

Ratchet and Clank: Size Matters Skill Point FAQ

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RATCHET AND CLANK SKILL POINT WALKTHROUGH

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INFORMATION

This is my first FAQ so I'm human and I make mistakes, they will get better though.

Skill points are little objectives that you can accomplish throughout the game when performing specific tasks that vary from killing a certain amount of enemies with a specific weapon, to getting through a Sky board race in a given amount of time. The only clue that you get are the names of the skill points which can be viewed in the specials section of the pause menu. Skill points are used to unlock many different cheats via the cheats menu in the special section of the pause menu.

NOTE: Throughout the walkthrough I may refer to some weapons as their leveled up versions. So the Shock Rocket is also the same as the Electro Rocket. If you need to kill something with a certain weapon, the upgraded weapon will also do the job.

QUICK ACCESS CTRL+F

If you are using this FAQ and already know which skill point you want to know how to do, press CTRL+F and copy and paste the stuff in the brackets that correspond to the name of the skill point you want to see.

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SKILL POINTS

PLANET: POKITARU

SKILL POINT: Train Faster [SKIL01]

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

STRATEGY: What you need to do is get out a gun that can pretty much kill

everything in one shot and plow through the FIRST part of the level (Where Luna is giving you the tutorial of how the controls work). YOU DO NOT NEED TO KILL EVERY ENEMY! This portion ends when Luna gets kidnapped. The easiest way to do this is to eliminate all enemies on this portion. Now raise the bridges and unlock all the doors. When you raise the bride at the end of the course where the cut scene starts, just do the whole course again without the pressure of the enemies. This is cheep, but WORKS!

PLANET: POKITARU

SKILL POINT: Don't Rock the Boat [SKIL02]

Complete the boat challenge on Pokitaru without taking a single hit.

STRATEGY: Try getting out a weapon such as the Electro Rocket to kill the robots before they can see you. You don't have that much room to maneuver on the boat so make sure they die before they get a chance to shoot at you. This portion of the level is right when you get onto the boat, until you reach your ship.

PLANET: POKITARU

SKILL POINT: Do Cows Get Crabby? [SKIL03]

Turn 26 crabs into cows with the Mootator/Armoogeddon

STRATEGY: This skill point is a lot easier to get when you start a new game or restart the game through challenge mode because there are a lot more crabs on your first time at the planet.

PLANET: RYLLUS

SKILL POINT: Bury the Pygmies [SKIL04]

Get Bury Blossoms to eat 4 Pygmy Tribesmen

STRATEGY: This was the hardest skill point for me. What you need to do is get the man-eating flower plant things to eat 4 of the little yellow guys that run around with swords trying to attack you. I found the second enemy section (right after Ratchet blows up the camera) to be a good spot to get some Pygmies. The trick is to get the Pygmies right next the flower but without getting the flower to kill the Pygmies. It is pretty tricky. If you haven't leveled up the shield all the way so that it doesn't attack enemies, it would help. NOTE: You have to stay alive when getting the skill point. You cannot die, if you do, then you have to start back at 0.

Wcromie submitted his own way of getting the skill point. "Go to the last area before you use Clank, hook shot across and walk forward until the pygmies start coming out. Turn around and hook shot again but don't let go of the hook shot just spin around eventually the pygmies will roam over by the plants and get eaten." This way seems a lot easier and more efficient.

PLANET: RYLLUS

SKILL POINT: Lights, Camera, Action! [SKIL05]

Kill 10 Floating cameras.

STRATEGY: There really isn't much strategy here, just kill 10 cameras. They respawn so it shouldn't be that difficult.

PLANET: RYLLUS

SKILL POINT: Ship It [SKIL06]

Break all the crates on the level.

STRATEGY: The Box breaker is very useful on this skill point. Just go around and keep using the Hyper-Strike attack so that all the boxes break around you. You must also do the boxes in the clank portion of this planet.

PLANET: KALIDON

SKILL POINT: Explosive Ordnance Disposal [SKIL07]

Clear all the remote bombs in the Gravity Boot sphere.

