

RATCHET & CLANK

GOING COMMANDO



EmuMovies

RATCHET & CLANK

GOING COMMANDO



INSOMNIAC
GAMES





Read Before Using Your PlayStation®2 Computer Entertainment System

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation®2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game: dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions: **IMMEDIATELY** discontinue use and consult your physician before resuming play.

Warning to Owners of Projection Televisions:

Do not connect your PlayStation®2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

Use of Unauthorized Product:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or MEMORY STICK slots.

Manual Documentation
Greg Ott

Packaging Design & Layout
Origo Studios

Handling Your PlayStation®2 Format Disc:

- This disc is intended for use only with PlayStation®2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take all precautions and break away intended play.

Keep this compact disc drive always hold this disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

RATCHET & CLANK: GOING COMMANDO™ TIPS AND HINTS

Consumer Service/Technical Support Line 1-800-365-7669

Call this number for technical support, installation or general questions regarding PlayStation®2 and its peripherals. Representatives are available Monday - Saturday 9AM - 8PM and Sunday 7AM - 5:30PM Pacific Standard Time.

Game Hint Guide Information

PlayStation Underground Game Guides

For free hints and tips visit us at www.us.playstation.com

Sign up and become a member of the PlayStation Underground and access free hints, tips, and task manuals for games produced by Sony Computer Entertainment America.

For hints call be open to our Consumer Service/Technical Support Line.

A character from the Sly Cooper series, a raccoon wearing a black helmet and a red and black striped scarf, holding a small white robot with green eyes. The background is a green, textured surface.

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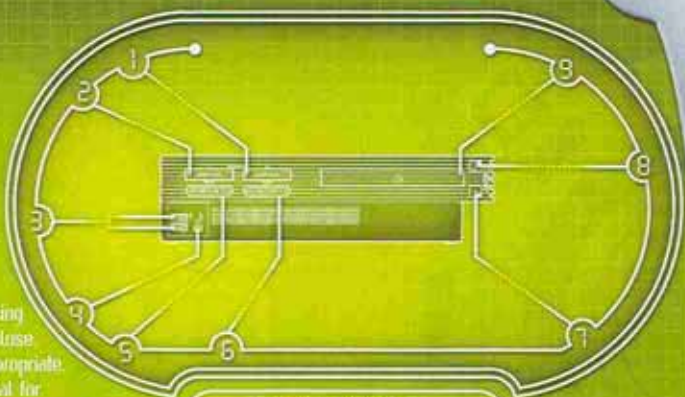
Getting Started

Setting Up Your PlayStation[®] 2 System

Set up your PlayStation[™] 2 computer entertainment system according to the instructions in the manual. Make sure the **POWER** switch (located in the back of the console) is turned **ON**. Press the **RESET** button. When the power indicator turns green, press the **OPEN** button and the disc tray will open. Place the **Ratchet & Clank Going Commando** disc on the disc tray with the label side facing up. Press the **OPEN** button again and the disc tray will close. Attach a game controller and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

Memory Card (BMB) (for PlayStation[™] 2)

To save game settings and progress, insert a memory card (BMB) (for PlayStation[™] 2) into MEMORY CARD slot 1 of your PlayStation[™] 2 computer entertainment system. You can load saved game data from the same card or any memory card (BMB) (for PlayStation[™] 2) containing previously saved games.



- 1 MEMORY CARD Slot 2
- 2 MEMORY CARD Slot 1
- 3 USB Connector
- 4 S400 i.LINK Connector
- 5 Controller Port 1
- 6 Controller Port 2
- 7 OPEN Button
- 8 RESET Button
- 9 Disc Tray



- | | |
|-----------------------|--------------------|
| 1 L2 Button | 8 Start Button |
| 2 L1 Button | 9 X Button |
| 3 Directional Buttons | 10 O Button |
| 4 Select Button | 11 Triangle Button |
| 5 Left Analog Stick | 12 Square Button |
| 6 Analog Mode Switch | 13 R1 Button |
| 7 Right Analog Stick | 14 R2 Button |

Starting Up

Starting a New Game

Press the **START** button at the Title Screen. At the Main Menu, select **New Game**. When asked if you would like to create a **Batchel & Clank Going Commando Save File**, choose **Yes** and press the **X** button.

Auto Save

Batchel & Clank Going Commando has an **Auto Save** feature that saves your progress after you create a save game file. As you progress through the game, a special **Save** icon will appear on screen indicating your progress is being saved. While the icon is on screen, **DO NOT** remove the memory card (or PlayStation²) or turn off your system.

