

+ Updated this guide using the updated information in the latest version of my full FAQ/Walkthrough (2.14)

VERSION 2.16 FINISHED 12/04/2009

+ Updated this guide using the updated information in the latest version of my full FAQ/Walkthrough (2.16)

+ Added Skins section

VERSION 2.17 FINISHED 14/04/2009

+ Corrected error regarding second location of Surgical Factory Titanium Bolt

VERSION 2.18 FINISHED 19/08/2009

+ Updated this guide using the updated information in the latest version of my full FAQ/Walkthrough (2.18)

WARNING! DANGER! ALERT! MAJOR SPOILERS!

This is a guide for the game - it reveals some parts of the story line. DON'T READ ON IF YOU WANT TO FIND OUT FOR YOURSELF! Even reading the contents sort of ruins the surprises!

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|1: What is this guide for?|

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Hi, I'm Ratchet12345, and this is a Titanium Bolts, Skill Points and Armour guide for Ratchet & Clank: Size Matters. This is to help through get the Skill Points and give you locations for the Titanium Bolts and Armour pieces, as well as information on the Armour sets.

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|2: Titanium Bolts|
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Titanium Bolts are optional collectables hidden in each level, and you can purchase skins with them once they're collected.

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|2.1: Jowai Resort, Pokitaru|
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1: After you walk up the magnetic wall, kill all the enemies on the platform, then walk over to the zip line. Turn 90 degrees to your left from facing the zipline and you'll see a small platform slightly hidden by the rock. Long jump to this platform and you'll find the bolt.

2: Go to the island with the crabs on it. After the crabs are all dead, get on the raft. Skip the first island you pass, but get off on the second one. Go around the left hut to find the bolt.

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|2.2: Vegeta Jungle, Ryllus|
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1: After getting out of your ship, turn 90 degrees to your left and walk until you fall on to a platform. The bolt is on the platform.

2: When you reach the area before the temple, where you have the big grey wall in front of you, get on to the other side with the plant, then when you land, look behind you. The bolt is near the grey wall you just went through.

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|2.3: Mechanoid Factory, Kalidon|
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1: When you get out of your ship, go and look off the edge of the landing pad to find a ledge. Walk around to behind the landing pad to find the bolt inside a small rock.

2: When you're at the first Grind Lock, facing the door (or room you unlocked if it's open), turn 90 degrees to your left and walk until the edge of the platform. The bolt is behind the small wall beside you - you should be able to see it if you rotate the camera to look behind you.

3: When you step on the magnetic wall just before you enter the room with all the magnetic paths, look up in first person - you should see the bolt. To get it, facing the room with the paths, turn 90 degrees to your right, and walk up so you are now standing on the right wall.

Face the magnetic paths room again, and walk towards it. There is a path - walk on it until you come to an intersection. Go right at the intersection and keep walking until you reach the platform with the bolt.

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|2.4: Junkyard LXIV, Metalis|  
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1: Come back to Metalis as Ratchet. You must have the Polarizer for this to work. Go to the grey metal circular vent behind your ship, and use your Polarizer on it to open it. Go through the path, and avoid the spikey walls. Be careful though - you're on a conveyor belt.

Jump over the 2 gaps, and you'll come to a Gadgetron vendor, as well as 3 hover bots. Kill them, and jump over the fire walls to meet 5 more hover bots. Kill them, then go to the circular pad behind where the bots were. Use your Hypershot to get over all the gaps, and you'll come across even more hover bots on a conveyor belt.

Kill all of them, then go through the path, and avoid the spikey walls. Keep going through the obstacle course, and you'll reach a gap. Go over the gap with your Hypershot, and you'll find the bolt on an isolated platform surrounded by boxes.

There will be a teleporation pad here to come back - you'll need to use it for the Easy Bolt Guide relating to this area if you don't want to go all the way through the course again. You'll teleport to near your ship with the pad.

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|2.5: Dreamtime|  
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1: When you go to the three parasols that are moving, look behind you, then up to find a Hypershot target. Jump on to the first parasol, facing where you jumped from, and fire your Hypershot - you should go to the top of the platform, and find the bolt.

2: When you are at the entrance to Ratchet's old home, jsut after the checkpoint, go around the left side of the hut to find the bolt.

