

Resistance: Retribution Skill Point Guide

by reddevil86

Updated to v1.01 on Mar 16, 2011

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Version: v1.0 20/06/2009
 v1.01 29/12/2009
 07/01/2010
 17/03/2011

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* 1.0 AUTHOR'S NOTE *
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I saw that no one had posted FAQ just on skill points so I decided to collate what I've heard and read. So please don't be mad if you think you came up with

it and I didn't put your name on the credits. As I'm putting everything that I've gleaned from everybody else, the line between who came up with a method or idea 1st fades a bit... Come to think of it, most of what I read is what you have to do, here I kind of wrote up a step by step kind of FAQ. Like I said this is just a skill point FAQ and I will assume you have knowledge on the game's basic game play mechanics and I won't be going into weapon details and such. Also please do not contact me about how to get weapons and intel, this is solely about skill points. If you do think you have a better/faster/efficient to get the skill point email me and I'll be glad to put it in here with full credit of course :D Please know this is my FIRST ever FAQ that will be submitted, so friendly criticism will be helpful :D

Note: I did all these skill points in Easy mode >\_> yeah yeah, move along now. Also please don't say these don't work because I know for sure they do, as I basically played the game again completing the skill points and basically noting down everything you see here right after completing the skill point. I have heard in some skill points where you have to kill multiple enemies with one shot/grenade/explosion than playing in hard maybe more helpful as there will be more enemies. However don't take what I just said to be granted, I haven't had the chance to play this on hard so I wouldn't actually know...

\*\*\*\*\*  
\* 1.1 VERSION HISTORY \*  
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Version 1.0 - Full skill points faq completed

Version 1.01 - Proof-read entire faq and edited grammatical errors :x  
- Added some tips, info received from reader  
- 07/01/10 More minor updates, didn't think it was enough to make it 1.02...  
- 17/03/11 Sorry for lack of updates, haven't had much time. Likewise as the previous update it I didn't deem there to be enough to warrant a 1.02

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\* 2.0 Skill Points and Tips (I hope you might find helpful) \*  
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Skill points are ways to challenge yourself in this game. They can be done during story mode (you actually don't know what you have to do to get the skill point). After you finish a stage you will be allowed to redo it again in the location select option in the menu. In here is where you can see what the skill points you need to do for each area. There are 6 areas, 5 with 12 skill points and one with 9, making a total of 69 skill points. Once you have done all skill points for one area you will unlock bonuses such as bonus videos, concept arts etc.

- One of the most helpful tip, when you obtain a skill point you can quit the level, it will save it in the same way as the intel. Then you don't have to play through the whole level. THANKS to Ironspider!! That is of course if you still have some skill points or intel that you need to get further on in the level :D

- When using the razor don't be afraid to aim at the wall or floor rather than the enemy. Later during the game some Chimera can actually dodge a charged shot that is aimed right at them, which will undoubtedly piss you off after charging a full clip. I know how it feels, stupid gorillas have done it so many times on me >\_<

- When throwing grenades always aim to hit an enemy for it to explode on impact otherwise it bounces off the surface i.e. the walls and the ground. That is unless you are ACTUALLY aiming for a certain spot on the ground or want it to bounce or rebound of a surface...

- When using the Fareye (sniper rifle) try to get use to pressing 'L' straightaway. As this allow you to zoom without pressing the 'UP' button for manual aim and when you release 'L' you return to normal without going through the 'UP' button method. It comes in handy when you just killed an enemy and want to move the aiming reticule quickly to another enemy.

- Try to avoid using the LAARK's secondary fire when the enemy is far away. I'm talking about the one where you press 'R' to explode when stopped in mid-air. As you may have figured out, it is a bit hard to gauge where the rocket is when it is quite far away from you.

- Remember the Auger can shoot through walls and obstacles, so if you like, you basically kill an enemy when you're taking cover. Note that the auger can lock on to a target that is in hiding, the enemy hidden body/legs/arm or whatever body part you can't see will be shown as yellow when the Auger is locked on. Just remember there's not actually much Auger ammo to be picked up during the game so whenever you kill a enemy who has an Auger make sure to pick up the ammo.

- When using the Chaingun, remember it has a bit of a lag between pressing the shoot button and when the bullets actually come out. So if you're in hiding press the fire button, you can actually hear the gun 'getting into gear' before shooting or before coming out of hiding.

