



## Bionic Commando Guide

It may be a bit heavier on the polygons, but the grappling action in Bionic Commando remains true to its roots. Like its predecessors, the latest entry in this beloved franchise is tough as bionically-enhanced nails. As if an entire rogue army standing between you and your goal wasn't enough, grapple points are few and far between in Ascension city, deadly radiation abounds, and many of the game's 150 collectibles remain just out of your robotic arm's reach.

We recognize that most of our readers are, for better or worse, 100% human, and thus we wrote this guide is for the "bionically-challenged" out there.

Note: This Guide is still under construction, but please enjoy our full Walkthrough and Basics sections for now. And if you have a question, be sure to head to our Q & A section for an answer.

**In this Bionic Commando strategy guide, you'll find:**

- **BASICS** // Everything you need to know to get swinging.
- **WALKTHROUGH** // A complete walkthrough, including the locations of all 150 Collectibles, info on Challenges and more. Your search ends here.
- **CHALLENGES** // Details on those pesky Challenges.

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The image shows a promotional box for IGN Insider Extras. At the top, it features the IGN logo and the text 'IGN INSIDER EXTRAS'. Below this is a small image of a character with red hair and sunglasses. Underneath the image, the text reads 'IGN Insiders get exclusive access to extra guide features:' followed by a bulleted list of features: 'Downloadable PDF guides for offline viewing and printing.', 'PSP-formatted guides for instant access, anywhere.', and 'Video tips and strategy for added gameplay assistance.' At the bottom right of the box is a red button with the text 'JOIN TODAY'.

## Bionic Commando Basics



### Swinging

First thing's first -- you need to learn how to keep mobile in the game. In Bionic Commando, things aren't as some may expect. In the Spider-Man games, when you sling out a line, it tends to stick to an invisible structure, even when there's nothing to swing from. Bionic Commando forces you to keep tabs on everything in your environment. You'll constantly need to scan the horizon for something, *anything* to latch on to. If you don't, you may find yourself encountering that dreaded "Game Over" screen far before you'd like.

However, you'll soon learn that if you keep tabs on everything and properly time your swings, you'll be within range of some sort of structure you can connect to and continue your locomotion. This aint Spider-Man people!

### Zip & Jump

Another handy ability you have at your disposal is the zip and jump move. Basically, this allows you to connect to basically everything and reel yourself in. Not only can you connect to some structure above you, you can also simply use it as a way to move laterally a bit faster than normal. Perhaps one of the most useful aspects of this ability is that you can connect to the underside of any construct and pull yourself above it to its surface with the push of a button. Ingenious? I say yes!

### Rip It A New One

As you progress through the game, you'll find that there's an occasional blockade impeding your progress. However, most of these cases will allow you to simply rip the obstacle in question right out of the way. That's where the rip ability comes into play. Simply put, you can latch your bionic arm to these various things and rip them right out of the socket. You won't necessarily *need* to pull these items out of the way every time, but every now and again, it does more good than bad.

A great example of this ability in action is when you simply see something in the way of a prime spot of attack. No, you don't exactly need to tear up the environment, but every now and again, you'll find an extra avenue for both offense and defense.



### Zip And Kick

Now, when it comes to offense, the simplest way to dispatch an enemy is to shoot him. However, sometimes you'll need something to keep moving, while knocking these foes out, buying yourself extra time. Luckily, there's the zip-kick attack. Now, this won't necessarily dispatch a baddie in one shot, but it will definitely buy you some time to get positioned to finish them off.

As you can see in this training video, this attack also has the ability to chain things together, allowing for something where you're both a difficult target to get a bead on *and* a force to be reckoned with. You can use this with most enemies -- some require it, while others are extremely difficult to use this maneuver on. For an example of this in action, skip on over to the last page and watch the final boss battle, but be aware that there are some spoilers in that series of videos.

### Angel Of Death

For the occasions that you find a group of enemies closely packed together below your vantage point, there's a prime

ability to use to knock them all back in one go. With the "Death from Above" move, you simply fall, but you're able to increase your velocity, creating a substantial shockwave when you land, forcing all your enemies down for a moment, allowing you to dispatch them with a little more time than you'd normally have.

As you can see, these enemies will be shocked for a short while allowing you to take them down quickly before they get back on their feet. However, if you're surrounded by a large batch of baddies, you may not have enough time to take them all out. Now, lets watch this ability in action!

### Punch Up!

A great tool you're able to use is the sheer strength of your bionic limb. Not only do your melee attacks punch a hefty wallop, this arm is so strong that you can actually punch large items in the environment out of the way. However, a better use of this strength comes in the form of the "punch up" ability, where you're able to lift an object into the air with a single punch, regardless of whether it's a boulder or a car.

As you can see in this training video, with this ability, you're able to also meet that object in the sky and punch it at an enemy, and let's just say the results are very satisfying. This is especially useful if you're up a formidable opponent that is bulletproof who also doesn't give you enough time to pull out some more advanced maneuvers. After all, how many of you could survive a sedan hitting you from the sky?



### Throws

The bread and butter of Bionic Commando's offensive arsenal is the ability to "kite" an object. What this means is that you can latch on to some larger items (cars, boulders, etc.) and throw them.

This is fairly handy when you find that you're at an impasse, with something blocking where you need to go. If you're unable to rip the object in question out of the way, why not push the other way? Simply grab some close object that's big enough to do some damage, and you'll clear things right up.

However, this isn't the only use of this ability. This is especially useful for larger, or flying enemies. An even better (and frequent) use is when an enemy is within range, you can actually target them while the object you're throwing is in mid air, allowing you to precisely hurl something massive at them, taking them out with the greatest of ease.

Better yet, you're also able to grab onto smaller enemies, such as regular footsoldiers, and actually use them as the ammo you're hurling. Not only will this eliminate your target, it'll also do away with the foe that you're actually throwing. After all, why take out one enemy when with the same effort, you can double the pain?

### All Together Now!

Now that you know all about the abilities in your arsenal, you're quite the force to be reckoned with, able to chain everything together when encountering a large group of enemies, right? Right! Why not zip jump to a punch up to a death from above to a throw? If you time everything right, you can take on a swarm of the opposition and take them out in a matter of seconds. Take a look at the following video and see everything in action.

## Bionic Commando Walkthrough

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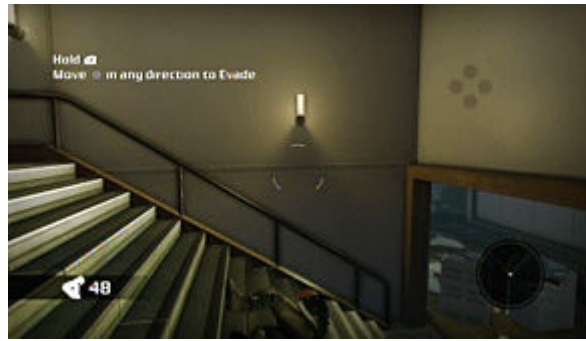
**Ascension City Downtown IA - 5 Collectibles**

Collectible 1

Go through the hole in the wall ahead of you and turn left just past the hole and down a bit for the Collectible.



Aim your reticule at the guard, when it turns red, fire at him. Watch his red life bar -- Spencer will say something stupid when he's dead. There's another soldier in the next room. In the corner of this room is ammunition.



Now's a good time to learn some Evade skills. Roll past the clump of guards with the Evade button held.

Go up the stairs and look to the right for the Collectible.

Collectible 2



Shoot the three enemies below from your vantage point above them. Reorient around the hole for a better angle if you need it.

Drop down and search the room for this Collectible.

Collectible 3



Look down the hallway while zooming and kill the soldier at the end for the Close Up Challenge.

Head down the hallway and, at the end, collect the Collectible.

Collectible 4



Go down the stairs and use your zoom to kill the grunts while peeking around the corner. You'll now cross another long sky bridge / hallway. At the end is Collectible 5.

Collectible 5

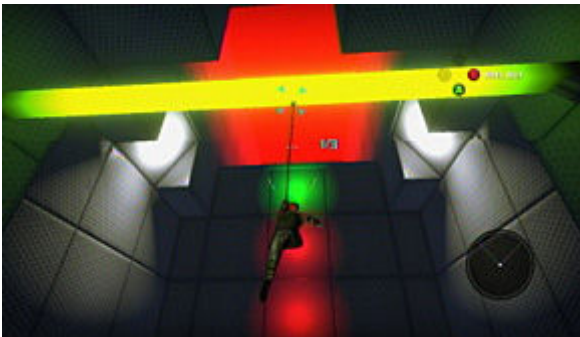
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**Swinging Tutorial - 4 Collectibles**

Jump up and grasp the bar. Let go when it tells you to, about halfway through your swing.

Run under the bar, grab it, and reorient your view while swinging. Let go in the blue again.



