Ratchet and Clank: Size Matters Clank Challenge Guide

by rata1   Updated to v1.00 on Jan 2, 2011

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__--__--__--__--__--__--__--__--__Size Matters--__--__--__--__--__--__--__--_
--__--__--__--__--__--__--__--__Clank Challenge Guide--__--__--__--__--__--
\-------------------------- -----By Alek Kettenburg--------------------- /
 \-------------------------------Start Date:7/26/10----------------------/
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     \-------------------------As of 00/00/00--------------------- /
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-------------------------------------------------------------------------------
-------------------------------Introduction [IN01]--------------------------
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Hello and welcome to my fifth guide (as of 7/26/10). I decided to make this
guide because I was bored and there isn't a guide for Racthets sidekick yet.
Also I am not very good at spelling and there are bound to be a few wholes in
information in this guide. So if you do find something misspelled or incorrect
or missing imformation please E-mail me at Ratlips24@aol.com.

In this guide I will try to give strategies on how to beat the clank challenges
and also about the rewards that you will get ny doing the challenges. Along
with the Clank challenges on Dayni moon and Metalis I will also write about
the clank challenges in space.

Thankyou for reading and I hope this guide will help you.
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-------------------------------Controls [CS02]--------------------------
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There are three different kinds of clank challenges. 4 if you include the clank
challenges in soace. I will list the controls for the psp version of the game.
I might eventually get the controls for the ps2 but no promises. I will go
into more detail about the chalenges later in the guide.
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Gadgebot Toss
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Analog Stick: Move

X/Circle: Pick up Gadgebot/ Bomb

X/Circle: Throw a Gadgebot/ Bomb (Only while holding a Bomb/ Gadgebot)

Square: Punch

Start: Pause
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Gadgebot Survival
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Analog Stick: Switch Between Gadgebots

Triangle: Give orders to the bots

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Destruction Derby
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Analog Stick: Move I Really hope you know what this does by now

Circle: Use special power

X: Primary Attack

Start: Pause
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Clank in space
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Analog Stick: Move

X/ Circle: Shoot

Square: Fire Rockets

Start: Pause
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----------------------------------------------------------------------------
---------------------About the different Challenges [AB03]-------------------
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In this sectioin  I will talk about the different challenges. Also I will
refer to Gadgebots as Bots. (I am just to lazy to spell Gadgebot every single
time it shows up.)

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Destruction Derby |
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The objective of destruction derby is simple, destroy all of your opponents. In
this challenge you will be in different vehicles called torsos. Its a whole lot
like bumper cars except each torso has a different ability.

You will be in a arena usually facing other robots in torsos. Along with your
opponents there will be traps like saws coming out of the ground that you will
have to avoid. Also in all of the challenges except for one there will be 1
health crate and one weapon crate that will spawn every 10 seconds after you
break them.
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------------------------Weapons [AB01]--------------------------------------
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Once you break a weapon crate you will randomly get one of these weapons.
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1. A missile

2. A Mine

3. A shield

You only get one missile. The missile is pretty simple when you press circle
you will fire a missile at whatever the red circle is locked onto. These are
very useful if you are low on health or when you are fighting a boss.

You only get one mine. When you press circle a small mine will drop out from
behind your vehicle. The mine will explode when another vehicle or you go over
it. So make sure you remember where you placed it because it will hurt you.
But since another vehicle will trigger it in a matter of seconds you won't
have to worry about hitting it to much.

The shield is not really a weapon but it is really helpful. The downside is
the shield will disappear after you are hit one time. When you active it a
blue bubble will surround you and protect you from damage.

That is all of the weapons that the crates give. One last thing that you
should know is that your opponents can and will get the weapons from the
crates. So watch out for missiles, mines and opponents with shields.
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-------------------------------Traps [TS02]------------------------------
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Remember earlier when I said there where saws coming out of the ground? Well
this the section I am going to go into more detail about the different traps
and annoyances that will try to make your job as hard as possible. Also I made
most of these names up so if you thing there is a better name for them feel
free to e-mail me and I might change it.

FREEZE TRAP

Damage: 0

Activation time: 3 seconds (the amount of time after each activation before it
activates again)

Effect Time: 2.5 seconds (The amount of time the trap stays on.)