- When using the longbow try to charge it up EVERYTIME, I find that you only need one charged shot to down a gorilla compared to 3-4 normal shots. It doesn't take long to charge either.

- The magnum is an awesome gun. When you shoot a round it sticks on to anything be it an enemy or a surface and when you press 'R' all the rounds explode. So if you miss the enemy press 'R' so the round can explode and catch the enemy in its blast radius. Very useful, be careful of the ammo running out.

- If you miss out on a skill point by doing something silly or screwing up, shoot a LAARK at the ground so it will kill you. Actually you don't have to use the LAARK, anything that explodes and you getting into the blast radius will kill you... That way you'll restart at the last checkpoint, if you use the restart option in the pause menu it will take you all the way to the beginning and that maybe not what you want. So use this option when YOU think it's the proper time :p

After all that, finally we get to the skill points :D

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* 3.0 ROTTERDAM *  
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Part 1  
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Kill 2 Hybrids from inside the Attic using one grenade:  
Easy and you don't need help with this... Seriously ^^;

Kill 10 hyrids using exploding barrels:  
1st and 2nd barrels: 4 gorillas

3rd barrel (just after getting the razor): 2

There are also many barrels when you have to cover Cartwright, shoot the barrels when a couple or so gorillas are around a barrel and this point will be yours. It's pretty easy :D

Get 9 headshots with the Fareye FR-1 while protecting Cartwright:

Self-explanatory, just remember you basically have infinite ammo as it keeps respawning after you pick up the ammo. A cool thing: stand where the ammo is or will appear and when you shoot a few rounds step back and step forward again and you should have full ammo right away without even reloading :D

Part 2

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Kill 8 Boilers with headshots before they self explode:

Simple skill point, basically shoot them in the head by using the manual aim. You should be killing them with headshots anyway. Get 8 boilers and the skill point is yours.

Destroy both Worker drones before they retreat:

There are two worker droids, you can down them with any weapon but I suggest using the Fareye for both, it's just simpler. So shoot the left worker drone 1st (the one that's closest to you), when that is destroyed you can see the right worker drone trying to flee. It goes behind a wall panel but pops back out and that's your chance. Nothing difficult about it, may have to work on your timing. Just beware that attack drones come out after the 1st one is destroyed so as the worker drone is fleeing it flies into the group of attack drones making it a little bit hard to see which is which.

Once operational, return to elevator without taking damage:

This can be very hard or meh it's not that hard...

When you exit the room where the power switch was 2 boilers (remember headshots for easy kills) are on you very quickly. While getting the boilers be careful about two gorillas shooting at you!! What you can do is walk out the room to make the boilers walk over, go back into the switch room you came from so you don't have to worry about the gorillas hitting you. You can then dispatch the 2 gorillas later, done easily with a charged razor shot. When you start walking again 2 boilers will pop their heads so be careful, use Fareye's slow down secondary aid!! When you get to the balcony, 4 gorillas will come into the room. If you have enough razor ammo you can actually get them all with 2 well placed fully-charged shots (or shall I say lucky shots). When you walk to the big room's exit 3 bloody boilers come out, you know what to do. There is only one way into the big room so try to line up your aiming reticule to where the heads of the boilers will come in and it should be very easy :D Once you step out of the big room 2 attack drones will come out, these are the last 2 enemies so don't screw up >\_> You should get the point when you activate the elevator. Note the life bar may seem like its showing a full health bar but sometimes you can get a sliver of damage which will stuff this point up, try to locate a health pack before going on the elevator and if it says health full then you should be good. Also this point is pretty easy if you come back with the auger and use its shield.

Part 3

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Survive 2 minutes without killing the final two Titans:

There is a small ledge to the far left corner of the dock, climb up there using the crates right after killing the 1st titan. Shooting a couple of fully charged razors at the 1st titan should draw smoke from its backpack. One more charged shot should kill it, so when you're just about to shoot the round that

will kill it you should already be dashing to the crates to climb up to this ledge. The 2 titans shots won't even harm you, they keep hitting the underside of the ledge...Once you get the point finish them off from your little safe heaven :D

Kill 2 Titans using only the LAARK:

Do this on easy (2 LAARK shots to kill each titan), wait a minute you might say there's only enough to kill two. Well remember that magical ledge where it helped you get two skill points on this level, well this ledge saves you again by supplying you the ammo to get this point. If you want a real challenge, get this point without getting the ammo... Shoot the first two LAARK at the first titan and when the other two appear explode the 2 leftover LAARK's in midair to damage both of them. TA-DAH I didn't know about the ledge until I wrote this and I had already gotten the point :D

Complete the dockyard battle without collecting health capsules:

Do this on infected mode and should be easy peasy. However for the guys who don't have a PS3 \*raises hand\* this point is actually quite easy... If you started out alright with minimal damage loss just follow the instructions for 'Survive 2 minutes without killing the final 2 titans' because of this ledge the titans can't hit you and you'll be the one dishing out all the PAIN!! You get this point AFTER you plant the bomb.

