. Repeat one more time to get to the bottom. Get in the botflinger and throw three bots up to each house. If you lost any bots going down the ramps, just go up the elevator in between the houses, and wait for the bots at the top. They'll reappear soon enough. As soon as you get three bots in each house, a door will open. Walk down the path, into the next room, and around the obstacle and step on the button to trigger a movie.

C. Mechanoid Factory, Kalidon

New weapon available:

Scorcher 20,000 bolts

Mission: Explore the Planet

Watch the cutscene, and check out the vendor. Buy any weapons that you can at the moment, then walk around to the other of the platform behind your ship. Get to the edge, and look down. You should see a small rock outcropping, and there is a titanium bolt in there. Jump down and get it.

TITANIUM BOLT FOUND (1/3) (5/20)

Get back up to where your ship was, and walk down the path. Stop at the weapon modification vendor, and pick up a few mods if you can. Then go down the right path; you can't do anything down the left one just yet. Jump up to the platform, and watch the somewhat hilarious cutscene. Start the race, and beat it to get the Shrink Ray. Defeat the other 3 races to get the Sludge Mk.9 Gloves. [Check out the racing section next update to figure out how to race and win quickly.]

NEW GADGET OBTAINED- SHRINK RAY

NEW ARMOR ACQUIRED- SLUDGE MK.9 GLOVES

Exit the races, and return to the mod vendor. Get any other mods you couldn't earlier, then go down the left path. Eliminate the spiders, then hypershot across the chasm. Defeat a couple of floating enemies, walk up the stairs, and finish off some more spiders. Before you step on the blue circle though, face the door and walk around the edge to the left of the wall, and claim your second titanium bolt of the level.

TITANIUM BOLT FOUND (2/3) (6/20)

Go and stand on the blue circle, and enter the grind lock. The goal here is to avoid the bombs on the rail, and smack the upside down triangle levers on the side of the track to de-activate the lock. Press X to jump, and press square to swing your wrench. Hold either left or right and press X to, respectively, switch to a nearby track. Get to the end without getting killed to open the door. Walk through the door, and smash everything you can to get as many bolts as possible. Walk into the hall and take out the two hover balls here, then enter the room with the conveyor belts and deal with the two floating enemies and the yellow bots. Run across the room into the hall, and follow it to a vendor and a continue point.

Restock if necessary, then walk onto the round platform. It will begin to descend, and it will stop several times. Each time, you'll have to eliminate a wave or two of enemies. You'll probably get low on ammo, but it shouldn't get too difficult. When the game prompts you to get off the elevator, GET OFF!! Otherwise you'll end up dying, and you'll have to start from the vendor all over again. Jump off, and get the bolts that are in the nearby boxes. When you're ready to continue, walk up to the console, and press triangle. Jump onto the small white platform, then get ready to jump like crazy!. When the platform stops, get onto the walkway on the side of the cylinder, and go up, up, up!! Do this three times, and you'll end up at the top again. Turn around and restock at the vendor, then claim your prize for your troubles.

NEW ARMOR ACQUIRED- WILDFIRE BOOTS

*****ARMOR SET COMPLETED- WILDFIRE*****

When the wildfire armor set is equipped, any contact with an enemy with your wrench causes them to be set aflame, damaging them. Can be repeated for maximum results!!

Back to business. Walk up the stairs and kill the two enemies working on the robots, then hypershot to the other side. Walk into the next room and get rid of all 8 enemies. Strafing here will be necessary to avoid damage. After the smoke clears, walk onto the elevator and take it down to the next area. Turn the bolt to make the targets and platforms appear, then hypershot across them all. Don't stand on the platforms for long; they'll fall down and you'll die. Not good. Anyway, get to the other part of the room, then enter the next hallway. You'll encounter 4 different waves of enemies here, just take them quickly and you'll be fine. Enter and beat the grind lock to open the door. Defeat three more floaters and the bots behind them; then enter the big round room. You are aiming for the door with the glow around it. Look around the room, and you should see the third titanium bolt of the level. Follow the path to the bolt to claim it.

TITANIUM BOLT ACQUIRED (3/3) (7/20)

Get out of the round room, and walk onto the conveyor belt. Eliminate the bots, and jump across the electric field below to the vendor. Stock up, and prepare for a boss fight.

This isn't too difficult of a fight, just strafe and use your weapons. Just try to not waste too much ammo. You'll be able to get some ammo back from the respawning crates, but not much. Strafe a lot; it will be very useful. Just take the battle slowly but surely, and you'll defeat the monster in no time.

NEW ARMOR ACQUIRED- SLUDGE MK.9 BODY ARMOR

Walk across to the next area, and watch the cutscene....

D. Junkyard LXIV, Metalis

No new weapons available

Mission: Survive Robot Wars III

That was quite a plot twist now wasn't it? You now play as Clank stranded on Metalis in the middle of a destruction derby. You need to fight your way through the battle to continue. Use square/X for the saw's main twist attack, and if you pick up a special weapon, press the circle button to use that weapon. Just defeat the three enemies to complete the mission. You'll then see a cutscene where Skrunch gives you a PDA-looking thing where you determine where Ratchet is being held captive.