Manual Save

If the memory card is removed or replaced, the application will disable the **Auto Save** function until a **Manual Save** has been performed. To perform a **Manual Save**, access the **Save** option located on the **Options Menu**. You can access the **Options Menu** by pressing the **START** button to display the **Main Menu**, then choosing **Options**.

Loading a Saved Game

If you want to resume a saved game, select Load Game at the Title Screen and then choose the save file you wish to load. You can also load a different saved game file during play by accessing the Load option located on the Options Menu. You can access the Options Menu by pressing the  button to display the Main Menu, then choosing Options.

Loading an Original Ratchet & Clank Save File

Ratchet & Clank: Going Commando allows the player to load information from the original Ratchet & Clank game. At a certain point in the game, the player will be asked to insert a Memory Card into slot 1 or 2 with an original Ratchet & Clank save file on it (if different from the Memory Card already inserted). Upon inserting the Memory Card, the game will scan for an original save file. If one is present, the player will have access to better prices on some Ratchet and Clank™ Weapons. If the Memory Card in slot 1 is removed during the process, the Auto Save function will be disabled until a Manual Save has been performed.



Abercrombie Fizzwidget:

"Ratchet. After calculating calculations, Megacorp has selected you to become one of our most qualified Commandos! After how you infamously took down the Blarg and Chairman Drek, it was a unanimous vote. By now, you know the Blarg galaxy is in dire straits and of your help in getting back our highly classified, top-secret experiment from that duplicitous thief... There's no time to waste! This matter is of unequal importance! Use this Megacorp Commando Guidebook to get you up to speed."

INTRODUCTION

Welcome to *Megacorp's Commando Guidebook*. If you are reading this comprehensive training manual, that means you are one of the lucky few who have been hand-picked by our most exalted and capable founder, *Abercrombie Fizzuidget*, to become one of *Megacorp's* finest elite *Commandos*. As a *Commando*, you are expected to go beyond the call of duty, risking life and limb for the greater good that is *Megacorp* (and any of its subsidiaries, employees, families, neighbors, pets, and small appliances). This training manual will get you up to speed on all of the basic skills and information you need. Make sure to commit it to memory before heading out and into battle. Good luck, soldier. We're counting on you!



Abercrombie Fizzuidget:
"Balchee, my boy, being a *Megacorp Commando* means you will have to decentralize yourself to stupendous amounts of on-the-job training. I have taken the liberty of highlighting some of the movies you'll be watching out in the field."





Controls

MENU CONTROLS

Start/Pause Game/Access Main Menu	▶ Button
Highlight Menu Item	Left Analog Stick or Directional Button
Select Menu Item	⊗ Button
Previous Menu	△ Button
Open Map Screen	⏏ or ⏪ Button

BASIC COMMANDO MOVES

Walk/Run	Left Analog Stick
Camera Rotate/Pan	Right Analog Stick
Jump	⊗ Button
Pull Up From Ledge	⊗ Button
Drop From Ledge	⏏ Button
Move While Hanging From Ledge	Left Analog Stick or Directional Button Right or Left
Weapon Quick Select	△ Button (Hold) + Left Analog Stick or Directional Button
Fire Weapon Or Use Gadget	⊙ Button
First Person Targeting	⏏ Button (Hold)

Look Around Mode	L1 Button (Hold) + Right Analog Stick or Directional Button
Reset Camera Behind Hatchet or Clank	Tap L3 Button
Quick Switch Between	Last Two Hand Items: Double Tap △ Button
Nanotech And Bolt Display	L5 Button

ADVANCED COMMAND MOVES

Double Jump	× Button × Button
Swing Wrench	⊙ Button
Multi-Strike	⊙ Button ⊙ Button ⊙ Button
Hyper-Strike	× Button + ⊙ Button
Comet-Strike	L3 Button or R1 Button (Hold) + ⊙ Button
Wall Jump	× Button (While Jumping toward Wall), × Button Again (When Contacting Wall)
Strafe	L2 Button or R2 Button (Hold) + Left Analog Stick or Directional Button
Flip Left Or Right	R1 Button (Hold) + × Button + Left Analog Stick or Directional Button Left or Right
Back Flip	R1 Button (Hold) + × Button + Left Analog Stick or Directional Button Backward
Strafe Flip	L2 Button or R2 Button (Hold) + × Button + Left Analog Stick or Directional Button
Crouch	R1 Button (Hold)
Crouch In	R1 Button (Hold) + Left Analog Stick or Directional Button
Use Weapon/Equip Weapon	⊙ Button

MEGACORP ADVISORY

Learning how to take evasive action is imperative. When your Weapon has targeted an enemy, you can flip left, right or backwards while firing and avoid his return fire. You can even pull off these moves while strafing from side to side. To execute these advanced moves from a stationary position, press and hold the **WALK** button while pressing the **LEFT** button and left analog stick or directional button left, right or backward. To flip while strafing, hold down the **WALK** or **WALK** button while moving in any direction and press the **LEFT** button to flip.