Part 4

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Mallery takes no damage from Leapers:

Pretty simple, just do it!! Use razor or storm rifle. If or should I say when leapers jump on Mallery let the frog die!! \*ahem\* wait then we can't get the skill point \*jokes\* as I was saying if leapers jump on Mallery those are the priority!! Lucky your bullets won't hurt him... Funny that

Kill 3 Slipskulls using a thrown grenade:

Upon entering wait for a group of 4 to be on the center thing and target bomb them. Helpful hint: When you enter there will be two straight away, kill one of them and 3 will show up. This shouldn't be too hard as most of the time the slipskulls comes in groups of 4 and so. There will at least two chances IIRC

Take no damage from Dropship missiles:

Dude just empty one clip into this ship and it's all over :D

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\* 3.1 Bonn \*  
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Part 1

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Kill the first Hybrid:

Right at the beginning switch to Fareye or something that can take out enemy in one hit. Just as you climb over (basically the 1st thing you do on this level) a gorilla will run past, kill it. This happens quickly so be fast or you will miss out.

Take no damage from Leapers in the sewer:

Shotgun works best, a semi charged razor shot can also be good here. Some people have used explosive weapons too, it's up to you. Try fully charging a razor when you shoot it change quickly to shotgun to finish them off. Remember there are three parts where leapers come out.

Destroy the Hammer without using the LAARK:

Self-explanatory, the auger is your friend, just use all your other weapons. This is pretty easy all you have to do is take cover and shoot when not fire at.

Part 2

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Hit an Angel with a thrown grenade:

Just after the beginning you will hop onto an elevator after killing 2 titans. When you activate it walk to the opening and soon an angel will appear, just chuck a hand grenade at it. This will be a bit difficult as the elevator will be rotating stuffing up your aiming. Try to aim for it's head or around that area and it should at least hit it's body scoring you the skill point.

Kill both guard tower Hybrids with a single LAARK rocket:

This is soon after the previous skill point. After killing some drones and gorillas after exiting the lift you have to activate this moving platform to come towards you. When you're on the platform there is a tower on your left. 2 gorillas will come out and try to kill you, hide and avoid damage till they're close together and shoot the rocket between them. You could shoot between them and press to stop it and press R at the moment when they're close. This is more of a trial and error to know where to shoot and/or when to stop the rocket and explode it.

Shock the Hammer with both particle beams:

From the corner switch where you activate the elevator so the hammer shows up. If you look to your left and right, there will two platforms on either side of you. On each of these platforms there will be a switch that when activate, a electrical beam will shoot from the ceiling straight down. These beams don't shoot anywhere else. What will be even easier is that there is an area with a circular grill or mesh. When the hammer is above this bit, that is when you need to switch the electrical beam on. Repeat with the other switch, once the 2nd beam hits hammer you should get the point.

Part 3

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Destroy every Drone:

At the start just after the titan there will be some drones. The one where most people miss out on and thus screwing up the skill point is behind the glass wall just as you get out of the water part. You know the part where you had to kill all those ugly mermaids right after that where you exit the water tube use an auger and destroy the drone on the other side of the glass/clear wall. Then later on the rest of the drones should pop up normally and then serve them your justice and bang there you go. You should get the point when you finish off three drones just after coming out of the longish tube thing.

Take no damage from Sirens:

These are the alien mermaids, skill point is self-explanatory. What I did was use a semi-charged razor shot, some people like to shoot normally. Either way, you can only use the razor or auger underwater. You actually have to kill 5 of these to actually get this skill point. The 1st two is the hardest as you have no preparation for it and you're underwater too. Once you reach land, activate the switch so two other fishies come out, for these two you don't need to dive in to kill them, just shoot them from land. Now the last one is underwater but this time you can get ready, charge your razor and shoot once you see it.