Now, swing off the first bar and aim for the next, don't rush it. This will become second nature eventually. For now, time your shots and swings at your leisure. Hit the second bar while you are at the peak of your release, then swing a few times and dismount onto the platform ahead.

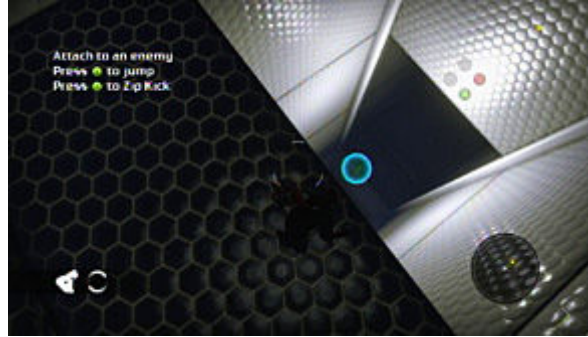
Latch on and double tap the Jump button to climb the wall.



Now, you'll have to swing at some angles to get across the next few bars. Swing at least once to line up and release at the right time. Do the same for the next two. The last one is pretty far, but you can grab it at the last second. Pull yourself up the ledge, then drop way below and go up the next. Jump off into the abyss while holding Grapple. Pull yourself up and swing across the next bar to the checkpoint.

In the area with the RELAY there are five Collectibles. Turn around and take the path up and out of the main RELAY area. You'll cross three bars and come to a deep shaft. Fall far below through the shaft for the well-hidden Collectible.

Collectible 1



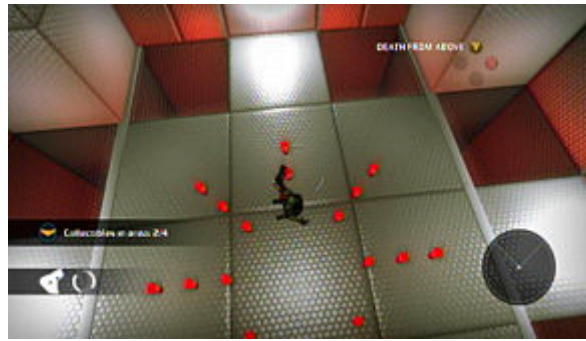
Now, grapple the three bots and press Jump twice to Zip Kick them. Grapple the central RELAY and choose "Death From Above."



Fall into the Collectible while hitting Heavy Punch to do a Death From Above move on the bots below.

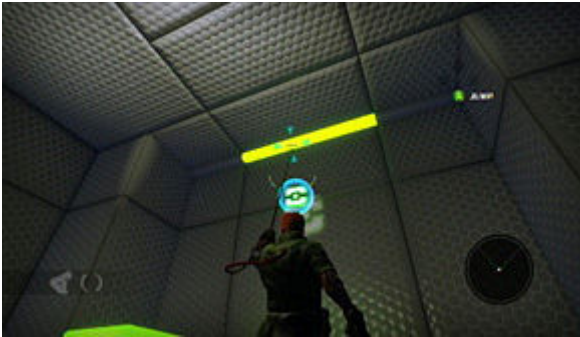
Collectible 2





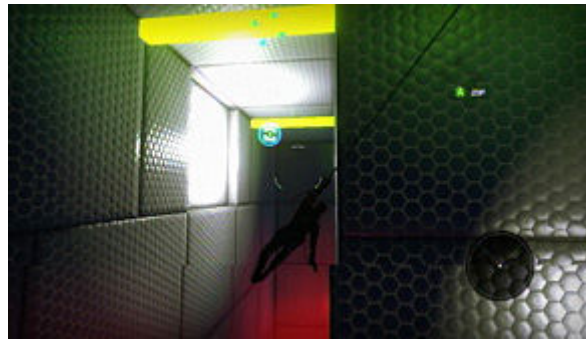
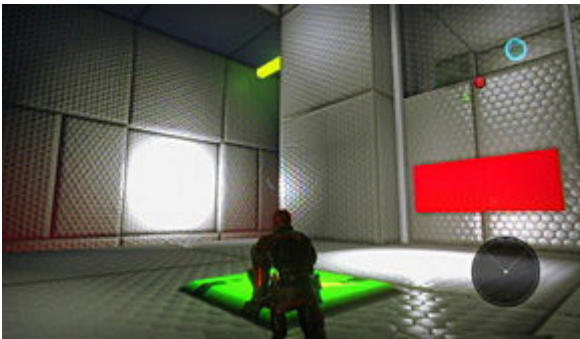
Now choose "Punch Up" from the RELAY. Turn around and grab the Collectible. Press Heavy Punch, Jump, Light Punch to send the cube flying into the bot.

Collectible 3



Choose "Rip" from the RELAY now, but before ripping, head around to the side of the area. Swing across the ceiling bars to the Collectible. You can hit it while swinging. Head back to the main area, grapple the red box and hit Low Punch a bunch of times.

Collectible 4

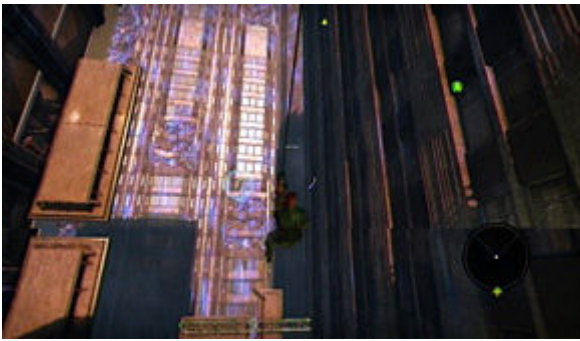


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**Ascension City Downtown IB - 1 Collectible**

Jump down to the street and grapple around the buildings and signs just ahead to get a feel for the arm. You should knock a few Challenges off your list just by swinging around here.



The area's only Collectible is high above these first signs. Using the highest sign, the NVIDIA one at the same level as the Collectible, swing and release at the fastest part of your swing to get above it and drop onto it.

Collectible 1



Run or swing across the level towards the way point. Enter the pipe to continue.

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**Ascension City Downtown II - 4 Collectibles**

At the level's opening, look above the second street sign -- you can swing to this Collectible with relative ease -- no need to speed release.

Collectible 1



Follow the street to the first Waypoint. Just ahead is a deep crevice. Look to your left to see the Collectible just past some burning ledges. Latch onto the cliffside just underneath it and yank towards it to collect it. You'll take some radiation damage in the process.

Collectible 2



Follow the crevice towards the next Waypoint, jumping and using your arm to avoid the pit. Grab the Collectible on top of the street signpost and continue onwards.

Collectible 3

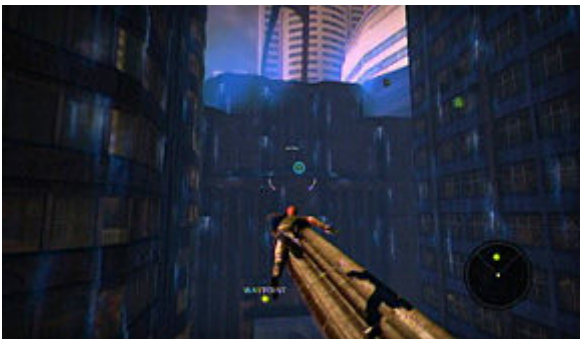
A pair of soldiers will appear. Zoom in and take them out (this should satisfy the Blood Trial Challenge). Evade them until you can find cover before shooting at them.

Before entering the garage, use the red street sign wreckage in front of the entrance to swing up to the final Collectible -- you'll need to get a perfect release to get up there.

Collectible 4

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**Ascension City Downtown Area III - 5 Collectibles**

Head down into the crag and up to the Waypoint. Ready for a fight? Swing onto the chunk of overpass and Zip Kick the two Grunts there (this should satisfy your Kick in the Back Challenge).

Ascend to the hunk of overpass above you and look out over the crater. To the right is a Collectible. Hit the girder in front of it with your arm at the very edge, then walk off the edge and swing into it (don't let go!). Swing back to safety.

Collectible 1



Shoot one of the Grunts below around the Relay, then hop down and punch out the other for the Hand-to-Hand challenge. For this you'll be awarded the Light Armor -- a max health increase!



Hit the Relay with your arm and read all the entries. Objective completed.

Hop up to the Waypoint and you'll recall your Rip ability. Latch onto the train car in the building across the way and yank it out by hitting Punch repeatedly.



Shoot the enemies in the hole in the wall and pull yourself into it. Follow the building back until you come to two surprised soldiers. Zip kick or punch them. The next pair is up the stairs a bit deeper in the building. Shoot them from cover. You can also grip them with your arm and shoot them for accuracy -- but don't hold on too long or you'll get zapped by a cattle prod. Turns out bionic limbs are good conductors...

Run up the stairs and go straight back through a hole in the wall to find another Collectible.

Collectible 2



Just outside, drop to the ground under the street you're on to find this Collectible.