3: At the Gadgetron vendor where the first blue circle transporter is, there will be a big bolt in front of you. Use your Lacerators in First Person to shoot at it, until you see a flash on the screen somewhere. Get out of First Person and use the boxes as platforms to jump over and get the bolt.

Here's a tip from Differus:

In Dreamtime, the last Bolt you find, you tell the reader to "Shoot at it with your Lacerators until you see a flash". However, upon seeing my targeting reticle turn red while a giant blue crab floated in front of the bolt, the game told me to "Shoot its weak point for massive damage" (lol), so, I shot at the crab with one shot, and the pathway appeared. So basically, all you have to do is to shoot the giant blue crab that will appear in front of the bolt every few seconds.

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|2.6: Surgical Factory, Medical Outpost Omega|  
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1: Go to the Dreamtime bed - the isolated broken platform near your ship, opposite from the Skyboarder. Behind all the wreckage, you will find the bolt.

NOTE: This same titanium bolt can be found after the wall-jump place while the station is exploding. Just turn around and there is a ledge you can jump on

(thanks to 401891).

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|2.7: Technomite City, Challax|  
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1: There is a ledge around the landing pad. Drop down on to it, and the bolt will be at the bottom of the ramp.

2: After you use the Polarizer to push the suitcases in to the machine to unlock the gate, you'll go in to a room, then go to your left and in to a third room. There is a baggage claim in this room, to the left of where you entered. The bolt is on the claim. Wait for it to come out, then get on the baggage claim and get it.

3: After planting the bomb plant in the sand at the top of the ladder, instead of hitting it towards the statue, hit it towards where you found the plant in the first place - there is a black wall there. When hit, it will crumble, revealing a room with the bolt inside.

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|2.8: Farming Cooperative, Dayni Moon|  
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1: After you've planted the first 2 plants, use them to jump up and get the bolt, which is on a small ledge that's on the wall above the opening of the building.

You could also get on to the ledge near the building, double jump and glide towards the platform to get the bolt - if you're on the edge of the ledge, look towards the building and you'll see the bolt. It's easy to glide to from here.

2: Go to the big building you find after you glide over the big gap. Kill the robot/s here, then go to the beck of the building. You will find a Grind Lock here. Complete it to open the door. Plant the small spring plant in the sand you find there, and jump on it.

There is a platform on the inside of the building, very high up, hanging over the doorway. The bolt is on the platform. You will have to jump 3 or four times on the flower before you will even see the platform.

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|2.9: Inside Clank|  
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1: Go to the start of the zipline, but walk off the edge of the platform. Look behind you and you'll see a ladder. Go to the left side of the ladder, right on the edge of the platform. Look behind the ladder to find a platform with the bolt on it. Jump around the ladder to get on to the platform and get the bolt.

2: After you kill the zap bots just after you use the zipline, there is a small, dark hallway. Go to the end of it, and walljump until you reach a higher platform. Jump on to it, and walk across to get the bolt.

here is also another way to do it. https://www.youtube.com/watch?v=f_0nYgV1_tY showed me how to do this. Go to the start of the small dark hallway, and there will be some lights on either side. Jump on to these lights and keep jumping on to the one above you until you get to the platform.

Bud and Audrey sent in this strategy (it's long, but equally helpful):

The way we did it was to Double Jump (X button twice Rapidly) against the wall (in the correct place) in combination with the joystick pointing in the jumping-to direction.

So if Ratchet is jumping to the left, the joystick should point left.

You're welcomed to update the guide with this info, if you choose ☐ and if you want to credit us, use Bud and Audrey; if you don't want to credit us, we're fine with that too.

You might also want to note that not all show the clear delineation of wall color (grey to black / lighter wall to very dark wall) that the video shows.

I don't know whether it's the game, the TV or the combination of both but ours showed two sets of strips about 1.5 times the width of Ratchet of slightly darker shaded wall.

One set (a strip on each wall) was closest to the platform we were trying to climb to (this is the set we used) and the other was at the end of the hallway closest to the blue pillar and the three critters that come up the circular walkway to harass Ratchet.

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|2.10: Clone Factory, Quadrona|  
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1: After you kill the four waves of Ratchet clones in the red octagonal room, a door with open. Go through, but once you're in the room, stop and look to your left - you'll see a pile of boxes. Go over to them, and go up the boxes to find a platform with the bolt.