ADVANCED COMMANDO MOVES - CONTINUED

Swim	Left Analog Stick or Directional Button
Dive Underwater	DOWN Button (Hold Down To Dive Faster)
Resurface	UP Button (Hold Down To Rise Faster)

OPERATING ESSENTIAL COMMANDO GEAR

Boost Jump (While Stationary)	Hold The WALK Button To Crouch, and Press The UP Button
Stretch Jump (While Running)	Press The WALK Button, and Press The UP Button
Glide	Press and Hold The UP Button After performing a double jump
Boost Jump (While Stationary)	Hold The WALK Button To Crouch, and Press The UP Button
Stretch Jump (While Running)	Press The WALK Button, and Press The UP Button
Glide	Press And Hold The UP Button After Performing a Double Jump
Harbo Swim	Press and Hold The DOWN Button While Under Water

HELL-PACK

HYDRO-PACK
THRUSTER-PACK

WIND-PACK

FIGHTER SHIP

Fire Guns	ⓧ Button
Fire Secondary Weapon	Ⓞ Button
Secondary Weapon Quick Select	Ⓜ Button (Hold) + Left Analog Stick or Directional Button
Turbo Boost	Ⓜ Button
Barrel Roll Left Or Right	Ⓛ1 Button or Ⓛ2 Button
Straighten Ship	Ⓛ2 Button or Ⓡ2 Button
Steer	Left Analog Stick or Directional Button
Accelerate	ⓧ Button
Turbo Boost	Ⓡ1 Button or Ⓡ2 Button
Fire Weapon	Ⓛ1 Button or Ⓛ2 Button

HOVER BIKE

Steer	Left Analog Stick or Directional Button
Accelerate	ⓧ Button
Turbo Boost	Ⓡ1 Button or Ⓡ2 Button
Fire Weapon	Ⓛ1 Button or Ⓛ2 Button

**YOUR SHIP LOST ITS
GET UP AND GO?**

**DO YOUR AFTERBURNERS
SPEW OUT NOXIOUS GOO?**

**WONDER WHAT EVER HAPPENED
TO THAT NEW SHIP SMELL?**

If you answered "hell yeah!" to any of these questions, then you need to get yourself right on over to Slim Cognito's Ship Shack for all the latest in Fighter Ship technology. At Slim's you can outfit your ship with Fusion Laser Cannons, Advanced Shielding Systems, Torpedo Cannons, and a little ditty we like to call the Nuclear Detonation Device. Plus, we got all the hottest colors this side of the Bogon Galaxy — Blargian Red, Orxon Green and other favorites.

AT SLIM'S, IT'S ALWAYS GOOD PICKIN' ST.

SLIM'S
SHIP SHACK




Overcrombie Fizzbudget:
"It takes more than just good looks, money and superhuman strength to be one of the top dogs of the Commandos. Besides, becoming familiar with your arsenal of Weapons and Gadgets, as well as your surroundings, should be the most superlatory thing you ever do first!"

COMMANDING CLANK

Walk/Run	Left Analog Stick
Camera Rotate/Tilt	Right Analog Stick
Punch	□ Button
Jump	× Button
Glide	Press and Hold × Button After Jumping
Microbot Command Menu	△ Button (Hold) + Left Analog Stick or Directional Button

GIANT CLANK

Punch	□ Button
Fire Missiles	○ Button
Bomb Strike Special Attack	△ Button
Jump	× Button
Slide	↵ Button or ↵ Button (Hold) + Left Analog Stick or Directional Button




The Main Menu

Pressing the  button anytime during the game will pause the game and open the Main Menu. Use the left analog stick or Directional Buttons to cycle through your choices and press the  button to confirm your selection. Pressing the  button or  button will return you to the game.



WEAPONS

Weapons are a Commando's best friend, and the best place to manage your Weapons is the Weapons Menu. This Menu displays the current Weapons in your inventory, as well as important information, such as their Upgrade level, Ammo Supply, and Mod Status.



Megacorp Weapons come with the built-in ability to upgrade themselves with continual use. The upgrade bar underneath each one shows its current level. When the bar is completely filled, it will instantly be upgraded into its second,



more powerful form. You can also use the Weapons Menu to choose and equip a Weapon. Use the left analog stick to cycle through them and press the  button to confirm your selection. It is also rumored that certain Weapons can be enhanced with black market Weapon Mods. While Megacorp can neither confirm nor deny the existence of such Mods, they are said to enhance the functionality of certain Weapons in a variety of different ways.