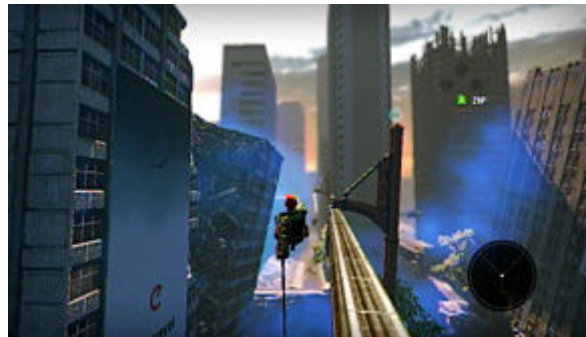
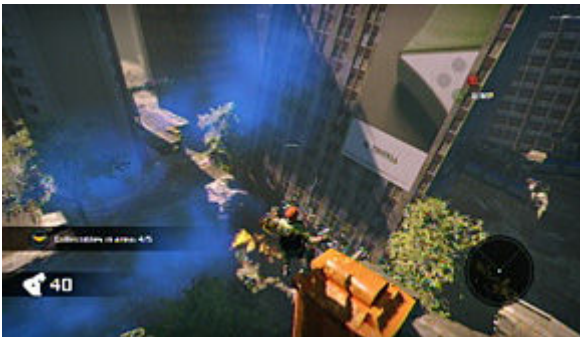
Collectible 3

Make your way along the bottom of the street, shooting Grunts. They have a holdout with banners posted above it. Killing all the enemies in the area should satisfy your Slayer Challenge. Grab the ammo here.



At the highest point in this area -- atop the red girders of the monorail line -- is a Collectible. You can pull yourself up to it fairly easily. At the top, connect to a spot under it and reel in to land right on it.

Collectible 4



Follow the elevated train tracks to a train car. Rip it down from the street section below to grab the Collectible under it. This also counts toward your Train Wreck Challenge. Now, enter the tunnel ahead.

Collectible 5

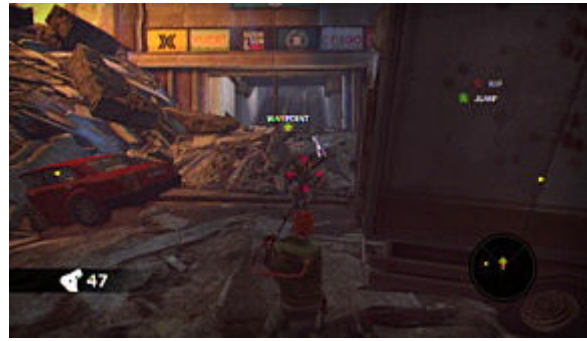


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**Ascension City Downtown IV - 5 Collectibles**

Move around the building head by going left to avoid the mines. Follow the Waypoints, but before entering the tunnel, watch for a Grunt with hand grenades. You can grab one for immediate use.



Go up the escalator and chuck your very first grenade at the Grunts -- make sure the reticule is red before you do. This should satisfy the Kaboom Challenge and get you an Ammo Upgrade for your Tungsten.



Head up the stairs and go around the corner outside to find the Collectible. Next to it is a train car. Latch on and tug it down to satisfy the Train Wreck challenge. Hop down and kill the three Grunts around the RELAY. Hack it and the area's minefield will become nicely grip-able points for your arm.

Collectible 1



Backtrack now to the first area you were in and swing across the deactivated mines to the Collectible bubble you probably saw earlier. A nearby mine will let you swing right into it without releasing.

Collectible 2

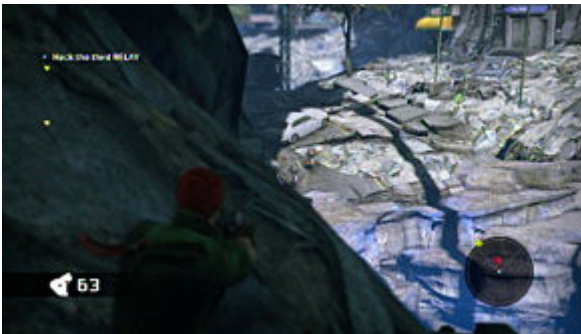


Now go back to the second RELAY area and swing across the deactivated mines to the next Waypoint. Head to the Collectible on the left side. Go inside the building and up the stairs. Rip the train down here, hopefully killing the Grunts below.

Collectible 3



Move down the street and hang a left when you can. Head towards the RELAY and move up the train tracks / girders so you can get on the roof above all the Grunts surrounding the RELAY below. Up here is grenade ammunition, so use it on one of the clumps of soldier below. try to get headshots on the others.



Hack the RELAY and read the entries for some clues to the upcoming Biomech battle. Now, look at the building in the central part of this area. It can be scaled easily by just grapple the sides. Climb it for the Collectible on top.

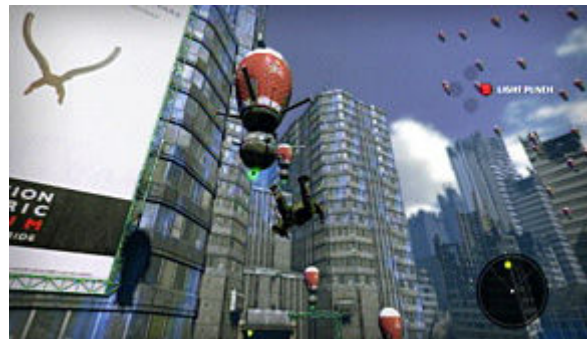


From the top of this roof, look down at the deactivated mines past the RELAY. The final Collectible is here. You'll have to swing out to it on the mines themselves. Take the high road, grabbing onto a mine from above the RELAY. Drop to one below towards the direction of the Collectible.

Collectible 5



The radiation down here is very dangerous, so be prepared to real in with a tap of Jump to let yourself "cool off" if the screen goes red. At the mine above the Collectible, you'll really get toasted. Take it easy and make your swings perfect to get back to safety -- about 6 mines away towards the direction of the Waypoint.



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**Ascension City Downtown V - 6 Collectibles**

Ascend the building to its roof to loot the crashed pod for its HIKER. You can just grapple up the sides.





Drop down and shoot the four Grunts below on the platform. Swing across to the Waypoint and kill these too -- this is a good spot to nail some weapon Challenges.



In the building, head up the stairs and shoot the four Grunts before taking a U-turn and grabbing the Collectible up the next flight of stairs at the dead end.

Collectible 1



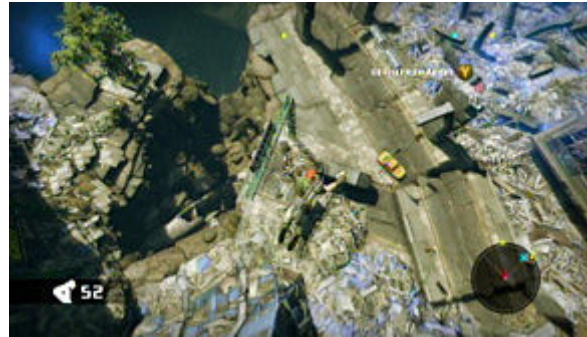
Once outside, use your new ability to smash the pipe below. Follow it all the way to the dead end. Climb the cliff wall to the RELAY and take care of the Grunts around it. After you hack it, fall down the other side for the Collectible at the bottom on the edge of the abyss.

Collectible 2



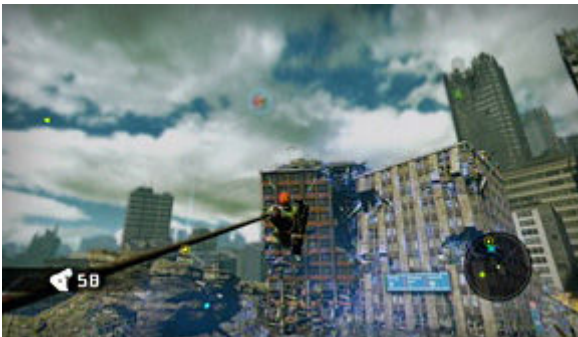
Grab the ammo around the RELAY and head towards the paratroopers via the underground pipe. You'll encounter two in the pipe itself. When you come out the other side, immediately scale the wall to the left. Up here is a Collectible and a good vantage point for a Death from Above attack on the paratroopers below. Hit them once and repeat if necessary. This should satisfy your Incoming! Challenge too, leaving you with Ammunition Upgrade 2!

Collectible 3



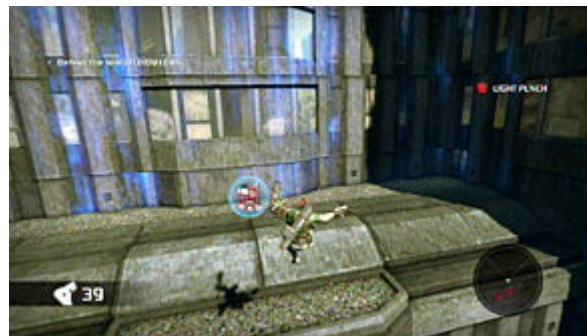
Now, after the paratroopers are gone, swing out over the abyss using the mines. Using the mine nearest the Collectible, swing and release perfectly to "fall onto" the Collectible. Immediately turn to the edge of the Abyss from whence you came and grab it to save your neck.