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|2.11: Skins|  
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There are several skins you can buy with the Titanium Bolts you collect:

Wear Current Armour	Default
Tropical Vacation	4 Titanium Bolts
Plundering Pirate Captain	6 Titanium Bolts
Ratchetzilla	6 Titanium Bolts
Kanga Ratchet (PS2 Only)	2 Titanium Bolts
Hiro Ratchet (PS2 Only)	2 Titanium Bolts

Thanks to abc acb for the PS2 port skins - these use up the remaining Titanium Bolts that you can't spend in the PSP version.

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|3: Skill Points|  
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Skill Points are small, optional tasks in the game that you can complete to unlock special cheats. The problem is that you only know the name of the Skill Point, and not how to complete the task associated with the names. This list

tells you what task goes with what name - how to complete the Skill Points.
There is also a list of the cheats you unlock by completing the Skill Points.

Originally, I had a list from [ibrake4dragons](#), but when I revamped the guide, I made my own list. His strategies are still in here, I've just made my own list with my own strategies to add to it.

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|3.1: Jowai Resort, Pokitaru|  
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Train Faster: Complete the "training" portion of Pokitaru in less than 1:32.

If you've played the game before, this should be easy - you know all the controls, so just go through as fast as you can. You may want to do it after you leave Pokitaru, otherwise there will be more enemies to defeat.

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

Also not too hard, but you should wait until you have really good, upgrade weapons like the RYNO and the Electro Rocket.

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

This is easy to do in Challenge Mode, when you first go through Pokitaru - one of the islands is loaded with crabs, so just stay there Mootating crabs until there are none left. You may need to Mootate some before then, but it's still pretty easy. But if you have the Armoogeddon, be careful of the exploding bull that may kill some of the crabs without counting towards your Mootated crab count.

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|3.2: Vegeta Jungle, Ryllus|  
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Bury the Pygmies: Get Bury Blossoms to eat 4 Pygmy Tribesmen (5 in Challenge Mode).

This is easiest to do near the grey wall you have to get flung through by the plant. Go to the platform with the grey wall on it, and go close enough for the Pygmies to roll out, but stay back so they don't whoop your ass - instead, they'll just roam around near the 2 Bury Blossoms, and get eaten.

ibrake4dragons: 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.

There are floating cameras all over the level - keep an eye out, and shoot them with your Lacerators if you see one - one hit, one kill.

Ship It: Break all the crates on the level.

Quite self explanatory, and it's easy once you have the Box Breaker - just go around Hyper-Striking at every given moment. You also have to get the boxes in the temple with Clank.

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|3.3: Mechanoid Factory, Kalidon|  
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Explosive Ordnance Disposal: Clear all the remote bombs in the Gravity Boot sphere.

Get out your Sniper Mine and stand at the entrance to the sphere. Shoot every single one you see - you should get the point. If you don't, you should go in and look around - there may be one hiding somewhere.

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

Easy with a weapon like the RYNO. I think the bombs in the Gravity Boot sphere count as enemies, and there's heaps of them, so follow the instructions for the last Skill Point to see how to kill heaps of them without getting hit.

Be A Cool Skyboarder: Win a Skyboarding race without using boost.

Just don't press [] at all and win to get the point. It's probably smart to do the first race - it's the easiest.

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|3.4: Junkyard LXIV, Metalis|  
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Shutout: Win a Gadgebot Toss challenge without letting anyone else score.

Again, do the first one because it's easy and only requires 5 goals.

Terror of the Skies: Get over 600 points in the Giant Clank Challenge (950 in Challenge Mode)

A big misconception here is to still save your rockets for the boss - don't do it! Use your rockets when there are tons of enemies on the screen for big points! Use my method for beating the boss - you can do it without any rockets, it just takes time.

Ultimate Gladiator: Complete all Clank Arena challenges.

Self explanatory. See my guide for how to beat the Clank Challenges if you're having trouble.

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|3.5: Dreamtime|  
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Friends Don't Hurt Friends: Get through the Giant Clank fight without getting a single hit.

Just avoid all Clank's attacks - very easy.

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.

Again, having the RYNO helps a lot here. You'll fly through this point with it.

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|3.6: Surgical Factory, Medical Outpost Omega|
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Be An Awesome Skyboarder: Beat the master challenge in under 3:25.

You'll have to never fall off, and know that track like the back of your hand to do this one - really tough.