GADGETS

Sometimes, the only thing keeping you from falling into a pit of Urberian Snaggleboasts is a well-placed Stingshot. The Gadgets Menu is where you will see the current Gadgets in your inventory. You can use the Gadgets Menu to choose and equip a Gadget by highlighting the one you want to use, then pressing the  button to confirm your selection.



MEGACORP ADVISORY

Some Gadgets, such as the Foot Items, will automatically be equipped when they are required.

QUICK SELECT

Weapons management is the key to galactic survival. A good Commando knows the inventory of Weapons and Gadgets can get huge, and a great Commando will always have the right Weapon ready for the right situation. You can select your eight favorite Weapons or Gadgets and equip them using Megacorp's new and improved Quick Select System. When in the Quick Select Menu, the **LS** and **RS** buttons cycle through the current Weapons and Gadgets in your Quick Select System, while the left analog stick or Directional Buttons highlights the others in your inventory.

To swap out or add a Weapon or Gadget into your Quick Select System, first highlight the one you want to replace with the **LS** or **RS** button, then select the new one with the left analog stick. Pressing the **X** button will confirm your selection.



ITEMS

Megacorp's extensive line of products goes way beyond conventional weaponry and handy gadgets. The Items Menu is where you can go to get all the necessary details on the Items you acquire, including those that are rare and hard-to-find, such as Platinum Bulbs and Orbantium. Items will automatically be equipped when they are needed.

HELP

Confused? Lost? Can't tell the difference between an Haldibiter and a Toxic Crab? Head over to Megacorp's Help Menu brought to you by the Helpdesk, where you will find all of the pertinent information to keep you informed and on the right track.

MONSTERPEDIA: The Megacorp Monsterpedia will tell you all about enemies that you have encountered so far.

HELP LOG: The Help Log will let you review helpful messages from Megacorp.

CONTROLS: Here you can edit Control options, such as controller vibration and Weapon auto-swap.

MOVES: You've got an extensive array of acrobatic moves. Check in here to get a refresher on your Commando training, including Wall Jumps, Swimming, and using your OrnaWrench 8000.

WEAPONS: A Commando carries an impressive arsenal of the best Weapons Megacorp has to offer. This menu will tell you all you need to know about them.

GADGETS: This menu item will tell you everything you've ever wanted to know about Megacorp's extensive Gadget product line.

SHIP: The Ship menu will offer detailed descriptions on all of the equipment purchased for your Fighter Ship. If you need to know the difference between a Missile and a Torpedo, just head over here for the details.

OPTIONS

The Options Menu allows you to manage some of the more mundane, yet necessary aspects of being a Commando. Here you can edit a variety of Options, including manually saving and loading your game, toggling the Helpdesk messages on and off, quitting your current game and returning to the Title Screen, and adjusting camera control settings.

SPECIAL

The Specials Menu is where you can go to check out the top-secret goodies you've unlocked and obtained, which include Credits, Skill Points, Monies, and a variety of other confidential Commando items.

Maps

Megacorp has spent millions of tireless light years mapping the Orion galaxy and is happy to supply their hard-earned information to you at no extra cost. There are two different kinds of Maps available - the Galactic Map, and the Map Screen.

GALACTIC MAP



The Galactic Map is viewed by jumping into your ship (press the  button when standing next to it). From this Map, you will be able to choose your destinations from coordinates you receive in the field. After selecting a planet, a Mission checklist will appear for quick reference on what Mission objectives have and have not been accomplished.

MEGACORP ADVISORY

Cadjetron produced a unique product that could show hidden areas on Maps not generally open to the public, but it was destroyed in battle. Perhaps there is another such item available in the Rogan Galaxy?

Returning to planets previously visited is a good way to grab more Bots. Make sure to participate in our sponsored events while you're there!

MAP SCREEN

The Map Screen is viewed by pressing the  or  button. Once on the Map Screen, you will be able to perform a variety of functions, including viewing the Mission Screen, replaying transmissions, and scanning the Planet Map.

PLANET MAP

The first Map you will see is the current planet you are on. Pressing the left analog stick in any direction will allow you to scan all areas of the Map. Pressing the right analog stick up or down will zoom the map in or out. The arrow on the Map represents your current location and the direction you are facing. Question Marks on the Map indicate areas of interest. Sections in gray indicate areas you have yet to explore, while sections filled in yellow indicate areas you have already been. Pressing the  or  buttons will cycle through your available Maps.