Description and other comments: every 3 seconds it will spew a blue mist out.
If you touch this mist you will be frozen for about 4 seconds. Also while you
are frozen your attack bar will not fill (the car in the upper left corner).
If you are attacked while you are frozen the ice will instantly break.

This trap can be used very easily to your advantage. Simply hit a enemy onto
trap and the mist will should freeze him. So now you just wait for your bar to
fill then hit him again.
_____

SAW TRAP

Damage: 3

Activation time: 2.3 seconds

Effect Time: 2.75 seconds

This trap can actually hurt you. Every 2 seconds or so a blade will come out of the hole and it will stay out for about 3 seconds. If you run iver you will lose 3 health. Luckily there are ussaully only one or 2 of them in a battle and they are very easy to avoid.

This one can also be used to hurt your enemy. SInce your opponents are ussaully smart enough to avoid the blades you will need to push them into it. But this is kind of hard to do. SO just do it if you are close to one of the traps.
_____

Fan Trap

Damage: 0

Activation time: continuos

Effect time: continuos

This trap is completely harmless and won't even slow you down. When you fly over the fan you will be redirected into another direction. Ussualy it will be a few inches to the right or left.
_____

Flame Trap

Damage: 3

Activation time: 2.8 Seconds

Effect Time: 3 seconds

Not much to say about this trap. IF you get hit by it you will take 3 damage will be set on fire for about 3 seconds. But the fire doesn't even effect you in any way what so ever.
_____

Gadgebot Toss |

Gadgebot toss is kind of like basketball. Except you will be throwing a Gadgebot and you will not have a team to back you up. The Gadgebot will spawn from the same spot. The Gadgebots will never run out. The object of the game is to get a certain amount of goals before your opponent does. To score you must grab the Gadgebot and toss it into the goal. Whenever the Gadgebot is thrown into the goal or is thrown out of bounds it will always come back to where it first spawned.

This is extremely easy because the goal is the size of a volleyball net and you can instantly knock the Gadgebot out of your opponeents hands. There is a very easy strategy to beat just about every Match. Simply grab the Bot and then go and throw it into the goal, now (if you made it) go back and get the bot again and throw it into the goal. So you basicly jsut need to go in a

circle. Grab the bot, Throw the bot, get the bot again. I know this isn't
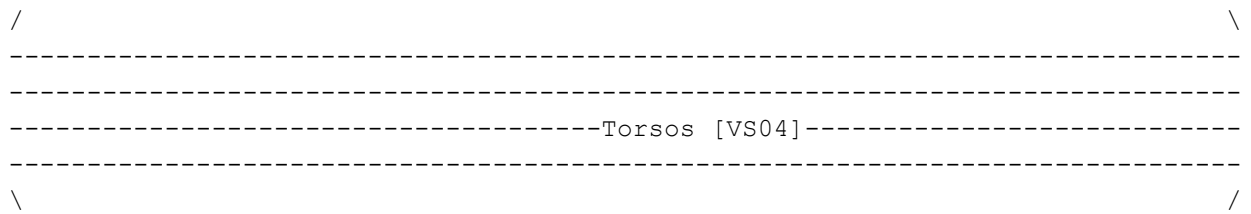really a strategy but it really works.
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Gadgebot Survival |

The object of Gadgebot is simple get the specified amount of bots to the
bot house. Sounds easy Wright? Wrong you will have to help navigate them threw
opsticals and across gaps to get to the houses.

On there own, the bots will just walk directly forward. You cannot tell them to
stop or go in a different direction but you can tell them to:

1. Electirfy: When they get near a large blue pillar they will teleport to a
blue pad somwhere else.

2. Detonate: it will cause the bot to stop in its tracks and blow it self up.
Why would you do this? you may ask. The answer is, When a bot blows up he will
destroy the the piece of the platform that he is currently standing on.

3. Swing: This will cause the bot to grab onto the first swinging rope it comes
by.

4. Bridge: WHen you tell this to a bot nothing will happen right away. But when
the bot get to a ledge instead of falling off it will freeze itself making a
bridge for other bots to cross. (Note: After a Bot becomes a Bridge you cannot
unfreeze them).