Here's a tip from Chris Steinwinder:

You mentioned the Awesome Skyboarder skill point is "really tough" and a no mistake approach is needed. Need to save time? Try this tricky-but-rewarding mistake. Race through the first and second parts of the race as best you can. At the open space area, Watch the MAP, not the CAMERA view, and after the second or third asteroid make an absolute beeline, boosting, at the finish line.

The result is that you will start to fall when you get too far from the rocks; don't worry about that, as you can keep boosting and recover as you pass near one. If you smack the underside of an asteroid, no worries. If you did it right, it will put you at the starting line when you respawn, shaving an easy 10-15 seconds off your time, and you can do it twice. The effect? I rammed five walls and seven mines, and got a time of 3:15. Easy peasy.

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|3.7: Technomite City, Challax|
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Take Them Down A Shock: Kill 23 Shock Troopers without dying.

Shock Troopers are the little guys that attack you on Challax. Just get through the whole level without dying and you should get the point. It's probably easier to do it on your first run through because there are more troopers.

Here's a tip from Austin Fuhrman:

All you have to do is wait until the end of the level where you fight the dropship and when it goes back and forth with the laser let it hit the shock troopers on the sides of the platform. If you do this for a while it will get you the skill point. It's a lot easier because you don't have to kill and troopers; you can just let it do it for you!

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.

In other words, you can only use the Agents of Doom, Scorcher, Bee Mine Glove, Suck Cannon, Mootator and Static Barrier to kill enemies - that's a good range of weapons. The Armoogeddon (updraded Mootator) is really good here because it has infinite ammo.

No More Varmints!: Get Over 1535 points in the Giant Clank challenge. (2000 in Challenge Mode)

Much like the Terror of the Skies skill point, this is hard. Again, don't save rockets for the boss - use them on big groups of small enemies.

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|3.8: The Great Escape, The Great Escape|
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3.8: Farming Cooperative, Dayni Moon

Ultimate Gladiator: Complete all Clank Arena challenges.

Self explanatory. See my guides for the Clank Challenges if you can't beat some.

Wool Protest: Complete level 8 without killing any Angry Rams.

Remember, they're only angray rams at night, during the day they are sheep and can be killed. Thanks to Chris Steinwinder.

ibrake4dragons: 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.

You simply need to High Jump on the plant when you land on it after doing the previous High Jump.

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3.9: Inside Clank

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

This is a tough one, but is made easier by using the RYNO, and having the Chameleon armour set - you can barely be seen by the enemy.

Using the Static Barrier/Repulser Field will make it easier to get the "Not The Shock Of Me Now" skill point. The shield can take damage, and you can still earn the skill point. As long as Ratchet does not lose any health, you can get it. (Thanks to Negarro Uzumaki)

You can still get the Skill Point even if you take damage while navigating the lock mechanism of the one locked door (thanks to Heather Watkins).

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

ibrake4dragons: 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.

The Fire-Bomb armor works well for the "Ratchet... Just Ratchet" skill point. You can hit the Troopers while staying out of their attack range. (Thanks to Negarro Uzumaki)

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3.10: Clone Factory, Quadrona

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

Again, easy with the RYNO, but another problem here is it's hard to stay alive whilst heaps of crazy angry clones are chasing you. You'll need to have good flipping skills to get this one.

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

Another skill point made simpler with the RYNO - just kill all the enemies really quickly and it's done. The enemy portion is from the blue room where the clones are fighting the Ratchet dummies to the room with the big red button (all enemies must be killed in all 3 rooms).

Soccorchamp16@aol.com and Negarro Uzumaki both suggest that you kill all the enemies in the passage, then go back to the start, then go through the passage again, without the trouble of defeating enemies.

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|3.11: Cheats|  
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This is a list of cheats that are unlock when you complete a certain amount of Skill Points.

Big Headed Giant Clank 1 Skill Point

Self explanatory.

Big Headed Clank 3 Skill Points

Self explanatory.

Big Headed Ratchet 5 Skill Points

Self explanatory.

She's On Fire 7 Skill Points

Luna is now on fire when you do your tutorial on Pokitaru, as well as in some cutscenes (thanks to flyersfan105).

More Cowbell 9 Skill Points

Mootated enemies will now make a cowbell sound when killed.

Mirrored Levels 10 Skill Points

Levels are now vertically mirrored - if you were to look at the normal level in a mirror, that's the effect this cheat has.