Collectible 4

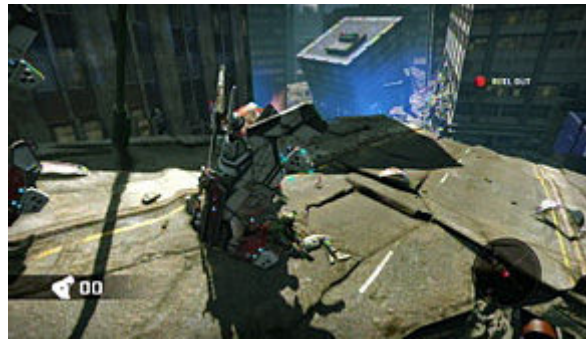
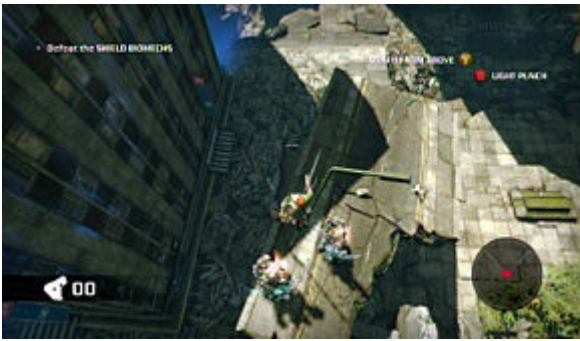


Swing across the mines and head into the tunnel. In here are four Grunts you may dispose of however you wish. Use the trucks for cover. On the other side, before doing anything grapple above the tunnel entrance and grab the Collectible.

Collectible 5

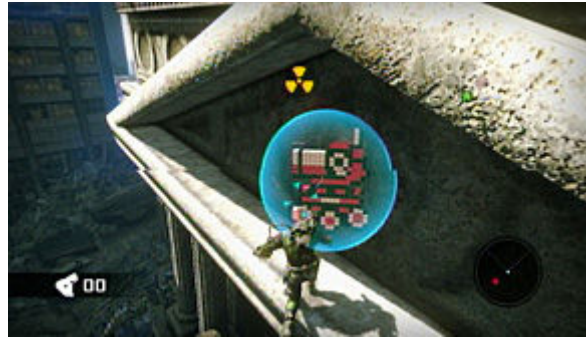


Swing from the road sign to just above the Biomech on the platform and perform a Death from Above on it to stun it and complete the Bold Approach! Challenge. Now, run around the Biomech, grappling its exhaust port and Zip Kicking it to kill it. You can backtrack and do another DFA on it to stun it if you are having problems.



Kill the other Biomech in this same way -- DFAs and Zip Kicks. Look for the bank with a classical facade in the Biomech area -- the final Collectible is above this. Head to the Waypoint to finish the level.

Collectible 6



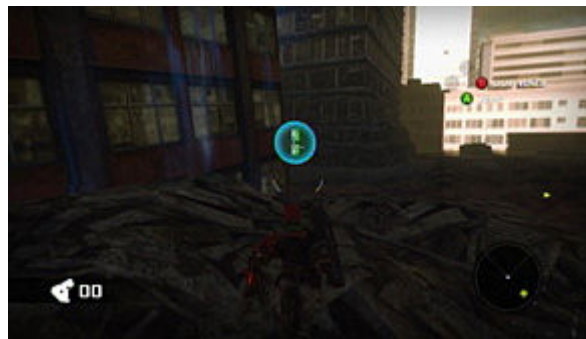
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**Ascension City Downtown VI - 5 Collectibles**

Swing down the street -- you'll want to be constantly swinging to avoid the Snipers and the deadly uhh... water. As soon as the first sight appears, go down the street on the left for a Collectible.

Collectible 1



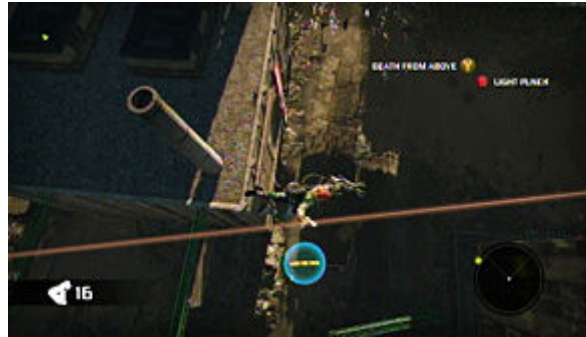
Head right for the first Sniper and punch him out. You can hop across a building top to get here if you want. If you fall in the water, your only recourse is to grapple a nearby object and yank yourself out. Behind this sniper is another in the same building. Look to the left of him to find the Collectible -- swing outside the building and back through the window of the adjacent room to get it.

Collectible 2



Across the way, on the roof with a smoke stack, is another sniper. Use the strut on the side of the building to swing to the Collectible between these buildings, then take out the Sniper.

Collectible 3



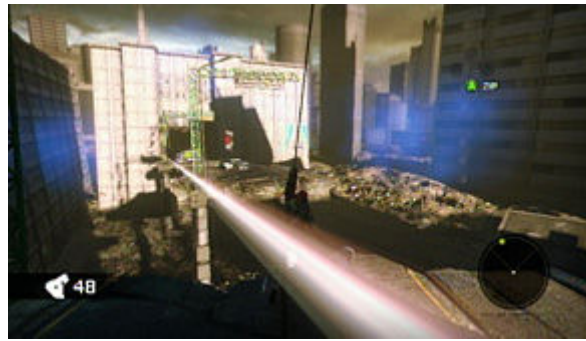
You can now see the next Collectible ahead. Just swing to it, avoiding the water far below. Kill the Sniper on the building here and head for the Waypoint on the bridge.

Collectible 4



Under the Waypoint on this bridge is another Collectible, although the far off Sniper will make swinging to this one a pain. Kill him before exiting the area as payback.

Collectible 5



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**Trent Industrial District I - 5 Collectibles**

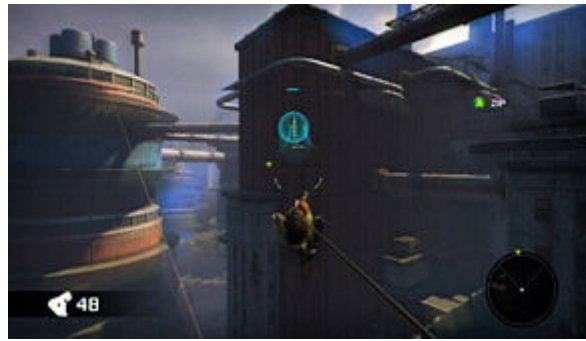
Collectible 1

When you reach the water, hang a right and look for the collectible along the bank. It's in the water and a bit hard to spot. Be sure to grapple out.



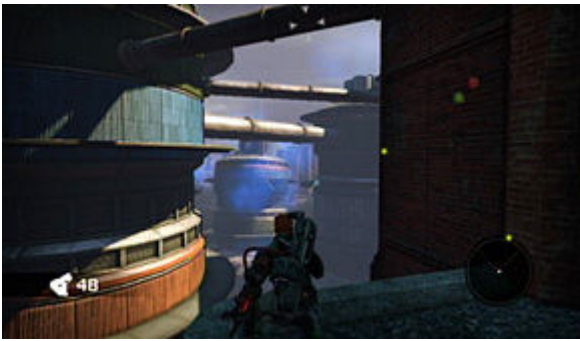
Collectible 2

Make your way towards the Waypoint. You can stay high above the water using the towers and pipes. Once you get to the first Sniper, look for another Collectible in the air between two pieces of pipe. Use the pipe to swing to it.



Collectible 3

If you make your way down the right side of the street, you can grab some grenade ammo on a ledge. From here you can see the next Collectible on the ring-ledge of a cylindrical building. Swing over to it on the pipes.

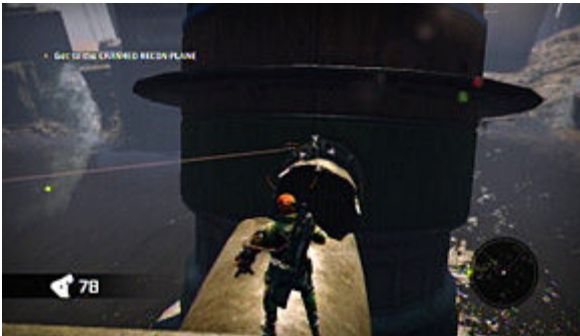


Now it's time to hunt down some snipers. As you make your way around the large cylindrical tanks, a number of Snipers will reveal themselves.