Mission: Escape the Planet

Mission: Win fabulous cash and prizes (optional)

You have two options here. You can either continue the storyline and just escape the planet, or you can stay and beat all of the clank challenges and get nice prizes. Its up to you, but I would suggest staying and earning as much stuff as you can.

D(II) Clank Challenges: Metalis

There are three categories of challenges. Destruction derby, gadgetbot toss and gadgetbot survival. You complete the easier tasks first, then tackle the more difficult ones later. I will list the challenges as so:

[Type of challenge]

Name of challenge (Reward)

[Destruction Derby]

Buzzsaw Blitz (1000 bolts)

This is the first challenge you complete in the Survive Robot Wars III mission. You can replay it for only 500 bolts for your reward. Not too hard to beat.

CHARGE! (2000 bolts)

You pilot the Charge Ram Torso in this challenge. Use square or X to ram your opponents. It shouldn't be difficult to beat this, but get the nanotech if you need it.

Electric Boogaloo (3000 bolts)

This go round puts you in the Electro-Torso. A little more difficult, but nothing you can't handle, right? Use square or X to electrocute your opponents.

Showdown! (4000 bolts)

This challenge has you in a one-on-one battle with the evil Smasher Bot. Whatever you do, DO NOT attack him head-on unless you are going quite fast. You are in the Ram Torso for this task, but since you only have one target, you can focus your attacks on the bot.

Smasherbot's Revenge (Crystallix Helmet)

Apparently the Smasherbot wants another go at you, but this time he's brought backup. This battle is only slightly harder than the previous one due to the fact that you're in the Saw Torso. Just eliminate the other small opponents first, then attack the Smasherbot from the rear where he can't hit you. Just take it slow and steady and the Crystallix Helmet will be yours in no time.

NEW ARMOR ACQUIRED- CRYSTALLIX HELMET

[Gadgetbot Toss]

Little League (1000 bolts)

The goal here is to pick up and throw 5 gadgetbots at the green goal before your opponent does. Press circle to pick up and throw the bots, and you throw in the direction you are facing. Press square to punch your opponent to make him drop a bot if he has one; alternatively you can pick up the nearby rock and throw it at him as well. This is the easiest challenge to pick up the 'Shutout' skill point; to get this just win the challenge without letting your opponent score any goals.

Varsity Bracket (2000 bolts)

Same idea here, you just need 6 goals to win. The trick here is that for a goal to count, you have to throw the bot at the green side of the goal, not the red. Just keep that in mind, and the task shouldn't take too long to beat.

Collegiate Division (3000 bolts)

You need 8 goals to win here. You are now competing against two opponents, but it should be easy to complete anyway.

Professional Level (4000 bolts)

This time you'll need 9 goals to win. You now have three enemies, and more arena elements. A quick tip: You don't need to go around the barrier to score, you can just go to the edge and throw the bot over the wall at the goal and it will count.

The Uber Finals (Crystallix Gloves)

This is it! 10 goals separate you and the Crystallix Gloves. There are a few more arena twists. There are now two goals, and two bot spawners. Just play as you have before and you should have no problem.

NEW ARMOR ACQUIRED- CRYSTALLIX GLOVES

[Gadgetbot Survival]

Take Two for the Team (1000 bolts)

The basic idea is to use the four 'abilities' that the gadgetbots have. They are Swing, Detonate, Electrify, and Bridge. The first challenge is quite easy, so easy a caveman can do it! [Excuse the joke, I just had to put that in there.] The first challenge requires you get 3 bots to the house and you start out with 5 bots. Have the first bot explode at the first wall, and have the second bot explode at the second barrier. Then just sit back and let the other 3 bots find their ways to the house.

Bridge the Gap (2000 bolts)

You will need to get 5 of the 10 starting bots to the house. Have the first two bots bridge the gap, then have the rest teleport to the other ledge. [Use the electrify command]

Of Trapeze and Teleporters (3000 bolts)

You start with 8 bots, and your target is 4 bots. You'll need to have each bot swing across the gap. Then have the first bot explode at the wall,

and each subsequent bot electrify at the teleporter. Then just sit back and relax.

Brain Trip (4000 bolts)

You start with 5 bots, you need to get 3 bots to the house. Have the first bot swing across the gap, then explode to the right of the wall on the lower level. Then have the second bot explode on the same level as the wall further to the right of the first exploded gap. Then just have the bots enter the house.

Nigh Impossible (Sludge Mk.9 Helmet)

This one will challenge you, so be prepared. You start with 9 bots, you only need to get 4 into the house. At the swinging gap, have each bot get across it. Then have each bot teleport across the wall. You'll need to have the first bot explode on the third level after the direction changer, then sit back and watch the bots enter the house.

NEW ARMOR ACQUIRED- SLUDGE MK.9 HELMET

*****ARMOR SET COMPLETED- SLUDGE MK.9*****

If you have completed all of the challenges, you'll get a skill point for it.

Now exit the arena, and go across the muck. There is a Titanium bolt nearby, but if this is your first walkthrough, you don't have the required items to get it. Come back later with Ratchet and the item when you can. For now, just walk up the ramp and press triangle to exit the planet.