THE MISSION SCREEN

The Mission Screen is where a Commando can go to get his Mission objectives for each destination. Each Mission has a checklist next to it. When a Mission has been completed, it will be checked off. Some missions will only appear after certain conditions have been met. You can return to any planet you want, even when all of the Mission objectives have been accomplished.



Abercrombie Fizzwidgel:

"It's illogical that you are prepared for battle, my boy. This means you'll have to make judgementous decisions and many impressions while you are on the battlefield. Knowing the difference between a Jaboran desert duffler and a swarming swamp beast could save your life!"



Weapons And Gadgets

Megacorp manufactures everything, from hair products and pet toys to intergalactic missiles with facial recognition technology. Our Weapons have the ability to upgrade themselves, using a form of nanotechnology. With continued use, a standard Weapon can be upgraded to a much more powerful and devastating one. Below are just a few of the many Weapons and Gadgets you will come across as you explore the Bogon galaxy. Make sure to pay a visit to a Megacorp Vendor near you to buy the latest in Weapon technology.



OMNIWRENCH 8000

The OmniWrench 8000 is a Commander's perfect tool. Not only does this baby come in handy for on-the-job repairs, it can also be used as an effective Weapon. Use it to smack enemies around within arm's reach, execute multi-strike combo attacks, and throw it as a projectile Weapon with deadly accuracy. And, it's magnificently charged so it can vacuum up bolts, too!



LANCER

This Weapon offers long-range, rapid-fire reliability with devastating results. The Lancer will lock-on to any enemy within its range, and will upgrade to an even more powerful Weapon, the Heavy Lancer, with long-term use.

**MEGACORP
ADVISORY**

*There are rumors to be sure,
powerful versions of this Wrench
somewhere in the galaxy that
punch quite a punch.*

15

EXPERIENCE THE THRILL OF **BOGON GALAXY** IN ALL ITS GLORY!

Are you tired of the same old vacation year after year?
Have the sandy beaches of Pokitaru lost their allure?
Do the icy Alps of Haven bore you to tears?
Does the Gauntlet on Umbris make you yawn with lethargy?
If so, then give Sam at Sam's Extreme Travel and Scrap Metal a call.

*"I was once a bored Scrap Merchant in Gordia City, but a
break with drunk brought me back to life. Now I can all
about the excitement and you can be too!"*

At Sam's, we will set you up on a whirlwind tour of the Bogon Galaxy and all of the extreme adventures it has to offer. From the frenetic Maxigames at Maktar Resort to the intense Hoverbike Races in Vukovar Canyon, you can experience it first-hand. We've got it all and it's just a communication away!

Make sure to ask for Sam when you call —
and speak up, he doesn't hear
too well.

MEGACORP ADVISORY

Still attached to that Bomb Sleeve? Was the satisfying thud the Winger made? Five of the original Gadgetron Weapons can be obtained free of charge if you have a Memory Card with an original Hatchet & Clerk save game on it. A special Gadgetron Vendor found somewhere in the Bagon galaxy can provide you with these Weapons, and they are FREE as long as you they were acquired in the first game and saved on a Memory Card.



GRAVITY BOMB

The Gravity Bomb is Megacorp's answer for clearing out pesky packs of enemies in one fell swoop. This high-powered Weapon will toss out a medium-range bomb packed tight with explosives, eliminating just about anything within its blast radius. Once upgraded, this puppy becomes a full-fledged Mini-Nuke. Need we say more?



CHOPPER

Slice, dice and do it twice! The Chopper shoots out razor sharp discs that will seek out and ricochet off enemies and objects, making Golden mince-meat out of them in no time flat! With use, the Chopper can be upgraded into the Multi-Star, which splits into three stars after hitting an enemy, taking this bad boy to a whole new level of projectile mayhem.



Gadgets SWINGSHOT

The Swingshot is a grappling hook-like device designated to attach itself to specific targets and launch you across vast distances. Megacorp has added some new functionality to this fan favorite, allowing it to grab objects, including platforms and drawbridges, and pull them toward you.



ELECTROLYZER

Blow a fuse? Need to fix that electrical short? Well, fret not, as the Electrolyzer can turn even the most technically challenged into a full-fledged electrician! This item allows you to repair broken pieces of machinery at the flip of a switch (well, switches, that is). Step right up to an Electrolyzer target and you'll see what we mean.



DYNAMO

Megacorp's Dynamo can get things moving in a hurry. This handy-dandy piece of gadgetry is designed to activate certain pieces of machinery. Whenever you see a green-colored activator, you know the Dynamo is the tool for the job.