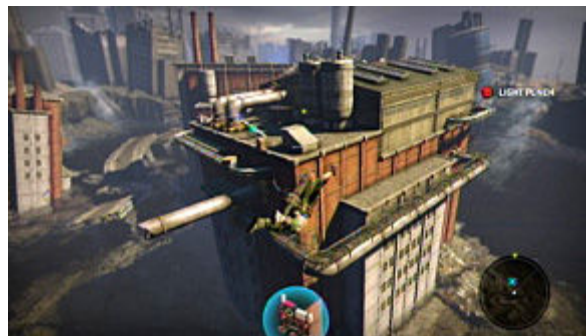
Collectible 4



Work your way over to the right of the building with the Waypoint. One large red cylinder has a large broken pipe leading to another structure -- a Sniper sits atop the pipe. In the broken pipe is a Collectible.

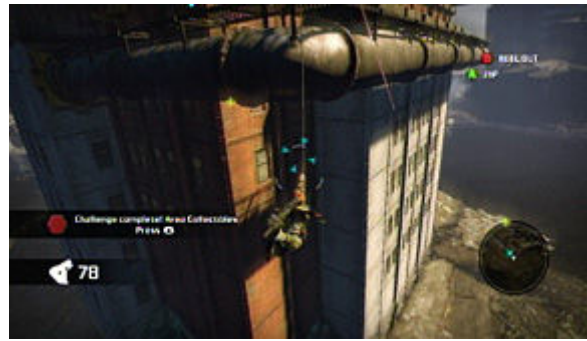


Getting this Collectible sucks, plain and simple. It's in between the red and white building and the building with the pod on it. Underneath is a deep body of water. The best way we've found to get this one is to swing from one corner of the red and white building -- it has a pipe around it perfect for grappling.

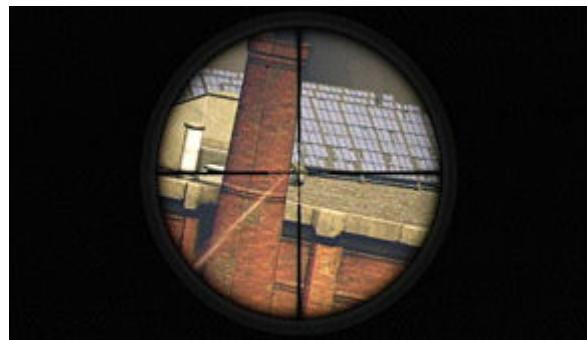


Swing and release perfectly to fall onto the Collectible. Shortly after, if you can't reach the other building, aim for the

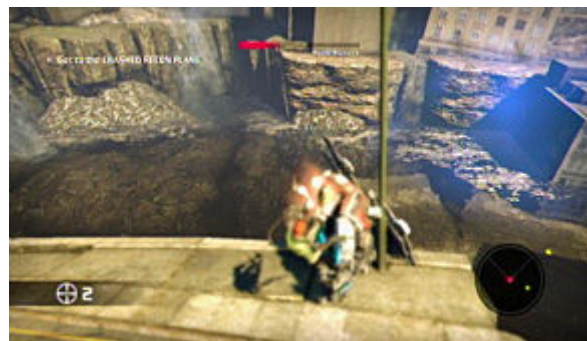
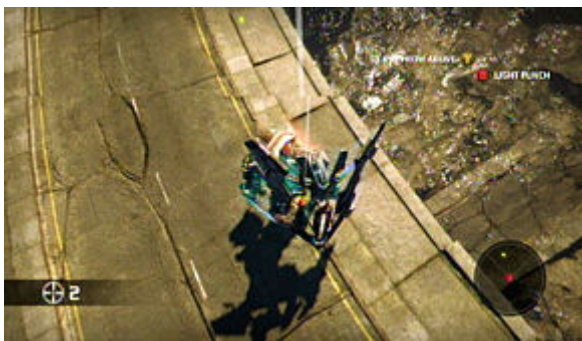
underwater wall ahead -- the only thing you can hit. Once you are near it, desperately grapple the side of the building ahead to pull out at the last second. We hope you cleared out the snipers, since they are all aiming at this building!



Grab the YELENA and you'll ditch your other weapon. Now, head over to the adjacent building and clear out the Snipers. A Biomech and several Grunts stand between you and your goal. Be absolutely sure to rid the area of Snipers with your YELENA before going for these.



Snipe or Zip Kick the Grunts on the broken bridge sections below. Use DFAs by grappling the street lights around you to stun the Biomech. Zip Kick its exhaust vent to take it out and you'll complete the Fair Fight Challenge and get The Bullet Hose -- a RoF increase for the SJMG.



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**Trent Industrial District II - Collectibles - 3**

Move forward through the framework into the building and nab the Collectible in plain sight.

Collectible 1

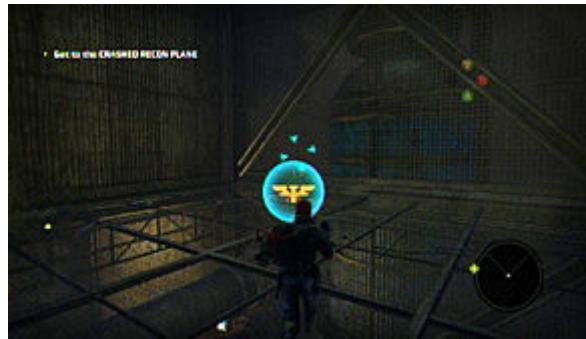


With your new punch ability, hit a forklift into the air, jump and punch it into the cracked wall. Make your way down the corridor and use your new ability on any unfortunate Grunts you encounter. With the furniture flying, they'll hardly have a chance to counter your advances. Take out the Mech with usual Zip Kick / DFA strategy.



Above the area where you fought the Mech, you can follow the rafters around to a side room. Pull yourself up and search this area -- the Collectible is up here.

Collectible 2

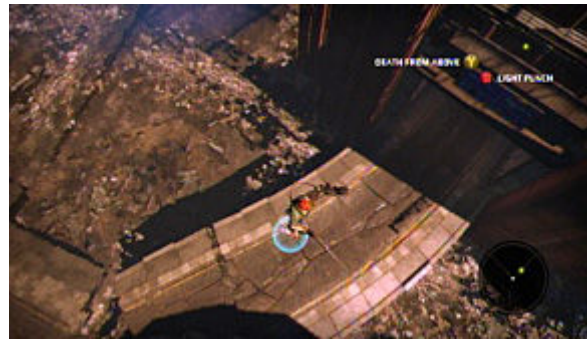


Just ahead of the Mech battle site, you can bust through another wall with the punch / forklift maneuver. The end of the level is just ahead.

Use a point about halfway up the crane arm to swing to the last Collectible. If you miss, jump to the crane base and yank yourself back up. If you accidentally hit the water you are done for unless you pull yourself out via a grapple shot to the crane -- beware!

Collectible 3





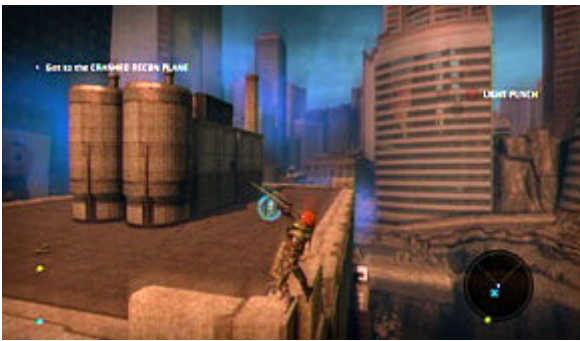
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**Trent Industrial District III - 8 Collectibles**

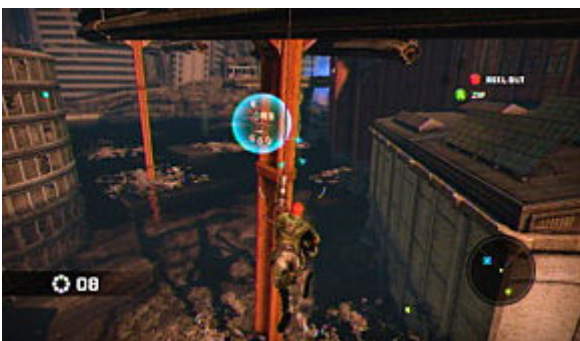
Yet another pod drops on a building across the way. Before heading to the pod, take a detour to the building top to the left for a Collectible.

Collectible 1



Near the pod at the beginning of the level are three elevated train cars. Stand on the rail above them and rip each one down. The Collectible is under the final one.

Collectible 2



The pod still awaits, but try to snipe any Grunts you can see with your rifle before swapping it for the Hiker. Your Waypoint marker will lead you to a building with three Grunts, including snipers. Backtrack to the Hiker and move on.

On top of the building with the first snipers lies a Collectible in the rubble of the building's rooftop. You'll want to take out all of the remaining Grunts below before moving on. Hit them with a DFA, then take them out however you see fit. Use the girders to swing to the next building and pull yourself up.