E. Metalis to Med Center Space Flight

This is quite a difficult level if you try to get the skill point. You'll need at least 600 points to get the skill point in normal mode, and 950 points to get it in challenge mode. Just attack everything in sight, but avoid using the mega missiles until the boss fight at the end, you'll need them. Just attack all the enemies you see, and try to rack up as many missiles and points as possible. Don't worry about not having full health for the boss; seconds before facing it, the game automatically refills your health to its max. The boss itself isn't difficult on normal mode, just on challenge mode. Use the normal missiles first, then as the boss's health lowers, use the super missiles to quickly lower the health. Just dodge the attacks and take it slow and you'll make it through with ease.

F. Dreamland

New Weapon Available:

Suck Cannon 30,000 bolts

Mission: ??????????

This is a strange level, that's for sure. Jump across on the rocks and get across the water to the other island. Walk towards the end and the sky will 'break' apart, and there will be some flying enemies. Destroy them, then jump through the sky to the other side. Then get to the vendor and stock up on ammo if necessary. Jump on the umbrella, then water the seed and plant it in the sandbox. Whack Qwark's head to make a hypershot target appear. Swing across the gap, and avoid the red light from the eye. Go right across the umbrellas, and water the seeds and plant them. It does not matter which seed

goes in each sandbox. Hit the heads to make more hypershot targets appear. Go back across the umbrellas, and swing across to the the bricked walkway. Walk around, defeating the two birds and the chainsaw-throwing Qwark surgeon. When you get to the other side, you'll hit a continue point.

Upon reaching the continue point, jump onto the first umbrella, turn around, equip your swingshot, and look up. You should see a target, aim and fire to get up there. You'll find a titanium bolt for this.

TITANIUM BOLT ACQUIRED (1/2) (8/20)

Jump back down, and get across the umbrellas. You can now see your ship. A ticket to safety? I don't think so, for as soon as you get to it, your ship disappears and chainsaws split the platform up into six parts. For now, just get on one and stay there. Take out two more chainsaw suregons then go to the platform where Luna is to get another continue point. Swing across the gap, and you'll get to a set of eye beams. These beams are lethal, so avoid them at all costs. Get across, then walk foward to trigger a scene.

Swing across the gap, and you'll be at a hangar. It's Ratchet's place from the original game for those who do not know. Before you enter though, go around to the left, and jump around the tree to get another titanium bolt.

TITANIUM BOLT ACQUIRED (2/2) (9/20)

Get back to the front, and walk into the hangar. Don't smash the mirror, or you'll face a lot of enemies instead of just one. Get around the mirror, and continue on. Swing across to the purple waterfall, and defeat the birds. Wall jump up the cliff, then get on the taxi. Defeat the two Qwark surgeons, and then enter Clank's apartment. You'll come upon another mirror, defeat the enemies and exit the apartment to hit a continue point. Get onto the platform, and defeat any enemies that come. You'll come to a platform with a lot of Clank heads. Defeat the four waves of enemies. Two Qwark surgeons, birds, three more surgeons, then anothe wave of birds. When that is finished, hypershot across the gap to the vendor and another continue point. Enter the warp thingy, and defeat the enemies here. After each wave of bad guys are eliminated, a new warp thingy will appear, and you'll face another wave. After five waves, you'll view a cutscene. You have no weapons, so just avoid Giant Clank's attacks until he disappears. If you don't take any damage, you'll earn a skill point. Upon Giant Clank's vaporization, you will earn the Crystallix Body Armor, there will be another cutscene, and the level will end.

NEW ARMOR OBTAINED- CRYSTALLIX BODY ARMOR

G. Medical Outpost Omega

New Weapon Available:

Bee Mine Glove 50,000 Bolts

New Items Available

Box Breaker 20,000 Bolts

Bolt Grabber 5,000 Bolts

Mission: Escape the Medical Facility

Mission: Find your Equipment

Ratchet wakes up only slightly angered about the tests conducted on him, but the missions are clear. You need to get off this place, and get all your weapons back. Walk forward and get your Lacerator back, then enter the grind lock to open the door. Defeat the spider enemies, then eliminate the robot surgeon that appears. Avoid stepping on the red parts of the floor, should you step on them you'll trigger an alarm and be faced with an automated turret. It'd be best to avoid that. Walk forward to claim your Concussion Gun.

****Glitch****

It has been known for a while that you can actually get the Concussion Gun for free here. The game assumes that you have bought the gun by now, and provides it here in the outpost. If you had not bought this gun by now, you can get it for free! [Free's always good!]

Defeat more spider enemies, and the two nurse robots. The door will now open, and a large rocket shooting enemy will appear. Just strafe, and attack and he'll go down in no time. Continue into the hallway, jumping over the red plates again to avoid triggering the alarm. Enter the next room, and have Clank enter the turret. You need to keep Ratchet safe as he repairs the door. Turn using the analog stick, and freeze the spiders by using the circle button. Press X to lower and raise the turret. It takes three hits each to defeat a spider. Defeat all the spiders until the bar at the bottom fills up.

Go through the door to the continue point, and traverse down the hall. Again, avoid the red plates if possible. Pick up your Acid Bomb glove, then defeat the enemies. As soon as the room is cleared, an alarm will trigger, and more bad guys will appear. Eliminate them, and pick up the rest of your weapons. A second alarm will trigger, and you'll be faced with two more rocket shooting enemies protected by shields. Simply eliminate the two white robots, then the rocket shooters can be destroyed. Enter the next room to encounter a Gadgetron vendor and another continue point.