TRACTOR BEAM

Developed by our highly respected and well-treated team of Megacorp scientists, the Tractor Beam can effortlessly move objects, large and small alike, at the press of a button. Coming in handy when you need to remove an object from your path, create a makeshift platform, or just plain get a fraidy Sero-Bot to behave, the Tractor Beam is the right tool for the job! You can get it cheap from our outlet facilities on planet Dozla.



THUGS-4-LESS

Need A Problem Taken Care Of... Permanent Like?
Sick And Tired Of Gettin' Pushed Around By The Man?
Want A "Special" Job Done And Done Cheap?
Then you need Thugs-4-Less!

*"We take care of the problems no one else will!
We're here to clean up your mess...
or maybe make one for you...
no questions asked."*

GIVE US A CALL

"CAUSE IF YA DON'T, YA JUST MAY REGRET IT.

*Pay for our M&M and the service is free.

MEGACORP ADVISORY

Running out of Nanotech is certain doom, so be cautious of your Nanotech status at all times. Pressing the  button will display your current Nanotech status.

Commando Essentials

The Megacorp Helpdesk is designed to keep our Commandos informed and will appear when you need it most. The Helpdesk will explain the details behind most Megacorp and non-Megacorp products. For even more aid, you can press the  button to pause the game and select the Help Menu. To help you get started, a few basic items and collectibles have been detailed below.



NANOTECH

While Gadgetron may have invented Nanotech, Megacorp has perfected it! Nanotech heals injuries instantly from the inside out using Nanobots. Recent developments in technology will allow you to absorb Nanomites by defeating enemies, which will continuously increase the maximum amount of Nanotech you can carry. Rookie Commandos will start out with only four available Nanotech slots. As you progress and absorb more Nanomites on your way to becoming an expert Commando, it's possible to build up your Nanotech to a maximum level of 80 slots!



BOLTS

The currency of the universe, Bolts are what you need to purchase all those great Megacorp Weapons, Gadgets and Ammo to keep you one step ahead of your foes. You'll find that crates are full of them, and enemies always carry a few on them, too. You can also earn Bolts by competing in some of Megacorp's sponsored events.



BOLT CRATES

Yours for the taking, busting these boxes will reveal their bounty of Bolts inside.



AMMO

Most Weapons require ammunition but have a limited ammo-carrying capacity. Ammo can be purchased from Megacorp Vendors found throughout the Bozon Galaxy or inside specially marked Megacorp Crates.



MEGACORP CRATES

Look for the Megacorp "M" stamped on the sides of these crates, which signifies genuine Megacorp quality ammo. While there's no telling which kind of Ammo is stored inside, chances are it will be something you need. If you've already maxed out the ammo level for a Weapon, you won't be able to pick up any of the contents.



TIME BOMB CRATES

These exploding crates will start to countdown if you touch them. Get too close to one when it blows, and you will find yourself a missing man. Not a fair share of your life. While they might be harmful to your health, Time Bomb Crates contain Bolts. Use your Drinknunch! BOMB and its Cornet-Shake feature to detonate them from a safe distance.

MEGACORP ADVISORY

Certain items and objects in the environment can be destroyed to reveal Bolts. Don't discriminate! Try and wreck as much havoc as you can in your surroundings to make a little profit.

Time Bomb Crates can be used strategically to eliminate any enemies inside their blast radius. One shot from a Weapon is all it takes to set one off, saving you some costly Ammo in the process!



ARMOR

A Megacorp Commando does not go into battle without our patented protective armor. Made of the strongest natural and synthetic elements found from the far reaches of the Galaxy, and designed by fashion experts on planet Endako, this protective outerware will lessen the damage done to you from enemy fire and make you look good too! Make sure you keep an eye out for new suits of armor as you trek across the galaxy.



PLATINUM BOLTS

Platinum Bolts are the rarest form of currency in the galaxy and are very hard to find, but worth every bit of effort required to uncover them. While Megacorp has no official statement on their use, it is rumored that certain vendors, who sell Weapon Mod upgrades and items of great value and rarity, will only trade in such Bolts.

Commando Teammates

Every Commando needs a partner to watch his back when trouble comes knocking, and you will too... The Galaxy is too scary a place to experience alone.



CLANK

While small in size and stature, Clank can handle himself on the battlefield. Still equipped with the multiple Back-Pack enhancements made by the fine craftsmen at the Roboshack locations, Clank can help Hatcher reach high places, leap large gaps and, on occasion, venture out on his own for a little "me" time.

Clank can also enlist the aid of Megacorp Microbots. These robots operate on the same frequency as Clank, and can help him attack enemies, build bridges and even lift heavy items. Clank can command Microbots using the Microbot Command Menu. To access the menu while playing as Clank, hold down the  button and then choose a command using the left analog stick or directional button.