Collectible 3



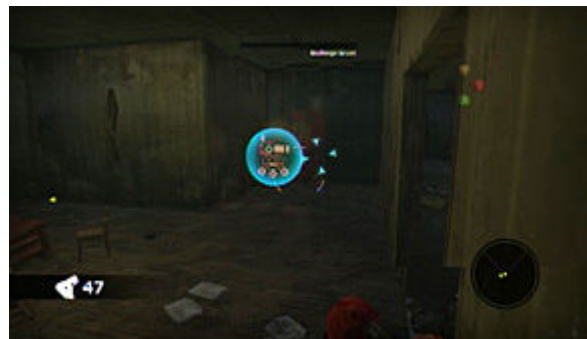
Use the street sign to swing and release above this Collectible. As you fall, turn towards the sign behind you, halfway up the building. If you hit the water, it's curtains.

Collectible 4



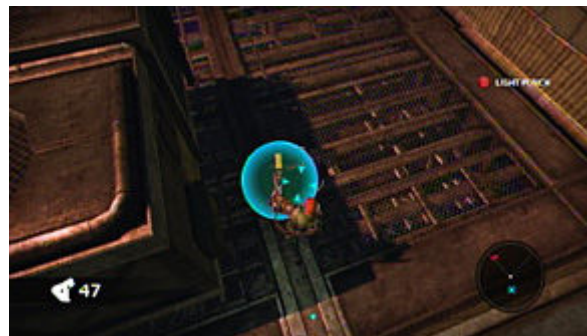
You still haven't reached a checkpoint as you swing into the building, so whip out your Hiker and try not to let the Grunts overwhelm you. At each level there are a few to greet you, so take them out one at a time by peeking over the top of the stairs. Watch your radar and you'll be better off. At the end of this segment, be sure to grab the Collectible in the corner of a room.

Collectible 5

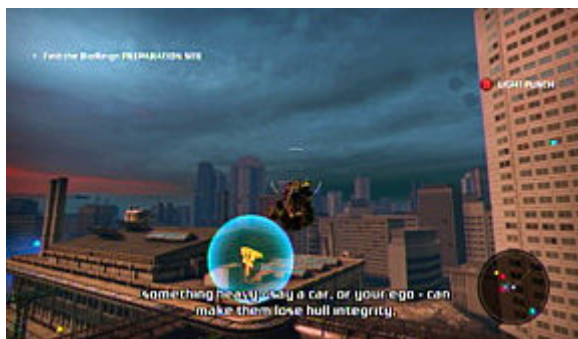


Here you'll acquire the Green Matrix, which will open green doors in parts of the game. Hop down to the roof in front of you and, before grabbing the pod, get the Collectible on the corner of the building.

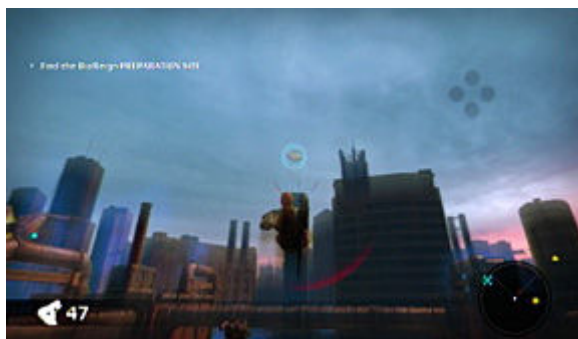
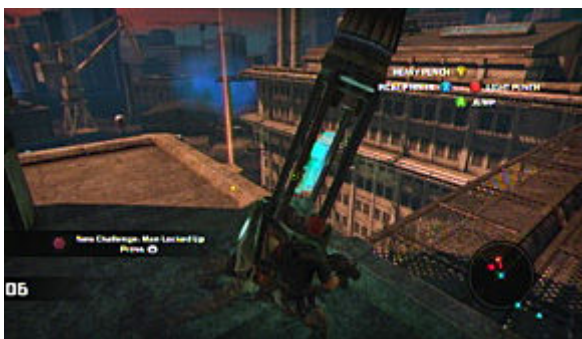
Collectible 6



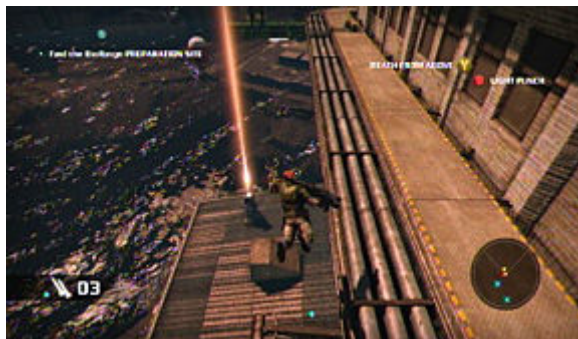
The next Collectible is in plain sight between four pipes just ahead. Be sure to take out the Grunts at the base of the building before swinging for this one. The YELENA in the pod will be of great use for clearing out the Grunts below. As soon as you kill a few, flying Polycraft will appear.



On a rooftop nearby is a Tarantula Rocket Launcher. This can easily take out one of the Polycraft by holding the trigger to lock on, passing the reticule over the yellow targeting circles on a Polycraft until they turn red, then letting it rip. Destroying your first Polycraft satisfies the Anti Air Measures challenge and awards you the Hollow Point -- a damage increase for the Tungsten.

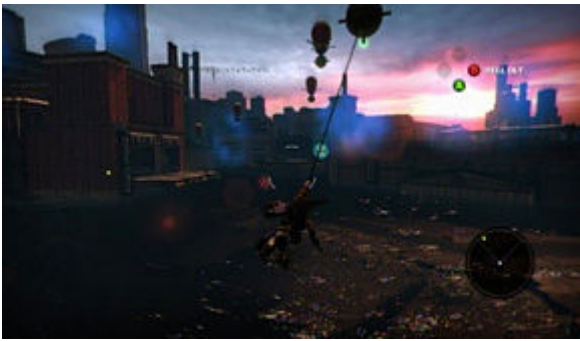


If you Zip Kick the other Polycraft 3 times, you can satisfy the Torn Into Pieces challenge as well - but this isn't as easy as it sounds. After one is down, you should be able to lure the remaining Poly into the area between the four pipes. From here, swing at it and get a grip -- you need to get in pretty close to do so. Immediately Zip Kick it as many times as you can -- you may get lucky and get in three.



Land at the RELAY and deactivate the minefield -- you'll get a checkpoint here, phew! Swing across the mines and don't forget the last Collectible, which you can swing to rather easily -- no need to release.

Collectible 8



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**Trent Industrial District IV - 6 Collectibles**

Collectible 1

Swing across the buildings over the water and you'll see a Collectible soon enough to the right. Ignore the pod on the ground -- if you still have the Tarantula KEEP IT. Use the NVIDIA sign to get a good swing over to it.



Collectible 2

Look around from the rooftop with Collectible 1 and you'll see a bridge in the background with a bus on it. Using the piece closest to you, grapple to it. The Collectible is on top.



Follow your waypoint to the building marked. Shoot the Grunts inside with your Tungsten from a distance or use your Tarantula round if you still have it to get the Man Locked Up Challenge satisfied and your Tarantula will gain the Four the Win! Ability (lock on to four targets simultaneously).



You can lead even more enemies to the hole in the building and hit them from above with a DFA or grenade. If you hit four Grunts with the grenade for "The Turn" Challenge you'll be able to pocket one more grenade. At the end of the building segment is another pod, but your Tarantula will still come in handy.

Clear out the immediate area before swinging for the Collectible. Head straight for the Grunts on the ground ahead around the RELAY, then get ready for a Polycraft. If you still have a Tarantula, use it. Lock on and take out the Poly with one or two shots -- finish it off with your Tungsten if need be. To get the Collectible, get a good swing in from the sign nearest to the hole in the building. Hack the RELAY on the building top but don't cross the mines.

Collectible 3



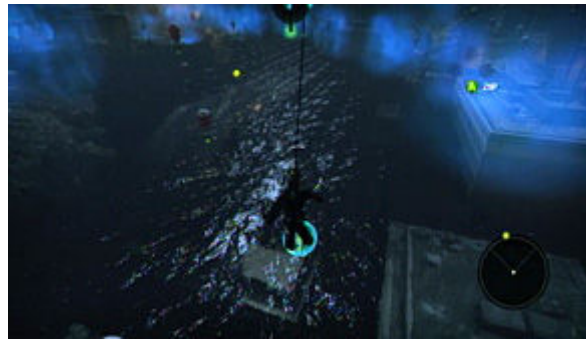
Now, survey the area behind the building you traversed. You can swing from two pulleys on that building to an island with this Collectible and a satellite tower. Use this tower to swing back to the pulleys.