Have Clank enter the turret, and defend Ratchet again. Once the door opens, walk into the next area and take out the two white robots as quick as possible. They provide shields to the two turrets, so they need to be taken out first. Jump up the ladder, then eliminate all of the enemies. Walk into the next room to get a cutscene.

In his blind rage, Ratchet has set the station to self-destruct. Its probably a good idea to get the heck out of here quickly. Before jumping in the tube, collect the Crystallix boots.

NEW ARMOR OBTAINED- CRYSTALLIX BOOTS

*****ARMOR SET COMPLETED- CRYSTALLIX*****

You have just over four minutes to escape the Med outpost, so get to it. Jump down the tube, then have Clank enter the turret again. Wall jump up the wall, then turn to your left and jump across the gap to get a Titanium Bolt.

TITANIUM BOLT ACQUIRED- (1/1) (10/20)

Enter the grind lock, then enter the hangar bay. You should have about two minutes left here, so you can eliminate the enemies if you want to upgrade your weapons. If you don't want to, you can just go to your ship. You'll then see another cutscene, then you'll finally get off of this level. (For the most part)

You now are at the med outpost's ruins, and the skyboarder has again challenged you to race. You win a polarizer if you defeat him. Beat the last race, 'Vertigo', to earn the Electroshock boots. Skyboard tricks and tips later.

NEW ARMOR OBTAINED- ELECTROSHOCK BOOTS

H. Technomite City, Challax

New Weapon Available

Sniper Mine 50,000 bolts

New item available

Gadgetron PDA 50,000 bolts

You have two options here. You can either destroy the Technomite orbital facilities, or you can enter the main part of the level. I'll start with the facilities, but first jump down behind your ship to get a Titanium Bolt.

TITANIUM BOLT ACQUIRED- (1/3) (11/20)

Now jump on the warp pad and fly into space. If you get over 1500 points, you'll get a skill point. This isn't too difficult, just take your time and defeat everything in site. Defeat the Technomite ship at the end to earn the Electroshock body armor.

NEW ARMOR OBTAINED- ELECTROSHOCK BODY ARMOR

Come back to your ship, then get in the mini ship to go to the city. Stock up on anything at the vendor, then complete the grind lock. Use the Polarizer to lower the forcefield, then go through the opening and into the next room. Stop in front of the rotating baggage conveyor, and grab the Titanium bolt when it appears.

TITANIUM BOLT ACQUIRED- (2/3) (12/20)

Use the Polarizer again, then defeat the lone enemy here. Walk up to the upgrade vendor, and purchase any modifications you want to. It doesn't matter what order you get them in. Mod Descriptions can be found later in the guide. Walk through the door, and eliminate the enemies that come down from the ships. Turn the bolt crank, then use the Polarizer to get the door opened. Go through the opening, and defeat the enemies. Go to the left of the statue and water the seed, then plant it in the sand to the right of the statue. Eliminate the next group of enemies, then climb the ladder. Water the seed, then plant in the sand you just walked over. Smack the fruit to make the statue fall over, then go around to the other side of the plant and smack the fruit towards where the seed was. You'll blow up the wall and get a Titanium bolt.

TITANIUM BOLT ACQUIRED- (3/3) (13/20)

Go up the statue, and enter and beat the grind lock. Walk through the next area, then step on the button when you're ready. Eliminate the two waves of enemies, then walk off the elevator and defeat the two shock troopers. Then jump on the zip-line to the bottom. Jump up on the smoke

stacks and get ready to run. Apparently a drop ship is relatively focused on eliminating you, so run! When you get to the end, stock up at the vendor and zipline down to face the dropship.

BOSS BATTLE: DROPSHIP

It will really help if you have the PDA, if you don't, make sure you are stocked completely with ammo. The best weapon here are the Dual Lacerators. Simply aim and fire, while strafing and jumping to avoid the dropship's attacks. When you run out of ammo, either use the PDA, or use a different weapon until more ammo crates appear. Just take your time here and this should be a piece of cake. When finished with it, walk across, claim the prize, and watch the cutscene.

NEW ARMOR OBTAINED- ELECTROSHOCK HELMET

*****ARMOR SET COMPLETED- ELECTROSHOCK*****

I. Farming Co-Operative, Dayni Moon
Coming Next Update!

VI. Weapons

[Weapon Name/Upgraded Weapon Name]
[Planet first available] [Cost]
[Description]

Lacerator/Dual Lacerators

Pokitaru [Free]
Your basic 'pistol' so to speak. Good range, and damages enemies quite until the later levels.

Acid Bomb Glove/Acid Detonator

Pokitaru [Free]
A glove that releases deadly acid upon your enemies, it's your second starter weapon. It is quite useful as it has a wide range and high damage properties early in the game.

Concussion Gun/Concussion Cannon

Pokitaru [10,000 bolts]
The shotgun of the game, it has a large blast radius and can later be charged up to unleash a devastating blast of death

Agents of Doom/Agents of Dread

Ryllus [25,000 bolts]
The legendary agents return once again! The second best weapon from both the original R&C and UYA has been incorporated into SM with great accuracy. Deploys four 'bodyguards' that run and destroy any enemy in sight.