Super Bloom 12 Skill Points

Everything has a nice glow to it - items glow heaps more than they should.

Big Headed Enemies 14 Skill Points

Self explanatory.

Weapon Switching 16 Skill Points

Weapons will randomly switch every 5 seconds.

Bolt Confusion 20 Skill Points

The control system is completely different.

Old Timey 24 Skill Points

The game now looks like an old movie.

Mooooo! 24 Skill Points

Your enemies now sound like cows.

Hardcore Mode 24 Skill Points

You can no longer save your game.

Climb the Tree House 25 Skill Points

Will take you to The Treehouse (the High Impact Games verison of the Insomniac Museum).

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|4: Armour|
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Armour is what protects you from enemy attacks. The better your armour, the less chances you have of getting creamed. Again, the Armour Sets section was written by ibrake4dragons, and any inquiries you may have can be either given to me so I can forward them to him, or you can contact him on the R&C: SM message board.

I wrote the Armour Piece Locations myself, and if you want to contact me about that, see the E-Mail section.

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|4.1: Armour Piece Locations|
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|Wildfire|  
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Wildfire Helmet: Vegeta Jungle, Ryllus

You will pick this up when you reach the temple (the part where you pay as Clank).

Wildfire Body Armour: Jowai Resort, Pokitaru

This is on the bridge that you activate with the bolt crank to finish the training section of Pokitaru.

Wildfire Gloves: Jowai Resort, pokitaru

This is at the Gadgetron vendor at the place where you get on to the yellow raft.

Wildfire Boots: Mechanoid Factory, Kalidon

After you finish the elevator part, the elevator will go back up, and the boots are right there.

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|Sludge Mk. 9|  
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Sludge Mk. 9 Helmet: Junkyard LXIV, Metalis

You win this when you beat the Clank Challenge "Nigh Impossible"

Sludge Mk. 9 Body Armour: Mechanoid Factory, Metalis

When you beat Mungo, a bridge will appear. The armour is on the bridge.

Sludge Mk. 9 Gloves: Mechanoid Factory, Kalidon

You win this when you beat the "Master's Challenge" Skyboard race.

Sludge Mk. 9 Boots: Vegeta Jungle, Ryllus

When you plant for first plant in the soil, the plant turns in to a bomb. once you've bombed the wall, rotate counter clockwise just a bit less than 180 degrees, and then bomb the wall. The boots are inside the small cave.

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|Crystallix|  
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Crystallix Helmet: Junkyard LXIV, Metalis

You win this when you beat the Clank Challenge "Smasherbot's Revenge"

Crystallix Body Armour: Dreamtime

When Clank stops attacking you, this armour appears.

Crystallix Gloves: Junkyard LXIV, Metalis

You win this when you beat the Clank Challenge "The Uber Finals".

Crystallix Boots: Surgical Factory, Medical Outpost Omega

You find this at the first Gadgetron vendor (after Ratchet opens the door).

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|Electroshock|  
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Electroshock Helmet: Technomite City, Challax

After you defeat the dropship, a bridge appears. The helmet is on the bridge.

Electroshock Body Armour: Technomite City, Challax

This armour piece is in the space segment. After you beat the boss, you collect the armour.

Electroshock Gloves: Junkyard LXIV, Metalis

This armour piece is in the space segment. After you beat the boss, you collect the armour.

Electroshock Boots: Surgical Factory, Medical Outpost Omega

You win this when you beat the "Vertigo" Skyboard race.

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|Mega-Bomb|  
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Mega-Bomb Helmet: Farming Cooperative, Dayni Moon

This piece is found just before the room with the moving gears.

Mega-Bomb Body Armour: Inside Clank

This is found just before you exit Clank.

Mega-Bomb Gloves: Farming Cooperative, Dayni Moon

You win this when you beat the Clank Challenge "The Ultimate Showdown".

Mega-Bomb Boots: Farming Cooperative, Dayni Moon

You win this when you beat the Clank Challenge "Infinite Improbability".

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|Hyperborean|  
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Hyperborean armor is available in first playthrough on Challenge mode.

Hyperborean Helmet: Technomite City, Challax

Behind a grind-locked door near Otto's head in Challax (thanks to 401891 for the correction).