Reach Power Core without killing any SlipSkulls in power room:

I'm not entirely sure when this skill point starts, but basically after the water part I didn't shoot any slipskulls and I got the skill point. The most trouble you will have is near the end where there will be heaps of them, but

you can just ignore them and run towards the power core. You will get the point even without going all the way to the core just go near it and it's yours. Be careful about the floating hags around here too :/

#### Part 4

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Kill 50 Boilers with headshots before they self explode:

Just note to get this skill point you need to head shot boilers THROUGHOUT the level. At the start there should be 4, after them you have to go through two water bits, on the last water bit 3 more boilers appear once you get out of the water and walk up a bit of the ramp, so be ready!!! Ok right after this climb up the edge to go through this circular door, before you do anything else get out your auger. I advise you to zoom in for manual aim and start to walk, four boilers will come out, two from the left and two from the right. Try to shoot at least two of them before they explode. Note that these four explode pretty fast so you have to be quick. It's not paramount you get these, it'll just be a bit easier later on. In that large area with the circular platform all the enemies that will come are boilers so this is your show!! Headshot every single one of these hags, try to conserve ammo and such, there's boxes of ammo throughout the platform but as the boilers are always gunning for you try to stay in one spot. I tried to pick a spot and stayed there, I fired at the spot where the boiler's head will be. In a way I was kind of leading the target i.e. shoot where the enemy WILL be NOT where it is at. I counted 41 of them, so now you should have 48 or even the 50 if you actually get those through the wall with the auger. Note that I couldn't get them, the ones where you need an auger... Ok get out your Fareye before you press the switch, you think that last part was hard, this is even worse :/ As you descend on the elevator more boilers will head towards where Bouchard is. This is where the skill in this point comes in, you have to head-shot at least two to get the point. To make it difficult the elevator is spinning so the aim is always going against your aim and such. I advise you to shoot the boilers that come from your left, they're closer and easier to hit. I guess try to aim to the left of the boilers head because the elevator is spinning you to the right... So happy hunting :D

Destroy a Drone using a Boiler explosion:

Do this with the first bunch of boilers, as you see them walking past the glass, walk forwards to get the drones to appear. Head shot a boiler when a drone is near it and you should get the point. This might take a few tries...  
\* when you see the boilers walking past the glass to get to you walk toward them and the drones will come while the boilers are still there

Take no damage from the Angel:

The biggest issue is the poison gas bombs it chucks at you. As soon as you see it throwing it, RUN!! When it's health is low it will have a shield just pick your moment and fire at him. Whenever it's close try to quickly shoot your LAARK rockets as it gets stunned and stays stunned. Just remember to run away when it throws its bomb, use the magnum if you have it (awesome weapon!!) it shouldn't be too hard. I got the skill point just as a gas bomb went off right at my feet ^\_^;

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\* 3.2 Construction Zone \*  
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#### Part 1

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Kill 4 Hybrids with one Hammer missile:

There should be plenty gorillas when you walk forward, try to group them

together and then fire your missile on the group and hope 4 of those ugly mugs get caught in the blast radius.

Destroy bridge while 3 Hybrids are standing on it:

Seriously if you're needing help for this point I'm gonna face palm... Anyways shoot the ball thing (with chaingun not with a missile)... on the left of the bridge to reduce it's health and eventually the brige falls :x London bridge is falling down, falling down...

Kill 20 Drones with Hammer missiles:

I'm not exactly sure which drones, I got my skill point killing the assault drones later on in this area... There were normal attack drones earlier in this level which I destroyed with a combination of missiles and chaingun. I'm not sure which 20 it's talking about or if you can have a combination of each. If someone knows please kindly let me know :D so anyways whenever you see ANY of the drones aim for them when they're clustered up together... So they get cluster \*\*\*\*\* ROFL ahem anyways, that should get you the point. Just be careful as the missile takes a few seconds to reload!!

Jibz had this to say about the above skill point:

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I tried: it works very well with the first batch of ordinary drones, no need to wait for the assault drones to appear. As a consequence, I got this skill point right at the start of the level

Part 2

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Take no damage from a turret:

Turret is in the 2nd area, hide behind the large cylindrical thing and take out the gunner with the auger. Kill everything else and you'll get the point when you activate the switch up at where the turret was.

Clear first outpost without using the turret:

Self-explanatory, kill the titan with LAARK or whatever you want then the rest of the gorillas. You get the point when you go up to that outpost and press the switch. Careful that once you hit the switch boilers will come from the far door that you can see from this 2nd floor...