STRATEGY: First, get out the lacerator(s) and walk around the maze until you get to the end. If you haven't gotten the "Skill point" recognition message then turn around and bring out your Sniper Mine. Use this to kill the remaining remote bombs still in the sphere. Keep looking for the remote bombs until you get the message.

PLANET: KALIDON

SKILL POINT: Super Lombax [SKIL08]

Kill 25 enemies in a row without getting hit.

STRATEGY: Put on the shield if you have it and try to stay away from big fights. Pick them off from a distance and this should be a breeze. You must complete this without dying.

PLANET: KALIDON

SKILL POINT: Be A Cool Skyboarder [SKIL09]

Win a Skyboarding race without using boost.

STRATEGY: Select the first race because it's the easiest race and will not cause as much trouble as the others. You are not allowed to use the boosts that you pick up. But you are still allowed to use the red floor boosts to go faster. Cut corners and keep going straight. Picking up boosts won't do you any good so don't go for them.

PLANET: METALIS

SKILL POINT: Shutout [SKIL10]

Win a Gadgebot Toss challenge without letting anyone else score.

STRATEGY: Make things easy on yourself and pick the first Gadgebot Toss challenge so it doesn't get too rough. Utilize the punching option! This is essential to keeping anybody else from scoring. Always keep moving and watch the goal so that nobody will get passed you by sneaking up.

PLANET: METALIS

SKILL POINT: Terror of the Skies [SKIL11]

Get over 600 points in the Giant Clank challenge. (950 if on challenge mode)

STRATEGY: Play through the level so you know where the waves of enemies appear and know when there are breaks and such. Use your rockets when you can (saving them for the boss is not the smartest thing to do because he only gives you 100 points). When the screen is full of enemies, unleash your rockets to gather tons of points! If there is any debris floating around, shooting it with your primary cannons gives you 1 point (HEY! EVERY POINT COUNTS!) NOTE: You must get OVER the specified amount, so if you were on challenge mode and had to get 950, you would need to finish the level with 951 to get the skill point.

PLANET: METALIS

SKILL POINT: Ultimate Gladiator [SKIL12]

Complete all Clank arena challenges.

STRATEGY: The Clank Challenges on this planet are easy (except a few of the Gadgebot Survival). You will receive this skill point after you finish the last Clank Challenge available on this planet.

PLANET: DREAMTIME

SKILL POINT: Friends Don't Hurt Friends [SKIL13]

Get through the Giant Clank fight without taking a single hit.

STRATEGY: Once the "fight" starts, put as much distance between you and giant clank as possible. Watch his every move so that you know when he is about to attack. Always keep moving and jumping to avoid his arsenal of butterfly tactics.

PLANET: DREAMTIME

SKILL POINT: Night Terrors [SKIL14]

Defeat the waves of enemies on the last island in under 45 seconds

STRATEGY: Once you get to the end of the "chainsaw quarks" on the piece of land with the clank heads, Swingshot across the two swingshot targets and you will see a gadgetron vendor and a dark portal. Stock up on ammo for your 1-hit gun (preferably the R.Y.N.O), hop into the portal and get to the other side of the bolt where the dark portal will spawn. Turn around and kill everything ASAP! Now quickly hop into the portal and get to where it will spawn again. Turn around and kill everything. Keep doing this until you get to the Giant Clank fight arena. You may have to try this a couple of times so that you know where the portal will spawn next. NOTE: Using the suck cannon for the birds saves a lot of time and ammo! But remember, once you let go of the circle button, the gun switches to the firing mode, and won't suck up any enemies. So use it wisely.

PLANET: MEDICAL OUTPOST OMEGA

SKILL POINT: Be An Awesome Skyboarder [SKIL15]

Beat the master challenge in under 3:25

STRATEGY: Use boost when you can! When you are on the red floor boosts, and when you are boosting, you get a lot of speed! When the track starts to wind

around (like a DNA model in science class) always stay on the top of the track and glide around the corners. This saves a lot of time and can make the win! A commonly used "glitch" in this race is right after the track stops winding around itself and turns into a lot of asteroids, go right and glide to the finish line. If it helps, use the map. You will start falling and soon enough respawn on the track. BUT WAIT! YOU'RE AT THE FINISH LINE! This can save you at least 10-15 seconds depending on where you start gliding.