Scorcher/Incinerator

Kalidon [20,000 bolts]
The flamethrower of the game, it's quite weak until it's gotten to at least V.3. After that it works like a charm to defeat any small enemy.

Bee Mine Glove/

Medical Outpost Omega [50,000 bolts]
Releases a swarm of bees that will attack the nearest enemy. With a worker mod, it will pick up bolts and health lying around, so you don't have to!

Suck Cannon/Vortex Cannon

Dreamland [30,000 bolts]
Sucks up small enemies and boxes, then shoots them out at high speeds. Awesome weapon, use it when there's a lot of small bad guys in an area.

Sniper Mine/Deadeye Mine

Challax [50,000 bolts]
The sniper rifle of the game. Press select to enter the scope, then press the L and R triggers to zoom in and out. Quite powerful, and even more powerful when upgraded.

VII. Gadgets

[Gadget Name]
[Planet Obtained] [Cost/Method Obtained]
[Description]

Hypershot

Pokitaru [Free]
Used to swing to and from hypershot targets. Useful for getting across gaps.

Sprout-o-Matic

Ryllus [Free/Recieved from scientist]
Used to water and plant sprout seeds. Seeds allow access to high/blocked/far areas.

Polarizer

Medical Outpost Omega Ruins [Free/Beat first skyboard challenge]
Used to switch the polarity of magnets. Such magnets allow access to different or blocked area.

Gadgetron PDA

Challax [50,000 bolts/Vendor]
Allows access to vendors anywhere; ammo price is raised to deal with the 'shipping and handling' of the ammo.

Shrink Ray

Kalidon [Free/Beat first skyboard challenge]
Allows access into grind locks, and the ability to ride in small carts to different areas.

Bolt Grabber

Medical Outpost Omega [5,000 bolts/Vendor]
Increases range of bolt pickup.

Box Breaker

Medical Outpost Omega [20,000 bolts/Vendor]
By performing a hyper-strike [Jump and press square], you break any

item in the area that's breakable.

Map-o-Matic

Dayni Moon [50,000 bolts/Vendor]
Shows any hidden areas on your map.

VIII. Weapon Modifications

[Planet first available]
[Weapon Name]
[Mod Name] [Cost]
[Description]

Kalidon

[Concussion Gun]
Lock-On Mod 5,000 bolts
Allows you to lock on to your enemies to reliably hit them each time.

Wide Barrel Mod 15,000 bolts
Increases range and width of the Concussion Gun's attack.

Challax

[Lacerator]
Double Barrel Mod 30,000 bolts
Adds a second barrel to the Lacerator, doubling it's rate of fire.

[Acid Bomb Glove]
Epoxy Mod 50,000 bolts
Slows enemy movement by 50% after they enter the acid pool

Acid Burn 30,000 bolts
Increases the effectiveness of the acid, burns enemies even after leaving the acid pool

[Bee Mine Glove]
Worker Mod 5,000 bolts
Allows the bees to collect bolts, ammo, and health lying on the ground when no enemies are present

[Concussion Gun]
Charge Up 50,000 bolts
Allows the gun to be charged up to unleash a huge blast with high damage ability

IX. Secrets

***PLEASE NOTE: THE PERSON RESPONSIBLE FOR THIS PORTION OF THE GUIDE IS NOT

ME, IT IS ibrake4dragons. IF YOU HAVE ANY QUESTIONS ABOUT THIS PART, GO TO GAMEFAQS.COM AND GO TO THE RATCHET AND CLANK:SIZE MATTERS MESSAGE BOARD AND ASK HIM YOURSELF. IF YOU DO NOT HAVE A GAMEFAQS ACCOUNT AND DO NOT WISH TO MAKE ONE, EMAIL ME INSTEAD AND I WILL ASK ibrake4dragons MYSELF AND GET BACK TO YOU.***

If any sites do copy/paste parts of this, just mention my name (and preferably the names of at least some of those who helped) and I'll be happy. Anyone CAN use this for themselves (copy/paste/print) but as long as you don't try to put it out as your own, I'll be glad you used my guide to help yourself in some way.

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- 0) Intro
- 1) Armor Sets / Some Piece Locations
- 2) Skill Points
- 3) Unlockable Cheats Costs/Descriptions
- 4) Unlockable Skin Costs/Descriptions
- 5) Titanium Bolt Locations

+++ Intro to this FAQ +++

Thanks for checking this out, everyone. I worked my ass off on this, and I hope you enjoy it and put it to good use. This will cover just about every unlockable in the game, from the Sets of Armor to all 20 Titanium Bolts.

A question often asked (maybe not THAT often, but it's important indeed) is "What is Challenge Mode?" Well, Challenge mode is unlocked after you beat the final boss, Otto: once you actually defeat him you can either go back to just before the fight, or start a new game with all of your bolts, weapons, armor, etc. This is Challenge Mode, and the enemies are all tougher, you'll die more often (you do get more Nanotech: 50 max to 75 max), but you get many bonuses. You can buy new versions of your weapon if you have it upgraded to its new-named Weapon (Lacerator to the Dual Lacerators in normal mode, then Dual Lacerators to the Titan Dual Lacerators in Challenge Mode). The "Titan" title, while sounding awesome, makes the weapon more powerful and gives it 4 more versions to upgrade to (Titan "Insert Weapon Name Here" v.4 is the final name for the weapons, excluding the RYNO of course). New, more expensive mods for nearly every weapon are also available in Challenge Mode for even more destruction.