Maxi-Games, Maxi-mum Fun, MAXI-MUM DANGER!!!

Hi Megacorp, we encourage our Commandos to participate in our sponsored "extra-curricular" events spanning across the Bogon Galaxy, from the good clean family fun and excitement of our Gladiator Games to the stomach-churning, white-knuckle thrill of Hover Bike racing, we've got it all. These events are the perfect venue for perfecting your Commando skills while earning plenty of unique prizes and cold, hard cash - that's Bolts to you and me!



ARENA BATTLE

Arena Battles can be found on certain planets and will offer a wide variety of challenges, including battling bosses, endurance challenges, defeating a predetermined amount of enemies within a given amount of time, and hazard challenges. The more challenges you participate in, the more Bolts you can earn!

HOVER BIKE RACES

This fast and furious sport delivers the thrill of speed and edge-of-your-seat excitement while earning you Bolts and respect. Fight back multiple Es while battling against a grid of riders for first place. Challenges in Hover Bike races can range from straight out racing to heated Weapons combat. True Commandos will be able to find shortcuts and use turbo boosts to their advantage.

MEGACORP ADVISORY

In addition to ammunition for your Fighter Ship's Secondary Weapons, special items, such as shield rechargers and Haritanium can be acquired by shooting down enemies and space debris. Make sure to target and obliterate asteroids and other space junk while fighting it out with your foes to replenish your stores and get extra booty.



Spherical Worlds

The Bogen Galaxy is teeming with planets, stars, moons, and infinite numbers of uncharted constellations. During your travels as an elite Megacorp Commando, you will come across a few special planets that can be circumnavigated - you will actually be able to completely run around them while the ground and environment rotates beneath you. While the perspective might be different, your controls remain the same. To get a bird's eye view of your surroundings while on one of these worlds, press the  button.

Space Combat

Not all challenges are fun and games. Oftentimes, a Commando will have to partake in interstellar space combat in order to survive. Certain "treasure" individuals will want to put a stop to your efforts and will engage you in fierce galactic battles. Of course, with victory comes reward, and stepping up to the challenges will result with some hefty cash bonuses.

Space Combat

FIGHTER SHIP

The universe is a really large and dangerous place, and you'll need a good Ship if you want to get around it quickly and in one piece. Megacorp produces only the best in Fighter Ship technology and you will be provided with our solid, standard issue model. It's possible to upgrade this puppy into a full-fledged, lean, mean, shooting machine, but you will need to visit an aftermarket vendor to do so. Make sure you bring your supply of Baritanium with you, as it's the only way to pay.

Space combat might be just another day's work for a Commando, but it can be dangerous and deadly if you're not prepared. While piloting your Fighter Ship, not only will you have to contend with wave-after-wave of enemies, but also you will need to be aware of your surroundings and familiar with the HUD (Heads Up Display).

HEADS UP DISPLAY

When engaged in space combat, the HUD screen will display important battle information. The bar across the top indicates your Fighter Ship's damage status. The smaller bars on the right and left beneath it indicate your Fighter Ship's shield status. The number indicator on the top left of the HUD displays the current Secondary Weapon you have chosen, as well as the number of units of ammo you have left. The bar on the top right of the HUD displays the amount of Boost left in your thrusters. The radar in the bottom right of the HUD shows your position in relation to your enemies' positions; the white dot represents your ship, while the red dots represent the enemies. Other pertinent information, such as the number of enemies left to shoot down, can be found in the bottom left corner.



Abercrombie Fizzuidget:

"Using your fellow conciliabulous companion, Dank, is done with the berries, but I think you should try and communicate how effectively. While I hear he is doing well in discussing, conciliabulously speaking, I am sure his talents are being useful. See what you can do, my boy!"

Credits

Developed by Brooksday Games

J. Pitt
 Brian Higgins
 Gregory S. Kaldwin
 Tom Roberts
 Chris Capri
 Sarah Chero
 Eric Gendwien
 Sam Chulavorn
 Mike Ray
 Gedej Debnor
 Ryan Dennison
 David Doren
 Gavin Doherty
 Stephanie Doherty
 Eric Ellis
 Jackie Frenschick
 Geoff "Gork" Jones
 Matt Karmavath
 John Fardo
 Mason Garber
 Jerry Gertz
 Gary Gether
 Greg Goodwin
 Carl Glauco
 Keith Grant
 Barry Quartin
 David Ruetzke
 Jerald Hardy
 Alan Kurlberg
 Brian Kurlberg
 Parker Kurlberg
 Andrew Kurlberg
 Ricardo Hernandez
 Moses Kroll
 Ben Johnson
 Jacob Kaufmann
 John Lally
 Renee Lay
 Matt Lee
 Mike Lewis
 Lee Lin
 Lindsey Mathews
 Matt More
 Steven Moseley
 Tyler Nease
 Paul Nordie
 Collin Owsen
 Victor Pardo
 Lloyd Neapley
 Kenneth Palkovick
 Ted Price
 Greg Prosser
 David Pritchard
 Barrett Rausch
 Scott Rensler
 Roberto Rodriguez