PLANET: CHALLAX

SKILL POINT: Take Them Down A Shock [SKIL16]

Kill 23 Shock Troopers without dying.

STRATEGY: Put on your shield and bring out your favorite gun, because it's battle time! Doing this skill point when you first come to this planet (whether it be a new game or a return on challenge mode) is a lot easier because there are more enemies. Just get through the level and you should get it. The Shock Troopers are the annoying troopers that attack you with the electronic beams. They also are able to engulf their little midget buddies in electricity making them deadly to the touch! So watch out!

PLANET: CHALLAX

SKILL POINT: High Tech Weapons Master [SKIL17]

Beat the enemy segment without using the Lacerator, Acid Bomb Glove, Concussion Gun, Shock Rocket, Laser Tracer, Sniper Mine or the RYNO

STRATEGY: The best weapon to use here is the Mootator because it is ammo-less, kicks butt, and isn't mentioned above so it will work. Just get through the level without using any of the guns listed above and you will get the skill point at the zip-line.

PLANET: CHALLAX

SKILL POINT: No More Varmints! [SKIL18]

Get over 1535 points in the Giant Clank Challenge (2000 for challenge mode)

STRATEGY: For this skill point you need to use all of your weapons wisely. When you get rockets make sure that you use them to their full potential. Kill everything you can. And make sure that you go into the boss battle with 100 points away from your goal. Remember the boss only gives 100 points. And on this skill point, I got it once my counter had reached 2000. So you don't need to even complete the level, just get the points!

PLANET: DAYNI MOON

SKILL POINT: Ultimate Gladiator [SKIL19]

Complete all Clank arena challenges.

STRATEGY: These are the hard challenges so start practicing! You will receive this skill point once you complete the last available challenge.

PLANET: DAYNI MOON

SKILL POINT: Wool Protest [SKIL20]

Complete level 8 without killing any Angry Rams.

STRATEGY: Just don't kill any of the Angry Rams and you will get this skill point after you finish walking through the death-trap filled barn.

PLANET: DAYNI MOON

SKILL POINT: Bouncy, Bouncy, Bouncy [SKIL21]

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

STRATEGY: This can be done after you plant one of the flowers after the first barn. Just press X when you are starting to jump after you have landed on the flower. Keep doing this and you will receive the message.

PLANET: INSIDE CLANK

SKILL POINT: Not the Shock of Me Now [SKIL22]

Don't get hit at all while inside Clank's head.

STRATEGY: Right after the cutscene with Clank's security bot turning Clank back on, this portion starts. A good thing to do is put on the shield if you have it so it is easier to get through this level. Go to the end of the level without getting hit. This doesn't include killing enemies so if you want to skip them, go for it.

PLANET: INSIDE CLANK

SKILL POINT: Ratchet... Just Ratchet [SKIL23]

Beat the enemy segment using only the wrench

STRATEGY: This skill point is easily done with a combination armor such as the Stalker armor (Wildfire helmet, Chameleon torso, Sludge MK. 9 gloves, Chameleon boots). The only problem is this armor is only accessible on your second time through the game. If you are not able to use the Stalker armor then put on an armor set that would help you do melee damage. This "enemy segment" is from the starting point at your ship to Clank's heart.

PLANET: QUODRONA

SKILL POINT: Elite Annihilation [SKIL24]

Defeat over 70 Elite clones during the Elite clone fight.

STRATEGY: This is when you fight the clones before Otto. You are timed so you need to do this quickly! Just completely eliminate everything in sight. Both types of enemies count. The big brutes with the concussion guns and the quick ratchets with the lacerators and scorchers. Just keep moving and don't stop killing!

PLANET: QUODRONA

SKILL POINT: Storm the Front [SKIL25]

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

STRATEGY: Just like "Train Faster" you can go through the level up to the end and kill everything so that you can just breeze through it alone. The

only thing to look out for is the wall jumping on the moving pillars.
Practice and you will get it!

CREDIT

- A big thank you to w Cromie for the hint on the "Bury the Pygmies" skill point

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Thanks for reading my FAQ! I hope you got the skill points you were looking
for. If you do find anything wrong with it please contact me at:

chriscad@hotmail.com

bye!