Destroy 6 Assault Drones using the Fareye:

This is right after you go through the door where the previously said boilers came out off. Try to get to start of this point with full Fareye ammo... It'll be helpful. Before shooting take note of where the Fareye ammo is, it's a blackish box that is on your left-side right after you exit the door. You only need three shots to down one drone note that after the third shot the drone will just hover in mid-air on fire but it will blow up soon after. The Fareye ammo also respawns, if you shoot each Fareye with three ammo each you will get the point. Note there is actually one extra assault drone that is left over once as you empty all your Fareye ammo, kill it whatever way you want.

Part 3

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Kill 2 Titans within 5 seconds of each other:

Try to get their backpack smoking at the same time, then either shoot LAARK's at them when they're close to each other or shoot between them and explode them in mid-air. Magnum works very well here if you have it, same principal, explode the shells after they're shot on each of the titan.

Destroy 7 Worker Drones:

At the start there are two, shoot them with whatever you want, just don't let them get away... After you get the boilers you have to go through the circle



door. Right after this door is where the other worker drones are, however they leave pretty much as soon as the door opens. There are several ways, you can fire a LAARK somewhere in the vicinity of where they will fly and explode it or use Fareye. That's what I did and I can get at least 4-5 before they disappear. Later in this area where you're riding this platform thing over the lava two more worker drones come out. Use Fareye for them but be careful as there are alot of gorillas shooting at you.

Destroy the Hammer without using explosive weapons:

Self-explanatory; auger, full charged razor, use whatever is in your arsenal besides explosives... Obviously >\_> remember to aim for its weak spot, the red/yellow node on its ass, and be careful of those stupid stupid hags >\_<

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\* 3.3 Luxembourg \*  
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Part 1

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Destroy all leaper pods before they birth leapers:

After the burrower scene just blow them up with explosives before they hatch

Kill every Cloven:

Right after you kick the wall in, kill the gorilla either staying on top of ledge or jumping down, once it's gone jump up onto the otherside. After a few 5-10 seconds a cloven will come out from the gas. Grayson will say 'Get some sun mate' once he kills it, this can indicate to you if you did get it...

Right after you climb those stairs taking down gorillas on the way up, there is a door way, kill the slipskulls and gorillas quickly. Change to the Fareye when you're finish with the enemy. Look to the doorway at the bottom (where the gorillas came from) and shoot the cloven that appears. The cloven only appears when all enemies are dead, well I know for sure when all the gorillas are dead... Anyways shoot it quick as it scurries away soon after. After the assault drones and getting the gorilla coming down on the elevator go back quickly to where you opened the roof, change to Fareye and keep an eye out for the last cloven. He appears near the left wing of the nearest VTOL, get him fast as he hightails it out of there quickly.

Get 6 headshots with the Fareye while protecting Mallery:

Note there is some Fareye ammo at a corner. Head shoot the slipskulls that are on Mallery's VTOL, you have to move around to get a clear headshots. There's not much else in it.

Part 2

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Kill all enemies in the barracks using only the Shotgun:

If you attempt this skill point you should do this level from scratch. If you come into this during story mode you may not have enough shotgun ammo left... This skill point starts after you leave Parker, from the elevator till after the boilers. First off you don't need to get the gorilla that runs past you when the elevator door opens. Hopefully you have full shotgun ammo, so leave the pack near the elevator for now. Continue forward, if you can, try to shoot the two gorillas point blank, you can kill them with just one shot. You can also kill them with the shotgun's secondary fire (it's basically firing 2 shots anyway). See the doorway where a leaper normally jumps on you straight away, you can actually kill it by inching you way towards the door and it'll be sitting your left. After that deal with the rest using minimal ammo, make sure they don't jump on your face!! This is important as when they jump on your face youthrow them down killing it but you actually need to shoot it. Hopefully

you shouldn't need to pick up any ammo yet, crawl through and kill the three gorillas and pick up all the ammo. When you're ready walk out on the hallway to make the boilers come, immediately run back to the vent and go in there. From there kill all boilers using the shotgun's secondary fire. Once you run out of ammo go back to the elevator where I said to leave that ammo. Pick the ammo up, go back to the vent and finish the job. Note you can't manual aim I guess this is because you're squish inside a vent, but the auto-lock and secondary fire will handle it.