That is pretty much it. YOu use those commands to get the bots to the houses
(The square object with a red light on top of it and a number on the side).
The number on the house indicates the number of bots that need to make it to
the house.
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-----------------------------------Torsos [VS04]----------------------------
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Torsos are the vehicles that clank battles in during a destruction Derby Match.
Unfortunately you cannot choose witch torso to where during the match. All of
the torsos will have 20 HP.
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Saw Torso

Special Attack: When you press square the the torso will start spinning and
damge anyone you touch. YOu can only damage an emey once per attack. Even
thoughyou keep spinning you cannot damage the enemy more than once you will
have to wait till the bar recharges.
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Ram Torso

Special Attack: When you press Square the torso will launch forward and will
damge whatever hits the front of your torso.
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Electro Torso

Special Attack: When you press circle a bolt of electricity will hit any emey
in a 5 foot radius. Very short range.

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Spear Torso

SPecial Attack: When you press Square 2 feet long spears will come out of every
side of the torso. The attack bar will fill extremely fast.

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---------------------Metalis: Clank challenges [MC04]--------------------------
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Buzzsaw Blitz
Prize: 1000 Bolts
Destruction Derby
Vehicle: Saw Torso

HP Crates: 1
Weapon Crates: 1
Opponents: 3

TRAPS

Freeze Traps: 4
Saw traps: 1
Fan Traps: 0

Avoid the Freeze traps and the saw coming from the ground and make sure not to
get pinned in a corner or else your threw. If the ram torso trys to hit you
active yout attack. Also do not forget about the weapon crates. They can be
vey useful if you are low on health.

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CHARGE!
Prize: 2000 Bolts
Destruction Derby
Vehicle: Ram Torso