Steve Bajer
 Josh Siegel
 Cole Still
 Kenneth H. Strickland
 Greg Stockton
 Mary Stout
 Mike Stout
 Chuck Strong
 Richard Tarnagge
 Margaret Targ
 Chris Turner
 Tim Kropfatz
 Blake Ullate
 Hanson White
 Sean Whitmer
 John Wu
 Rob Wyatt
 Brian Yam

Additional Design Consultation

Mark Garing, Gerry Garing

Music Composed and Performed by David Reynolds

Additional Sound Design

Technician Creative
 Services

Sound Effects

James Harold Taylor Ditcher, New Eyes, Agitated Head 1
 David King Clark, Irene Hammer, Ditcher
 Agitated Head 2, Employer
 Jim Ward Abnormality Frenziedly, Captain Quack
 Bleached Hammer, Corp Hammer
 Baseball Locomotive Grindings Hammer
 Rudge Wampers The Unknowns, Hammer,
 Hammer, Dr. Tiltbladder
 Keith Seaver Angela
 Steve Warden Female Hammer, Sofia Golch
 Michael Nel Security System, Intimidate Hammer, Mike, Tom,
 Madaf Gok, Professor Hammer
 Steven Jay Plotz Ring Leader, Silver Doo,
 Bruce Hammer, Ditcher
 Julianne Bracher Ditcher G1, Loudspeaker, Help Desk Q1
 Benjamin Decker Jan Ray
 Chad Michael Finkler Shady Schrimmer, Billy
 Not Tegan Blahblahah
 Kim Ma Gerd Walter III
 James Rauer Madhouse, Mike Hammer,
 Sam Caputo, Mike Employer
 Carolyn J. Tasmacher Mother Child
 Nina Marshall Jump Hammer, Operator

**ASSISTANT
VICE PRESIDENT
MANAGEMENT
OFFICER**

Deputy Controller
Eric Spettini

**SCM Product
Development**

Technology Manager
Kevin Simmons

**Manager of Product
Management**

Genaro Buzath

Analyst

Geoff Likoff

Business Services

Keith Thompson

Business Services

Greg Wilcox

**Manager of Total Party
Supply Operations**

Michael Wickledge

Senior QA Manager

Richard Markel

SR Test Manager

Sam Bradley

NO Person

Lab Technician

Ila Deshpande

QC Analyst

Van McGonigles

Michael Graham

Production QA Lead

Joe Bello

Game Test Analysts

William Jones

Johi Reddick

Kevin Pitt

Robert Blaylock

Chandee Hoagland

Jordan Cahill

Jeff Carter

Ed Chernosoff

Martin Chikowski

Tim DeGuzman

Colbert Devo

Adam Elvington

Jim Barallian

Sharon Kozak

Charles Lee

Elizabeth Eric

Samuel Lyons

And Mariani

Justin Maysonet

Neil Kussner

Denise Johnson

Heather Kings

Justin Park

James Phillips

Melissa Robinson

Geoffrey Rojas

Karen Scharoff

Mike Sussuthachakornrat

Joel Sipes

Paul Song

Ernie Toffler

John Umbello

Jay Wilson

Thomas Wang

Charles Wang

Charles Wang

Charles Wang

Charles Wang

**SENIOR COMPUTER
ENTERTAINMENT
MEDICAL MANAGING**

**DEVELOPER, PRODUCT
MANAGING**

Ken Baker

**ASSOCIATE PRODUCT
MANAGER**

Justin Rice

DEVELOPER, FOUNDATIONS

Steven Douglas

**DEVELOPER, PUBLIC
RELATIONS**

Julie Smith

PUBLIC RELATIONS MANAGER

Jennifer Clark

**PUBLIC RELATIONS
SPECIALIST**

Dea Gelabert

**DEVELOPER, TOOLS AND
GAME MANAGING**

Steve Williams

**DEVELOPER, TOOLS AND
GAME MANAGING**

Art Collins

**DEVELOPER, TOOLS AND
GAME MANAGING**

Quinn Pham

The credits list 30 other
senior executives at Sony
Computer Entertainment
involved in their
development, design
and distribution of the
success of Gran Turismo
Sports. Sony Computer
entertainment
with several other titles in
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Frank IMalley

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