Parker take no damage from Leapers:

Once you start the level get rid of the leapers, now before you turn the corner charge your razor fully and shoot at Parkers feet, from then on try your best to get rid of the leapers. If your ammo runs out switch guns rather than reload, theres actually quite a bit of leapers here and they so love to jump on Parker's face...

Kill 3 Slipskulls using a thrown grenade:

When you enter the area, straight from the barracks, kill one of the two slipskulls on the cylindrical thing and two more will come. The easiest thing is to try to get them or wait for all of them to get on the cylinder thing, they've never done it for me... When I got mine I had all of them on the left wall (when looking in through the door you came through). Then I walked back up a bit and they stayed on the wall. I chucked the grenade at the middle one, from my position they were quite close so they were easy to hit... Make sure the grenade hits them otherwise it won't explode.

Part 3

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Complete lab battle without collecting health capsules:

Do this on infected or easy mode, also when I did this I sort of treated this as a 'don't take any damage' in this way if I accidentally walk over any health capsules it'll say health full indicating I didn't pick up any of the capsules... Back to this, just watch out where you're walking especially around where Bouchard is as there are health capsules on either side of where she is standing (when she gives you the vial). Pretty standard, use your usual weapons on the enemies, try to save your auger ammo for the titan. Once the titan is gone you get the point. The annoying thing is that Raine doesn't know the meaning of taking cover >\_> dumb broad, just watch out for her health :/

Kill all enemies in Lab using only the .303 Storm Rifle:

Once again do this on infected mode or easy. This can be very hard as you have to conserve ammo and such. After the first three gorillas, pick up some ammo before climbing the ladder up. Before getting the vial from Bouchard walk around the top so you know where the storm rifle's ammo are, you should see three boxes altogether. I think some of them will respawn, not too sure... Once again Bouchard's health goes down quite fast so watch out, save your secondary fire grenades for the end titan and again you get the point when the titan blows up. Note when the leapers came none of them jumped on my face thus none of them were thrown off, I'm not sure if this can affect you getting the skill point like the shotgun in the barracks one...

Kill Titan using only the XR-004 allure:

Must unlock the weapon by collecting all Cloven Intel first. It's pretty easy, charge it up and keep sticking it.

Part 4

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Kill every Cloven:

Straight after the 1st turret bit go back inside and use the Fareye, you can actually use the turret :D anyways kill the three cloven that show up on the



First, switch to Razor (I already have BM003, but I bet it will work with BM001, too) and fully load the secondary weapon without exposing yourself. Then, hold the left button and walk into the pillar room ground looking directly to the guy with the WS gun (the perforator). As soon as you touch the ground, shoot to him (since the hybrid will move, I found it to work better if you make the blade to rebound on the floor, YMMV). It should kill him and a couple of regular hybrids, too.

After that, just find the gate to your right (where you can find a Clove intel) and hide after the corner. No enemy will enter there (not even the leapers), so all you need to do is to be careful to save your health and point and shoot to whichever enemy gets in front of it. It is still a bit more difficult than it sounds (you can't get health refill without going out and getting exposed, and everybody wants to greet you). :-)

I hope this helps others, I haven't tested this myself, haven't had the time :/ If someone does have something worth saying than email me, if not hope this new info helps :)

#### Part 2

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Kill all Slipskulls using only the Fareye:

Self-explanatory, whenever you see any slipskulls bring out the Fareye. There shouldn't be any troubles about ammo as there are a few boxes spread around this level. Note there are 2 slipskulls in a hidden area, where the cloven attacks you there is a secret passageway on the left, much like the kitchen one... Last bunch of slipskulls show up after the armored titan is kaput.

Escape the Crypt tunnel in less than 40 seconds:

This is the big curved tunnel \* Crypt tunnel is the big curved thing (I think) use the chaingun, LAARK, shotty, BM003 and run like hell!

Survive the Temple Room without dying:

I've heard this starts after the one where the cloven attacks you. If it does start there you, you basically have to finish the level without dying. If you do, you have to restart the level from the beginning. Either way make your way through the curve and after the cutscene kill the gorilla. You can back track through the curved tunnel if you need any ammo, huzzah there's no enemies in this curve bit... Go back and climb up the broken stairs and 5 assault drones show up, shot gun them for ease or use what you want. After these will be a few slipskulls and further on another assault drone, a couple of gorillas and a heap load of leapers. Drop down a bit more to face an armored titan and some slipskulls and gorillas after that. At the top there will be a brute, kill it and you get the point. Whew!!