Collectible 4



Now, take to the sky using the mines. Swing to the Collectible and you'll get a checkpoint just after it. The busses in the water can be traversed by grappling them then pulling yourself up onto them. It's slow going, but effective. Use the final bus to get back onto the mines. Don't skip any of the mines -- always go for the nearest one.

Collectible 5



At the end of the mines, drop to the rocks below for the final Collectible. Head into the warehouse and you'll be greeted by a cutscene. Afterwards, hop into the abyss to finish the level.

Collectible 6



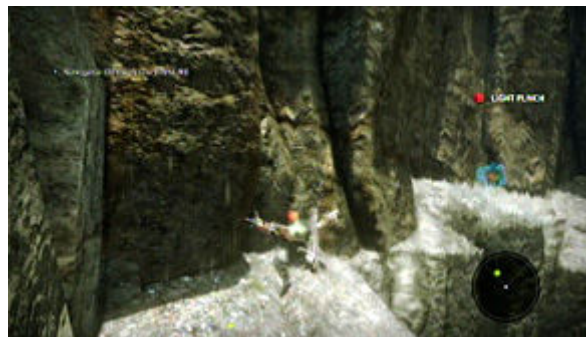
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**Fissure 1 - 6 Collectibles**

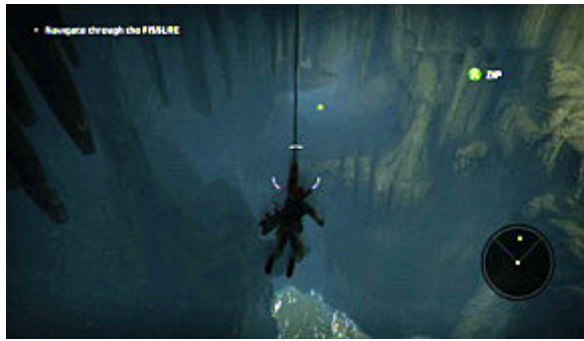
you can find grapple holds aplenty just above your starting location. On a sunlit precipice above you'll find a Collectible.

Collectible 1



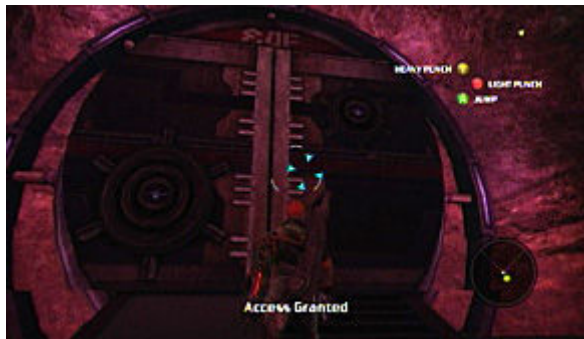
Swing across the abyss and drop into the chasm, occasionally gripping the wall on the way down in order to break your fall. Halfway down is a Collectible in plain site. Grip the arch at the bottom and swing into the cavern.

Collectible 2



Look for the sunlit area on your right as you swing. You'll find a Collectible up here. Just ahead of here you'll find a sealed purple door -- the Purple Matrix unlockable (see our [Cheats section](#)) from Bionic Commando: Rearmed unlocks them room. Inside this room is a lounge chair and a radio blasting the original NES Bionic Commando music, along with a message from a past enemy. Also, you'll find a statue set of what appear to be spider robots...

Collectible 3

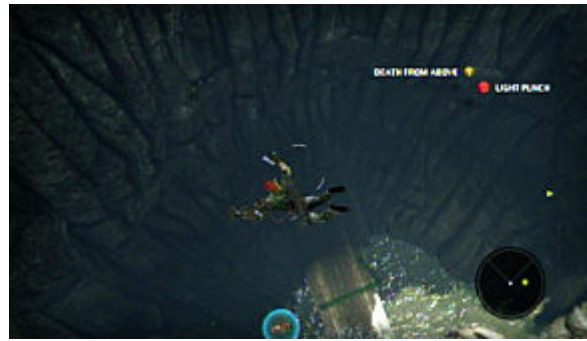


Meanwhile, in the Fissure, swing a Collectible can be above a waterfall on the right as you continue down.



Collectible 5

You can pick this one up over a large gap. Swing way out to it -- you'll need speed and some minute adjustments to fall right on it.



Swing through the cave using the jutting out pieces of rock. At the end you'll get the Throw ability, or "Kite" ability. Using this you can toss boulders and other heavy objects at highlighted targets. After grappling an object, press Heavy Punch to lift it, then Punch to throw it. Backtrack to the sunlit area just before the one with the blocked passage. On a ledge you'll see two kite-able rocks. Look across the way and you'll spot a Collectible behind some rocks. Kite one of the boulders and, when the reticle turns red, send it flying at the blocked wall. Swing over for the final Collectible.

Collectible 6



Do the same thing at the roadblock at the end of the level. Make your way to the tunnel exit ahead.

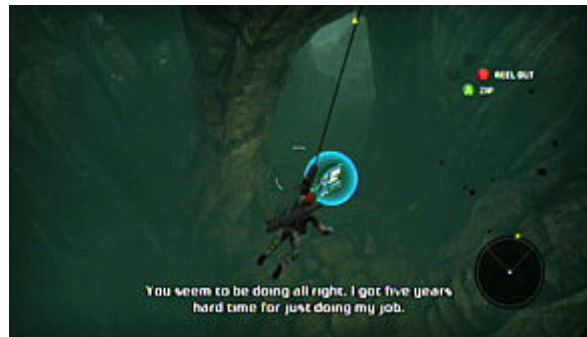
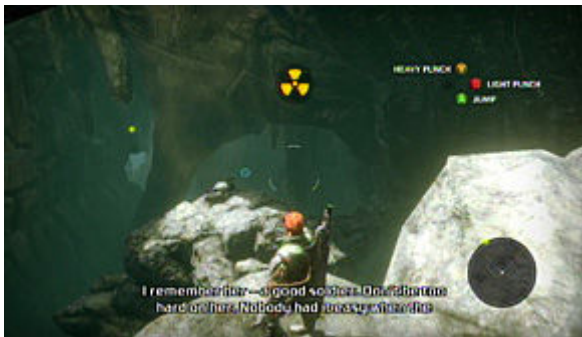
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**Fissure II - 4 Collectibles**

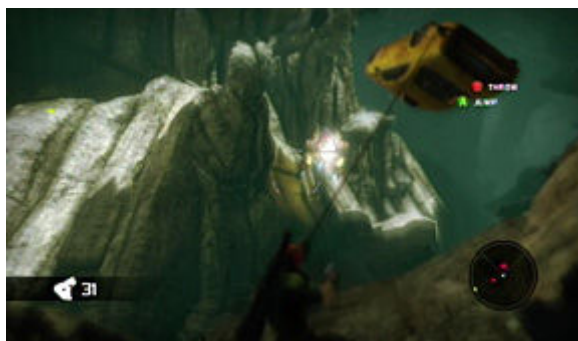
As you make your way through the Fissure, you'll come upon a sunlit ledge with a car on it. Just ahead under an arch is a Collectible.

Collectible 1





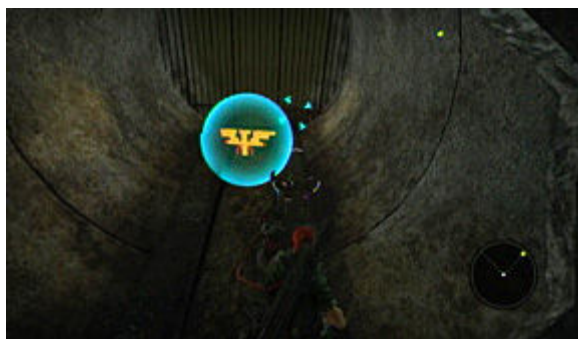
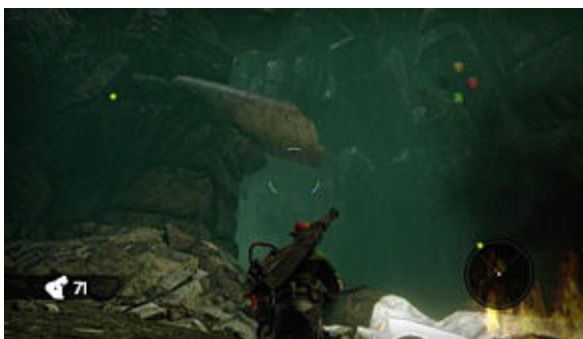
It's easy swinging through this section, but soon a Polycraft will show up to ruin your day. As soon as you see the Polycraft, be on the lookout for another Collectible. It's up high under a natural bridge.



Now you'll have to take on that Polymech. Your new move can be of some assistance here. Find boulders and cars to kite / fling at it -- three hits should take it down! There are also plenty of Grunts around here, so throw some stuff at them as well -- this should satisfy the Receiving End Challenge to boot.