HP Crates: 1
Weapon crates: 1
opponents: 3

```
TRAPS
Freeze Traps: 4
Saw Traps: 0
Fan Traps: 0

In this fight you will be in the Ram Torso. The bar recharges much slower, but
when you use it, it will do lots of damage. A enemy will die in about 5-6 hits.
Again avoid the mist coming from the ground and refill your health when
you can. Make sure not to ram the saw torso while it is spinning.
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Electric Boogaloo
Prize: 3000 Bolts
Destruction Derby
Vehicle: Electro-Torso

HP Crates: 1
Weapon Crates: 1
Opponents: 3

TRAPS
Freeze Traps: 4
Saw Traps: 2
Fan Traps: 2

The electro torso fires a bolt of electricity. Unfortunately it has a very
short range and recharge. The good thing about ot is it can go through
multiple enemies. Also their are saws coming out of the ground.
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SHOWDOWN!!!
Prize: 4000
Destruction Derby
Vehicle: Ram Torso

HP Crates: 1
Weapon Crates: 1
Opponents: 1

TRAPS
Freeze Traps: 4
Saw Traps: 0
Fan Traps: 8


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---------------------------Boss Fight------------------------------------------
---------------------------Smasher Bot-----------------------------------------
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This guy is pretty easy to beat. But a head on attack is not going to work.
Smasher Bot has only 1 attack. He smashes his hammers on the ground in front
of him or his side. Its attack will do 4 damage, but a HP crate will appear as
it would in any other battle. Their are 2 strategy I have found to be
effective. 1. is to just grab missiles and mines from the crates and hit him at
long range. A slightly more risky way is to grab a shield and hit him from the
side. It is a very easy fight since The Bot is very slow.
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Smasherbot's Revenge
Prize: Crystallix Helmet
Destruction Derby
Vehicle: Saw Torso

Hp Crates: 1
Weapon Crate: 1
Opponents: 3

TRAPS
Freeze Traps: 4
Saw Traps: 2
Fan Traps:

this is a bit harder than the last battle. Your facing 3 more Enemies. Take out
the other enemies first then smasher. What ever you do do not let them pin you
in a corner. Also refill your health on a regular basis. Another nice thing is
the other enemies will damage Smasher Bot but don't expect them to kill him.

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This next section is all about the Gadgebot toss.

Little League
Prize: 1,000 bolts
Gadgebot Toss
Goals to Win: 5

Goals: 1
Gadgebots: 1
bombs: 1
opponents: 1

This one should be really easy. Grab the bot then just throw it into the goal
then go back and grab another. If your opponent gets the bot either throw a
bomb or go and punch him. Repeat to win.

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Varsity Bracket
Prize: 2000 Bolts
Gadgebot Toss
Goals to Win: 6

Goals: 1
Gadgebots: 1
bombs: 2
opponents: 1

This is the same one as last time but you now you can only throw a bot on the
green side of the goal. Just watch out, your opponent can get really annoying
and just spam the bombs at you.

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Collegiate Division

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Prize: 3000 Bolts
Gadgebot Toss
Goals to Win: 8


Goals: 1
Gadgebots: 1
Bombs: 3
opponents: 2

This one is only slightly more difficult than the other challenges. Now you
have to face 2 other robots. Just pick up a bot then throw it then repeat.
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Professional Level
Prize: 4000 bolts
Gadgebot toss
Goals to Win 9

Goals: 1
Gadgebots: 1
Bombs: 2
Opponents: 3


Just do what you did with all of the other matches. Also you can throw over the
wall and still make it into the goal. So you do not have to go around.
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The Uber Finals
Prize: Crystallix Gloves
Gadgebot Toss
Goals to Win: 10

Goals: 2
Gadgebots: 2
Opponents: 3
Bombs: 2

This one is still pretty easy to do. Avoid all of the fans in the middle of the
field and just do the usual go in a circle and punch or blow up anyone that
gets near the goals.
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LAst but not least the Gadgebot Survival Challenges

Take Two for the team
Prize: 1000 Bolts
Gadgebot Survival

Gadgebots: 5
Need to make it: 3

Once you get in control wait till the first bot get to the wall and tell it to
Detonate (Triangle and Left). Tell the second bot to do the same while on the
second platform. And just let the rest go down all of the holes to finish this
challenge.
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Bridge the gap
Prize: 2000 Bolts
Gadgebot Survival

Gadgebots: 9
Need to make it: 5

Another simple one. Tell the first 2 bots to create a bridge. For the rest of
them all you need to do is to tell them to electrify (this will cause them to
teleport) And you will finish the challenge.
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Of Trapeze and Teleporters
Prize: 3000
Gadgebot Survival

Gadgebots: 8
Need to make it: 4

Tell all of your bots to swing. Tell the first one to fall onto the second
platform to detonate. Next tell all of the rest to electrify (After they make
it across the gap).
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Brain trip
Prize: 4000
Gadgebot Survival

Gadgebot: 5
Need to make it: 3

Tell all of the bots to swing across. But tell the First bot to fall down to
the second floor to detonate BEFORE it reaches the pad with the arrows on it.
the rest should fall all the way down to the bottom.
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Nigh Impossible
Prize: Sludge Mk.9 gloves
Gadgebot Survival

Gadgebot:9
Need to make it: 4

Tell all of the bots to swing. Tell the first one across to explode after
passing the wall on the second floor. Once the rest get past the gap tell them
to electrify. Next tell the first bot to teleport down to explode directly
above the pad with the arrows.

Clank in space Challenge
Prize: Depends on how many ships you shoot down.

You enter this challenge by going onto the large shiny pad by the platform
where your ship is.

While in space clank will automatically go on the correct path all you need to
do is shoot. You will have 2 weapons while in space. Your mane gun and rockets
the maine gun will never run out of ammo, so its safe to just to hold the button
down. The rockets on the other hand should be conserved for large swarms of
ships and the boss ship. That is pretty much it. The rest is self explanatory.
I'm not going to write about how to go through this part since it would be
really hard to explain but I will write about how to defeat the boss ship.

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-----------------------------------------------------------------------------
------------------------------Boss Fight-------------------------------------
---------------------------Technomite Dreadnaught----------------------------
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The only smart way to do this is to go in circles all around the screen and
unload all of your missiles on it and then keep going in circles. I know this
is boring and will take forever but it the only way you won't get blasted out
of the sky (the only way i know at least if you have a different strategy feel
free to tell me.) 5 missiles can take out about half of the ships health bar.
The rest should only take about another 5 minutes or so. (without missiles it
will take like 15 minutes.)

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------------------------Dayni moon: Clank Challenges [DM05]------------------
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Welcome to Dayni
Destruction Derby
Reward: 1000 bolts

enemies: 2 vehicles, 1 farmer bot.
Vehicle: Ram torso

TRAPS
Freeze trap: 0
Saw trap: 0
Fan Trap: 1

This battle should be really easy. Just ram your way threw them. Also there
are almost no traps and only a few obstacles. On a stranger note I some how
got the shield 5 times in a row in this match.

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Round Up!
Destruction Derby
Reward: 2000 bolts

Enemies: 3 Sheep (serously i'm not kidding you have to fight sheep)
Vehicle: Spear Torso

TRAPS
Freeze trap: 0