#### Part 3

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Destroy all Drones using the Shotgun:

After killing the titan in the massive room, 3 assault drones will come out of the water, shot gun them. After the brutes there will be a few more drones once you enter the cave area. Keep moving forward and make sure to pick up the ammo on the right side of the door. Get your shotgun out and make your way through the circle doors. A whole bunch of drones will pop out, the skill point doesn't necessary say what kind of drones so I killed every drone I saw with a shotgun. If you're running out of ammo there is a pack near the rock ledge that will also give you some cover. Don't be afraid to use the shotgun's secondary fire. The last few drones are during the boss battle, after making it retreat the drones will first show up then. From then on drones will just keep coming so take care of them, don't worry about the drill for the moment, well besides dodging its gas... Just be careful you don't kill it with some other weapon :/

and you should get the skill point soon after...

Kill 2 Brutes while fighting from the temple stairs:

After finishing off the gorillas in the huge temple room two brutes (fuglies with minigun) will come. Go to the temple stairs, basically out in the open and use auger or your own chaingun with shields to get them.

Survive the Ramparts without using any turrets:

The area where you're going down on the ramps, just don't touch the turrets and use your normal weapons and this point is good as done. I suggest sniping most of them at the beginning and use shotgun to clear most of them out. You get the point just after jumping down from the broken stairs and the start of a scene.

Part 4

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Kill all Steelheads using only the auger:

This one can be quite hard as the last two steelheads come at you with the hammer. Make sure you don't use your auger shield as rounds might reflect off it and hit the steelheads thus negating the skill point, to be clear steelheads are the gorillas that carry augers. Also once you defeat them go to where they die and pick up their auger ammo :D After the 1st brute two steelheads come out from the circular door. Around the top of the area where you have to press all these switches to move platforms and stuff there is one steelhead along with some attack drones. At the end of this area, when you press the last switch an elevator comes down with a brute and 2 steelheads on it. Use the auger to shoot through your cover to kill them and then deal with the brute. As you go up the elevator enemies will come out, on the final round two steelheads come out with a hammer. Finish them off and hopefully you get the point, I've heard that some people have trouble getting this to register :x

Kill all Leapers without destroying their Leaper Pods:

Self-explanatory just walk forward to allow them to burst and dispatch them normally. Back-track while shooting them if you need to, this shouldn't be too hard.

Kill both Titans within 4 seconds of each other:

This one can be quite tricky even on easy mode, as they come from either side of you and their BS weapon hits you no matter what >\_< Try to get their backs smoking together, when their backpacks are smoking try to get them together and use the LAARK on them or chuck grenades or even use the storm's secondary weapon i.e. grenade launcher. Do you want to make this so much easier, return with the magnum and then empty 1 chaingun on each titan, fire 3 magnum rounds on each titan and then detonate them all at once!! Easy peasy

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\* 3.5 Chrysalis Lair \*

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Part 1

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Stomp 15 enemies using the Hammer:

Just walk into the gorillas to crush them, get 15 and you got the point. You can also stomp on brutes but not titans. Also you can get the 15 throughout the level.

Kill 4 enemies with a single exploding Power Cell:

You should see some globe looking things on a stand near the edges of the path.

Once you shoot them they explode hence you need to shoot them when you have 4 enemies crowded around one. I normally get this right at the beginning, try to make the gorillas go near the exploding cell by walking to the right of them and 'push' them near the globe without stomping on them. When they're near the cell shoot it and you should get it. Another thing about doing this at the beginning is there are assault drones that can also get caught in the blast making your chances of getting 4 enemies a bit higher.

Destroy the Dropship using only the Hammer missiles:  
Self-explanatory, just weave left and right to dodge, try to ensure your range of movement is spread out quite a bit. Also try not to backtrack as the missiles from the dropship will explode on the ground close to you hitting you. Aim carefully before you fire as well...

## Part 2

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Kill the turret operator using a hand grenade:  
This is in the 1st area, there's a gorilla on a turret right from the start. After dispatching all enemies besides the turret try to get under it and throw grenades up. You have to be careful and only move out into the open when it's not firing. Throwing it directly at it won't work, you kind of have to it so hits the back wall and drop down on the gorilla. You only have three grenades for this too...