And what about that RYNO, the coolest gun in the R&C Series (in most eyes anyway)? You can buy the RYNO right off the bat in Challenge Mode, like you could afford it then anyway: it'll run ya 9,999,000 big ones. So yeah, you can expect to be saving for awhile to get it, and for the other Titan weapons too. Now you may be thinking "How can I afford all those new nice things? I barely made enough bolts my first run through!" Well, you can now get a Bolt Multiplier going in Challenge Mode. For every enemy (or 2-3, depending on the level of the multiplier) you kill, you will see the "x1" in the upper-right hand corner of your PSP screen go up and up and up all the way to "x12". That

affects how many bolts you rake in from enemies, crates, and everything else. Got x1? *points at ya and laughs* Got x12? Keep that up for a long time, and that's how you make the big bolts.

+++ ARMOR SETS - 13 Sets total +++

Wildfire - All Wildfire pieces obviously.

Sludge Mk. 9 - All Sludge Mk. 9 pieces.

Crystallix - All Crystallix Pieces.

Electroshock - All Electroshock pieces.

Mega-Bomb - All Mega-Bomb pieces.

Hyperborean - All Hyperborean pieces, which are acquired throughout your second run-through and don't take much brain power to find.

Chameleon - Same as Hyperborean, except the pieces are found throughout your third run-through.

Fire-Bomb - All Mega-Bomb armor except with Wildfire gloves.

Shock Crystal - Electroshock Helmet & Boots with Crystallix Torso & Gloves.

Wildburst - Sludge Mk. 9 Helmet, everything else Wildfire.

Triple Wave - Wildfire Helmet, Sludge Mk, 9 gloves, and Electroshock Torso and Boots.

Ice II (thats a "2", Roman Numeralized) - Crystallix Helmet, everything else Hyerborean.

Stalker (the best IMO) - Wildfire Helmet, Sludge Mk. 9 gloves, Chameleon Torso and Boots.

Well, there seem to have been some questions/concerns with certain pieces of armor. No questions about Hyperborean or Chameleon pieces should arise, because they are impossible to miss, trust me. Most of the others are really no problem to find, but I have heard some questions about the locations of these following pieces:

Sludge Mk. 9 Boots - On Ryllus, where you see your first Yellow Mimic Plant (the one that you can launch bombs with) you can use it to blow a hole in the wall nearby (in front of you) and you can also use it to hit the darker gray section of the rocks behind you, and that reveals the Sludge Mk. 9 Boots.

Sludge Mk. 9 Helmet and Crystallix Gloves - You can win both of these pieces of armor in the later Clank Arena Challenges on Metallix.

Sludge Mk. 9 Gloves and Electroshock Boots - These are both won by beating the last of the skyboarding challenges, on Kalidon (Sludge Mk. 9) and on Medical Outpost Omega (Electroshock).

Mega-Bomb Gloves and Boots - Both of these Mega-Bomb accessories are won in the Dayni Moon Clank Arena Challenges: I guess some people just don't play the challenges, so they never see them.

+++ SKILL POINTS +++

All 25 Skill points are listed.

(big thanks to The_Iron_Lombax for the full version of the list)

Some of my own (and others) strategies for beating certain, more annoying, skill points AND any addition information on the point will be included now.

Pokitaru

-Train Faster: Complete the "training" portion of Pokitaru in less than 1:32.

-Don't Rock the Boat: Complete the boat challenge on Pokitaru without taking a single hit.

-Do Cows Get Crabby: Turn 26 crabs into cows with the Mootator/Armoogeddon.

Ryllus

-Bury the Pygmies- Get Bury Blossoms to eat 4 Pygmy Tribesmen. (I had to get 5 eaten when I did this on Challenge Mode.)

Strategy: I found that getting them to stop vomiting their stuff on your and constantly jumping over the plants helps them calm down and not swing like hell, killing nearby Pygmies; and that has sometimes helped them

in forgetting about you and feasting like you want them to.)

-Lights, Camera, Action!: Kill 10 floating cameras.

-Ship It: Break all the crates on the level.

Kalidon

-Explosive Ordnance Disposal: Clear all the remote bombs in the Gravity Boot sphere.

-Super Lombax: Kill 25 enemies in a row without getting a single hit.

-Be A Cool Skyboarder: Win a Skyboarding race without using a single boost (Just don't press Square at all and you'll be fine).

Metalis

-Shutout: Win a Gadgebot Toss challenge without letting anyone else score.

-Terror of the Skies: Get over 600 points in the Giant Clank Challenge.

(950 is needed if you are on Challenge Mode)

-Ultimate Gladiator: Complete all Clank Arena challenges.

Dreamtime

-Friends Don't Hurt Friends: Get through the Giant Clank fight without getting a single hit.

-Night Terrors: Defeat the waves of enemies on the last island in under 45 seconds. (This "last island" is the part of the stage where the Dr. Qwarks and birds all spawn on the giant bolts, and you have to go through the black portals to get to the next giant bolt: some have been confused on just where the area was.)