```
Saw trap: 0
Fan Trap: 0
```

This battle is a joke. The sheep are extremely weak and rarley ever attack you. The torso is very powerful because the bar in the upper left corner fills very quickly so you will be able to attack repeatedly.
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Variety is Shocking
Destruction Derby
reward: 3000 bolts

Enemies: 2 vehicles, Farmer, Sheep
Vehicle: Electro Torso

```
TRAPS
Freeze trap: 0
Saw trap: 0
Fan Trap: 0
Flame Trap: 2
```

Take out the Ram torso first then the the buzzsaw torso then the farmer then the sheep. This one is slightly harder. Just make sure they don't pin you in a corner or else you will be screwed.
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Tom Sawyer
Destruction Derby
reward: 4000 bolts

Enemies: 2 Farmers, 2 Sheep
Vehicle: Saw Torso

```
TRAPS
Freeze trap: 4
Saw trap: 0
Fan Trap: 0
Flame Trap: 6
```

This one is actually a whole lot harder then you might think. One of the mane problems is that the battle field is filled with traps. So it makes it a bit more challenging to go around the arena while trying not to get burned, frozen, or impaled by a pitch fork.
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Smasherbot Returns
Destruction Derby
reward: 5000 bolts

Enemies: Smasherbot
Vehicle: Spear torso

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TRAPS
Freeze trap: 0
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Saw trap: 0
Fan Trap: 0
Flame Trap: 0

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-----------------------------------------------------------------------
--------------------------------BOSS FIGHT-----------------------------
-------------------------------SMASHER BOT-----------------------------
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The next part may be slightly confusing since I just got off of a 9 hour drive from southern California to Glendale, Utah so I'm sorry if it doesn't make sense.

(Another thing, During the beginning of the battle it would be a good idea to go around and destroy all of the bunches of hay because the last thing you wanna do is get stuck on hay.
Well Smasherbot is exactly the same. You may ask what makes it so difficult. Well there are NO health or weapon crates what so ever. Each time he hits you it will do 3 damage so you can take 7 hits. There is a very easy way to beat him. Its kind of slow and takes bit of practice but it works. All you need to do is get a large distance away from him and face him. (Make sure there are no bunches of hay in your way). Start to move towards him and a little while before you hit smasher bot turn a little bit to the left or right and spear him right in the side. If you did this correctly he should do his attack directly in front of himself and you should have hit him in the side and got away safely. Repeat and he should die in know time at all.

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Hay-re We Are!
Prize: 1000 Bolts
Gadgebot Toss
Goals to Win: 5

Goals: 1
Gadgebots: 1
Bombs: 2
opponents: 2

There aren't any special things about this battle. Other than the hay there aren't any traps so this one should be real easy.

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Tri-Bomb Tournament (someone has been watching to much hairy potter)
Prize: 2000 Bolts
Gadgebot Toss
Goals to WIn: 8

Goals: 2
Gadgebots: 1
Bombs: 2
Opponents: 2

Pretty simple just like all of the others. Again like always go into a kind of circle. Grab the bot then toss it into the goal then go back grab a bomb (optional) then toss the bomb if your opponent has the bot then repeat.

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A-Rooooouuund the Bend
Prize: 3000 Bolts
Gadgebot Toss
Goals to Win: 5

Goals: 1
Gadgebots: 2
Bombs: 4
Opponents: 3

This one is a bit harder. You can only toss bots into the goal threw one side.
Only one bot will be actual competition. Out of the 3 times I played this
challenge 2 times only one other opponent actually scored. Again avoid the
traps and hope that all of your competition will kill each other over one bot.
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The Thin Bouncy Line
Prize: 4000
Gadgebot Toss
Goals to win: 6

Goals: 2
Gadgebots: 2
Bombs: 3
Opponents: 3

The line of bouncy spheres is really nothing to worry about since there is