Kill the Armored Titan near the ice breaker using the Shotgun:  
The titan is actually the 2nd, it comes after the gorillas and assault drones are destroyed. Use only the shotgun to kill it, dodge and do usual stuff to kill the titan, just make sure all hits that the titan receives are shotgun shells. I used 6 of the shotgun's secondary fire to bring it down, it's not terribly hard. Note there is some ammo at the near where you come out from the water if you need it.

Rush up ramp and kill Roland without stunning him:  
You have to lower all three bridge parts without stunning him. Run to a switch and face Mallery then set your shield up. Quickly get the switch down as his ammo can pierce through the shield. After getting each switch, assault drones come out, use the shotgun to easily dispatch them. When you pressing 'X' to turn the switch you can get hit out out of it if too much of Mallery's auger hits you. Once you have got all three bridge down go up and finish him off, stupid frog.

Ironspider had this to say about the above skill point:  
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On Chrysalis Lair River Approach (area 2) the third skill point to rush up the ramp without stunning Roland is unlocked if you stun him to press the switch so long as you leave him be after the three ramps are set.  
i.e. So guys you can stun while lowering the ramp but not after it is lowered!!

## Part 3

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Take no damage during the elevator ride:  
This one can take a few tries :/ I suggest to start from the location select, so you can have some LAARK ammo (you may have used it up previously by the time you get here if you're doing story mode). While the elevator is going up, just before the enemy comes out from each door shoot a LAARK and stop it in mid-air and explode when the enemies come out. This takes a bit of practise to gauge the distance but if done properly it is real easy. So try to use a LAARK for the 1st three, if there is a gorilla still alive, quickly get the chaingun out and put up the shield. I don't think you actually need to kill them but can't risk them shooting us. By the time you get to the brutes you should have one



you can down up to 3 or 4 at a time. Continue this pattern for the first 2 rounds then use the LAARK on the Titans that will appear on the third round, and if your low/ far from LAARK rockets pop up the Auger Alt. to blast back their shots. Using this I managed to kill the Chryssalis in 1:13 at my fastest.

Use at least 8 different weapons to kill the Chrysalis:

Use the grenades first, if you miss all three restart, so not to waste time if you miss with the grenades if you do it later. Also I found that it's easier to hit with the grenades at the beginning...I'm positive you have to hit Big B with the weapon for it to be counted, so don't fire when it's got its shield up... Besides that this skill point is easy.

SlayerOfHellWyrn had this to say about the above skill point:

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The first are really easy just shoot her with the .303 then the Razor, a LAARK and then she will probably put up a shield. When she puts up the shield you have to be fast. Shoot the shield with one longbow to break it then a second to count as a hit. Next quickly hit her with the hand grenade and as she is hit by it, hit her with the plasma. By now she'll be flying off so I like to stick her with an HE shot and switch to the Allure. When you switch to the Allure the HE shot will explode and count as a hit. IF your good enough now you can very quickly charge an Allure grenade and stick her with it. That's already 8 of the 12 weapons. The next phase when she is back is quite easy. Immediately hit her with some shots from the Chaingun followed by the Auger. REMEMBER DON'T SHOOT WHEN HER SHIELD IS UP UNLESS IT'S WITH THE LONGBOW. 10/12. Fareye her no-scope style so you don't waste time then follow that up with the Shrotflinte, and yes this means getting close. Now your done. It's possible to do this in as little as 2:30 which means you can also get the "Kill the Chryssalis In Under 4 Minutes" skill point at the same time.

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\* 5.0 Credits and Thanks\*

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- myresistance forum boards:
- Ragingfred
  - Furry\_Fury



AbeDeSan  
sciencegeek1  
RGPS  
Jenei  
R Palomares  
Jibz  
Ironspider  
SlayerOfHellWyrn

If any of you guys see this by chance, please don't be pissed that I didn't ask you. I couldn't post on the board and ask you guys as I had no PSN and all that jazz.

I took most of their tips and blended it with mine. Thanks for their help in listing tips that helped me finish my skill points off, I had like a few to go and their help definitely helped. I have to say there weren't any help listed by them on the obvious skill points, so I fleshed it out and gave them some step by step aid which originated from me.

Thanks everybody at Gamefaqs, from admin making the site it is and all the looney poozers around that make the site what it is. Cheers everybody!!

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\* 6.0 Contact Info \*  
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My email is reddevils86@hotmail.com  
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Please read this through carefully and only email me if you think I have missed something or you have something to add. Don't spam me or some other BS please. I will not answer emails asking about where to find intel, online play or other things besides skill points.