Hyperborean Body Armour: Dreamtime

In Dreamtime, on the platform where the floor gets sawed up

Hyperborean Gloves: Jowai Resort, Pokitaru

On top of the magnetic wall in Pokitaru, a little bit ahead

Hyperborean Boots: Vegeta Jungle, Ryllus

Right before the part where you play as Clank in Ryllus

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|Chameleon|  
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Chameleon armor is available in second playthrough on Challenge mode.

Chameleon Helmet: Inside Clank

Beginning of Inside Clank

Chameleon Body Armour: Mechanoid Factory, Kalidon

After defeating Mungo on Kalidon

Chameleon Gloves: Surgical Factory, Medical Outpost Omega

In the part where you have to wall jump, do the wall jmurp and the armour is at the top once you get there.

Chameleon Boots: Jowai Resort, Pokitaru

It's on one of the metal platforms after you get off the last raft, towards the end of the level.

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|4.2: Armour Sets|  
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NOTE: The 2 digit number in brackets with each armour set is how well it protects Ratchet. The bigger the number, the better the protection (thanks to 401891 for this particular info).

Wildfire (28) All Wildfire Pieces

Anything you hit with your wrench will be set on fire.

Sludge Mk. 9 (42) All Sludge Mk. 9 Pieces

Your wrench will spill acid on enemies when used. He will also leave acid footprints on the ground.

Crystallix (56) All Crystallix Pieces

When you do a Hyper-Strike, ice crystals will appear, hurting enemies more than usual.

Electroshock (74)

All Electroshock Pieces

Your wrench when electricute enemies when hit, and when you do a Hyper-Strike, you will send ut an electric shockwave.

Mega-Bomb (84)

All Mega-Bomb Pieces

When you kill enemies, you gain energy. When your armour is glowing, do a Hyper-Strike and an explosion will occur, creating splash damage.

Hyperborean (92)

All Hyperborean Pieces

When you hit enemies with your wrench, they will freeze for a short period of time.

Chameleon (96)

All Chameleon Pieces

When Ratchet is moving, he will go invisible, only leaving a still decoy every few seconds.

Fire-Bomb (84)

Wildfire Gloves, Mega-Bomb Helmet, Body Armour & Boots

When you do a Combo-Strike, on the third strike, a small flame will fly out of the wrench. The wrench also has increased damage.

Shock Crystal (64) Crystallix Body Armour & Gloves, Electroshock Helmet & Boots

The Shock Crystal Armor leaves a dark, electrified crystal behind when you execute a hyper-strike. This crystal does not damage enemies, but instead neutralizes any enemy projectiles that pass close to the crystal. If an enemy walks into the crystal, it is destroyed.

Thanks to Negarro Uzumaki

Wildburst (36)

Wildfire Body Armour, Gloves and Boots, Sludge Mk. 9 Helmet

Your wrench will put buring acid on enemies, and when you do a Hyper-Strike, an acid bubble will appear, grow and burst, sending acid everywhere.

Triple Wave (64) Wildfire Helmet, Sludge Mk. 9 Gloves, Electroshock Body Armour & Boots

Your wrench will become electrified, and when you do a Hyper-Strike, you will release a small item on the ground that sends out 3 (6 in challenge mode)

electric waves.

Ice II (92) Crystallix Helmet, Hyperborean Body Armour, Gloves and Boots

When you do a Hyper-Strike, a wall of ice crystals will appear, shielding you from enemies (Thanks to ramzeke4598 for the correction).

Stalker (96) Wildfire Helmet, Sludge Mk. 9 gloves, Chameleon Body Armour & Boots

When you swing your wrench, it will release burning, acidic, toxic poison.

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|5: E-Mail|
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Feel free to send me e-mail. Tips, suggestions, even hate mail, I'll read it. Just make sure it's got Size Matters somewhere in the subject, and don't send me any attachments of any kind - I will not open it. If you send me spam, you will not get a piece of my mind, you'll get the whole thing, and you won't like it.

My address is: ratchet_12345@hotmail.com

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Credits go to:

Me (Ratchet12345): For writing this guide.

GameFAQs (CJayC and SAllen especially): For making the best gaming site out there.

ibrake4dragons: For the Skill Points and Armour info. I have added lots more info than he had, but he supplied the basic information.

ChickenBot: For letting me use his Hyperborean and Chameleon armour locations.

Soccorchamp16@aol.com and Negarro Uzumaki: For both sending in the "Storm the Front" tip

Negarro Uzumaki: For the Shock Crystal Armour description