plenty of room between the spheres. Just go back and forth between the goal
and where the bots spawn. Since there are 2 goals you will only have to worry
about 1 or 2 bots trying to block you.
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The Ultimate Showdown
Prize: Mega-Bomb Glove
Gadgebot Toss
Goals to Win: 8

Goals: 3
Gadgebots: 2, 1 Spawn point
Bombs: 4
Opponents: 3

The bot spawn point is surrounded by multiple fans but there is a lot of space
in between them. luckily most of the time your opponents will all focus on
1 goal giving you a chance to get to a goal while not being bothered. As usuall
go back and forth between the goal and the spawn point and you should win
pretty easily.

This is all for the Gadgebot toss Challenges time for the survival Challenges.
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Two's a Croud
Prize: 1000 bolts
Gadgebot Toss
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Gadgebots: 8
Need to make it: 6


Tell the first Bot to detonate while over the second platform. Tell your 2nd,
3rd, and 4th bots to electrify. And the rest will go on there own to the
houses.

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Reverse into Victory
Prize: 2000 bolts
Gadgebot Survival

Gadgebots: 8
Need to make it: 6

Tell the first bot to detonate once he reaches the wall. Tell your second and
third bots to electrify. Tell your forth and fifth bot to electrify AFTER they
go on the pad with the arrows. You don't have to do anything for the last 2
bots.

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Emergency Bridge
Prize: 3000 bolts
Gadgebot Survival

Gadgebots: 9
Need to Make it: 6



This one is pretty easy. Remember wait till they teleport then give them the
next command.
Tell ALL of your bots to electrify. After the first 3 teleport you do not need
to do any other things for them. Tell the next 2 to form a bridge AFTER they
teleport. Next tell the rest to swing After they teleport.

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Leap of faith
Prize: 4000
Gadgebot Survival

Gadgebots: 9
Need to Make it: 5

Again another easy one. Tell your first 2 to swing. Once there across tell them
to form a bridge after they fall off of the platform with the arrows. Next let
the rest of your bots fall onto the second platform and tell the first one to
make it to the wall to detonate. The rest should fall on the bridge you just
created and make it to safety.

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Gadgebots Survival
Reward: Mega-Bomb Boots
Gadgebot Survival

Gadgebots: 6
Need to Make it: 1
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This is the trickiest challenge of them all. Its still not that hard. I will
try to explain how to do this.

Tell the first bot to explode on the second platform while he is on the edge.
Tell the second bot to create a bridge on the third platform. Tell the forth
to create a bridge once he is on the lowest floor. Tell the fifth bot to
teleport. Once he comes back on the second side tell him to create a bridge
while on the second floor. Tell the sixth bot to swing across. That should be
all. (Odds are I missed somthing if I did please E-Mail me.
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----------------------------Legal Crap [LC07]-----------------------------------
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---------------------My other Guides [MG08]-------------------------------------
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So far I have 4 other guides. They are all here on gmaefaqs.com and possibly
neoseeker.com in the near future.

1. God of War chains of Olympas (PSP)

2. Dark mirror (PSP/PS2)

3. X-men Origins Wolverine (PSP)

4. Ratchet and Clank: Size Matters (PSP FAQ/Walkthrough)
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----------------------------END CREDITS [EC09]---------------------------------
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1. Gamefaqs.com For making such a great Site.

2. My Mom for buying this game for me.

3. The makers of this game for making such a good game.

4. My brother for always being my Battle Buddy.

5. My friend Chris for helping me with many parts of the game.
Some of these include:
Helping me win the skyboard races.

Helping me find Several of the Titanium bolts.

And helping me with several of the Skill points.