Medical Outpost Omega

-Be An Awesome Skyboarder: Beat the master challenge in under 3:25.

Challax

-Take Them Down A Shock: Kill 23 Shock Troopers without dying.

-High Tech Weapons Master: Beat the enemy segment without using the Lacerator, Acid Bomb Glove, Concussion Gun, Shock Rocket, Laser Tracer, Sniper Mine, or RYNO.

-No More Varmints!: Get Over 1535 points in the Giant Clank challenge. (2000 is needed if you are on Challenge Mode)

Dayni Moon

-Ultimate Gladiator: Complete all Clank Arena challenges.

-Wool Protest: Complete level 8 without killing any Angry Rams. (Note that pwning them with the Mootator/Armoogeddon does not count as "killing" so you can still Mootate them and get the skill point, as well as work on upgrading your Mootator if you haven't already at that time.)

-Bouncy, Bouncy, Bouncy: High-jump on a bouncy plant 10 times in a row.

Inside Clank

-Not the Shock of Me Now: Don't get hit at all while inside Clank's head.

-Ratchet... Just Ratchet: Beat the enemy segment using only the wrench.

Strategy: You may want to wait till your third play through to make this much easier: the Stalker Armor set makes this point a breeze in getting, just don't get hit a lot and you'll be fine. If you don't want to wait until then, then may Thor have mercy on your wrench-loving soul.

Quodrona

-Elite Annihilation: Defeat over 70 Elite clones during the Elite clone fight.

-Storm the Front: Complete the enemy portion of level 10 in less than 1:45.

+++ CHEATS +++ (Unlocked through acquiring skill points)

Once acquired, these can be turned on/off whenever you so choose.

Big Headed Giant Clank: 1

Big Headed Clank: 3

Big Headed Ratchet: 5

She's On Fire: 7 - Makes in-game Luna always on fire.

More Cowbell: 8 - Makes cows (not mutated) explode with multiple cowbell sounds, instead of the usual single one.

Mirrored Levels: 10

Super Bloom: 12

Big Headed Enemies: 14

Weapon Switching: 16 - The Quick Select can no longer be used, and instead Ratchet will switch weapons (randomly) every few seconds.

Bolt Confusion: 20 - Reverses the controls: Up moves you Down, Right moves you Left, etc.

Old Timey: 24 - Gives the game a more retro movie look.

Mooo!: 24 - Makes most enemies (even the Robots, I found out) moo instead of making their normal sounds.

Hardcore Mode: 24 - Disables saving (may make the game seem more "hardcore" than it really is??).

Climb The Treehouse: 25 - Takes you to the equivalent of the High Impact Museum, which is "The Treehouse".

+++ SKINS +++ (You can buy these with Titanium Bolts)

The Skins allow you to change how Ratchet looks throughout the game. Although they may look cool, be aware that the extra skins provide no additional armor and you'll most likely get your ass handed to you in Challenge Mode.

Wear Current Armor - duh.

Tropical Vacation (Costs 4) - Ratchet wears his swimming trunks, flippers, goggles and a snorkel.

Plundering Pirate Captain (Costs 6) - Ratchet now looks like a Pirate, complete with peg-leg, hat, eye-patch, and a hat with skull&crossbones on it. *Arghh*, silly landlovers.

Ratchetzilla (Costs 6) - Ratchet now wears a costume of everyone's favorite 200 foot cold-blooded misunderstood creature, Godzilla.

Too bad he doesn't make the same noises . . .

++++ TITANIUM BOLTS (Oh yeah, I know you wanted this) ++++

Pokitaru (2)

1) After you climb up the wall using your gravity boots, and take care of the green bots, you'll see a zipline leading down to the next stage of the level. But before you get all excited, look to the left of the zipline and you should see just the edge of a nearby platform (behind the house thing). Double jump/hover (don't die) over to the platform and the first Titanium Bolt in the game is all yours.

2) On the taxi ride, before you get to the sets of raised platforms, you'll come across a section of land with some enemy bots on it, boxes, health, etc. Behind the left house-thing (you can walk around it, just don't fall in the water unless you like being fish food) is where you can get your next Titanium Bolt.

Ryllus (2)

1) Easy, easy: go just behind the ship, near the cliffside, and look down: you should see the edge of a platform: it leads to the same place you would get otherwise, so it provide no extra transport to worlds unknown, but it DOES host a juicy Titanium Bolt on it. Take a leap of faith down, fairly close to the edge of the cliff so you don't go dying and all, pick up the bolt and continue on forward.

2) As you get thrown by the last Mimic Plant in the level (through the high hole in the wall), you'll land on a stone hill. Don't get all excited and keep going up to the temple, turn around and what do you see? A Titanium Bolt. Now wasn't that easy?, you didn't even need to make any leaps of faith this time, lol.

Kalidon (3)

1) To the right of your ship, you can jump down to a lower level with some craters and rocks scattered about. Follow the "path" to behind your ship and you should see one of these craters. But this is no ordinary crater: jump inside to get yourself another Titanium Bolt.

2) Just before you enter the large building, break the crates/defeat the enemies/yatta yatta, go around the left corner of that top area to find this fairly easy Bolt.

3) Inside the Gravity Sphere (the room with all the floating bomb-things for those who don't know it well) there is a Bolt on one of the main platforms scattered about the place. If you need help seeing it, go to the nearest big platform (you can't really see it from where you start off) and go into first person to get a better view of your surroundings.

Metallis (1)

1) You'll need the Polarizer to get this one. Just behind the ship you see a large hatch that you can use the Polarizer on to open it. Go through, evade the smashing spikey walls, defeat the easy green bots, use your hypershot and the bolt is yours (along with a buttload of nearby crates that can get you up to about 400K bolts, if you have a x12 Multiplier going).

Medical Outpost Omega (1)

1) This one is just behind the bed and rocks where you can re-enter Dreamland.

Dreamland (3)

1) As you are about to go into the building with the breakable mirror in it, DON'T, and look to the left of it, and you'll see there is a bit of pathway. Go on that little path, jump over a tree, and the bolt is yours.

2) Get to the part where you have to jump across 3 umbrellas. You'll need to be quick about this, so you may want to get to the other side and then follow the instructions. Have your hypershot equipped, and jump to the first umbrella (closest to the building, it will be the last on if you are coming from the other side) and look up in 1st person. You should see the green hypershot grab-point and use the hypershot as soon as you see the red lock-on thing pop up. This will take you to the top of the hat (the building) and to the bolt.

3) As you get on the first of the many giant bolts (the last part of the stage before the boss fight) you will see the black portal pop up, but you don't want to pay any attention to it. Look just to the left and in the distance you should see the glowing bolt. But what to do? Is soooo far out there. Don't worry: just equip your Lacerators and go into 1st person to make it easier (I've used mine to make sure, because some said you cannot use any other gun for this) and fire at it. You should now be in a boxxy place, and you'll need to jump properly without being blown up or fall off to get to the bolt and the portal behind it. Note: this can only be attempted ONCE per run-through of Dreamland: if you fall on the boxes part, you must exit Dreamland completely and try again.

Challax (3)

1) As you pass through the last of the first rooms, with the Polarizer-magnets in them and the little enemies that follow, you can look to your left and see a spinning conveyor belt (like in an airport: it even has luggage spinning around on it) and if you are patient enough you will eventually see, NOT more luggage, but a Titanium Bolt come on by. Jump on the conveyor belt to claim it.

2) In the section just after the first Polarizer parts, you'll get to the area with the giant Otto Statue. After you use the ladder Mimic Plant to climb up the wall you'll get to bomb the statue with another Plant. Instead of just bombing forward (to the statue) you can go in front of the plant and bomb the back wall (where the plant originally was) and find a Titanium Bolt hidden behind it.

3) To be announced . . .

Dayni Moon (2)

1) Where you first you your Sprout O Matic on the 2 Bouncy Plants to get to the higher cliff, do the opposite of what you should do to go forward: place the higher plant closest to the building, and the shorter one nearest to the cliffside. Now you can jump on them and to a small platform high on the building and claim the bolt.

2) After you hover down (for what seems like forever) to the near large tubular building, defeat the big guys and you will see that the building has a grind lock on it. Break the lock, get inside and you'll need a Bouncy Mimic Plant to jump up high enough to get the bolt on a platform near the top of the inside.

Inside Clank (2)

1) When you start off, and after you slide down that first rail you see (you may want to go ahead and take care of the enemies to make this easier), turn around and you'll see the ladder leading back up to where you started. Go around (not back up) that ladder and you'll see you can jump behind it. That platform right behind the base of the ladder is where the first Titanium Bolt inside Clank lies.

2) Definitely one of the more annoying ones to get. For this bolt, you will want to be in that first hallway leading to the room with the short spiral platform and the 2-3 little guys at the bottom. Turn around and look up. You should see the platform above you: that will be your goal of height, and its where the bolt is. Get near the dividing shadow, as I like to call it, (where the shadow on the wall goes from light to dark gray) and wall jump from each side of the hall way, pressing X rapidly (to get some boost from early jumping) and make sure to hold the analog stick/d-pad buttons in the direction you are going next (to maximize height as well). Doing both of those things, you should be able to wall jump high enough to jump forward and get to the bolt.

Quodrona (1)

1) In the large area where the Ratchet Clones come out of the many boxes, this bolt lies on top of a box stack in the southwest corner of the room.

Well that makes all 20, leaving you plenty of Titanium Bolts to buy all the Skins and still have 4 to look at (they are so pretty). I did find that quite ironic that the fabled Titanium Bolts (Platinum, Silver, what have you) only buy you skins that do nothing but look good in the game and make you in NO way a better player.

+++ THANKS +++

\m/ >_< \m/ \m/ >_< \m/ \m/ >_< \m/ \m/ >_< \m/ \m/ >_< \m/

Thanks to all these people for making this a more of a reality than I would have seen it on my own: The_Iron_Lombax, devast8u, Gamer459, simplechords.

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XI. Credits/Thanks

High Impact Games- For creating a great Ratchet and Clank game on a handheld game system.

Insomniac Games- For making the R&C series in the first place!

CJayC- For making www.GameFAQs.com Awesome Site!

ibrake4dragons- I personally want to thank him for making a secrets guide. It helps out a lot for everyone!!!

End

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