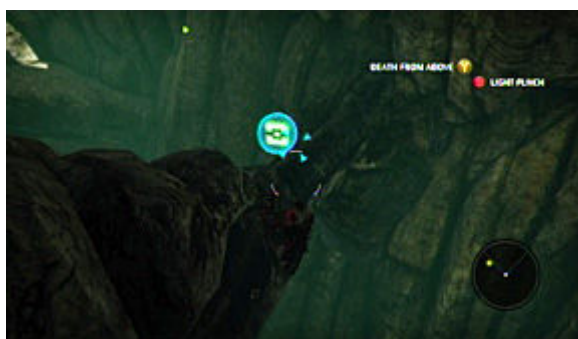
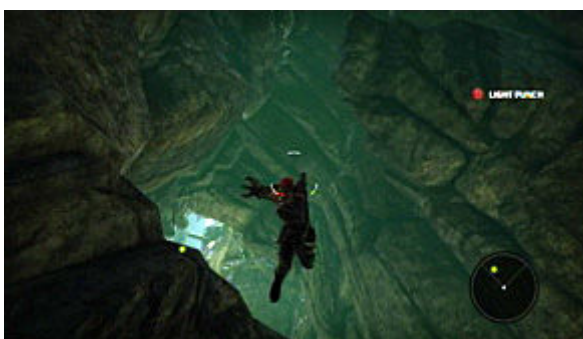
After all the Grunts are cleared out, move on. You'll see a broken pipe down the way and a Collectible just past it. There's also a collectible in this pipe, so don't miss out.

Collectible 3



The final Collectible is above a natural bridge just ahead. You may see paratroopers sail down in a sunny area ahead -- prepare for a fight. Get headshots from afar or fling detritus at them -- don't move in close and risk being overwhelmed. Be sure you have all the collectibles before moving on! The end of the level is just around the bend.

Collectible 4



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**Ascension City Downtown VII - 0 Collectibles**

Climb out of the trench and onto the street sections just as the cavalry arrives. Grab the Bulldog grenade launcher when it lands in the pod. Kite the nearby car at a Poly, then use a combination of Zip Kicks and Bulldog shots to finish them off. You'll have to wait until they are still to hit them with the slow firing Bulldog. They seem to pause when firing missiles -- just be sure to get out of the way if you miss with your Bulldog shot! Save some Bulldog ammo for later, too.



At the top of the building with the RELAY you'll find more Grunts, and some will parachute in when those are taken care of. Try to hit clumps of them with Bulldog fire to satisfy the Let the Dog Out Challenge and you'll get the Firestorm -- a Bulldog blast radius upgrade. Hack the RELAY and hop down towards the Waypoint - a Green Matrix Door.



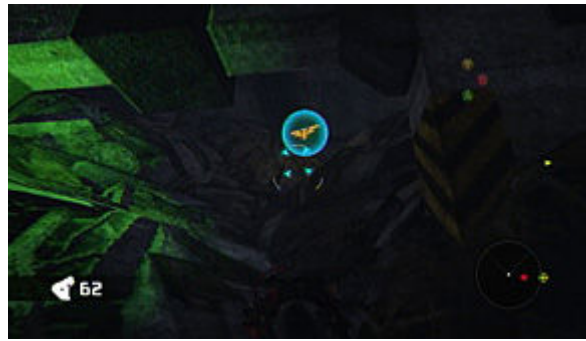
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**Ascension City Downtown VIII - 3 Collectibles**

Flip around at the start and grab the Collectible to the right of the green glowing door you came through.

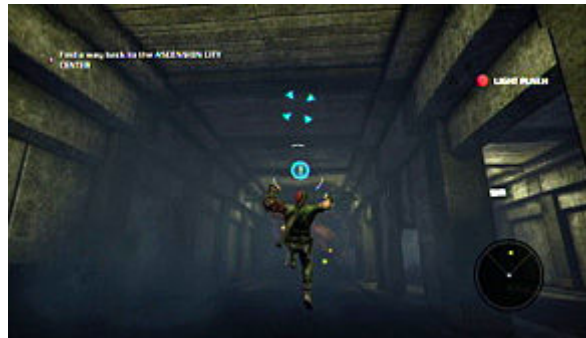
Collectible 1



A Biomech (standard Behemoth) will appear just ahead. Fling cars at it until its life is depleted. You can use the same car if you keep track of it. A direct hit will stun it long enough to get in another, so chain them up if you want to make short work of it.

As you make your way down the left side of the tunnel, grab the obvious Collectible on the ceiling.

Collectible 2

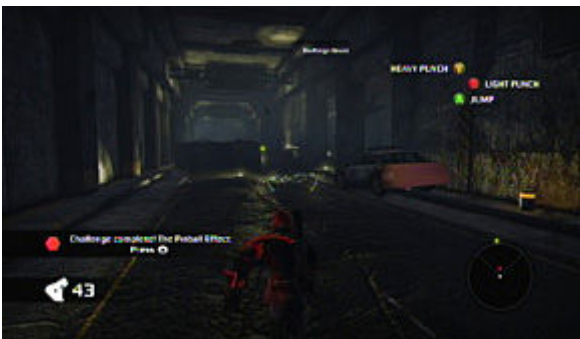


Just pass the flames are some unsuspecting Grunts. If you still have Bulldog ammo, grapple the ceiling and shoot it at them for an easy Explosive Delivery Challenge. The reward, Reloaded, will decrease the reload time on the Bulldog.

As you head down the tunnel you'll encounter more and more Grunts. Toss vehicles at them and you may just satisfy The Pinball Effect Challenge.

After about 10 Grunts the coast will be clear and you can move on. Just down the left side is a white bus with a red stripe. Grab the final Collectible at the head of the bus.

Collectible 3



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### FSA Avenue - 5 Collectibles

Collectible 1

Grab the SJMG when it drops. This powerful machinegun is great for clearing out clumps of Grunts. Head down the avenue quickly to avoid the sniper fire. Up at the sniper roost is a Collectible. Drop down and take out the Grunts with tossed vehicles or your SJMG.



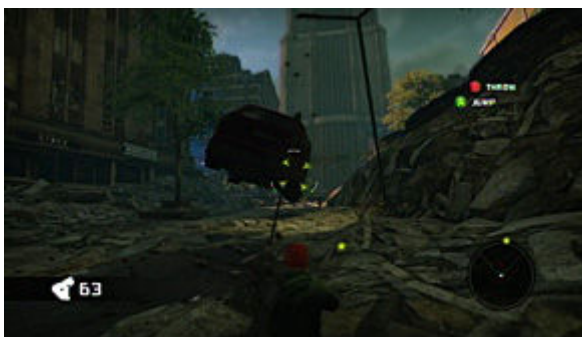
Collectible 2

Just ahead, two groups of five or so Grunts will challenge you. Take them out with cars, or your Tungsten from a distance. Look to your left for a large entrance to a building with a row of escalators inside. In here you'll find the second Collectible.



Collectible 3

Still more Grunts come down from a hill to the right. Make sure you have a car handy to toss at them. Just ahead you'll have bigger fish to fry. Two Mechs appear on the ground ahead -- look above the area they came from for an easy to spot Collectible.



Collectible 4

The Mechs can be handled fairly easily due to the Bulldog dropped in the pod ahead. Just past there are ample cars available to toss at the Mechs.



After they are disposed of, grab the Collectible to the right of the Mech battle area behind a large truck.



Before exiting the level, head to the opposite side of the level from the aforementioned Collectible and pick up the final Collectible on the edge of the abyss.

Collectible 5



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«	<a href="#">Ascension City Downtown VIII</a>	<a href="#">FSA Avenue</a>	<a href="#">The Buraq</a>	<a href="#">Video Walkthrough: The Buraq</a>	»
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### The Buraq - 2 Collectibles

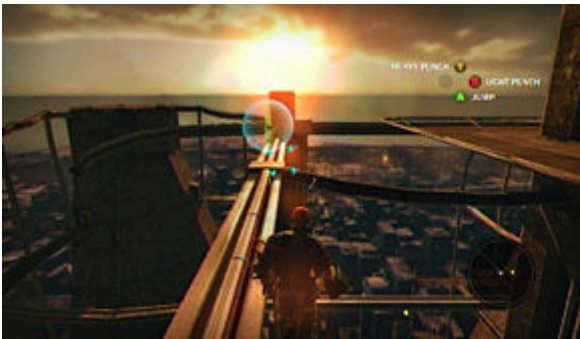
Before doing anything, climb up above the RELAY and grab the Collectible. You'll have to swing way out to it, but you won't die if you drop to the ground below.

Collectible 1



Scale the other side of the building for a second collectible sitting on a girder.

Collectible 2



Now, hack the RELAY on the ground where you started. This will save your game.

### Boss Battle: The Buraq

The Buraq Helicopter is a pushover as long as you have the right weapon. In this case, that weapon is the Tarantula. At the start of this fight, just avoid the Buraq's fire by swinging around the construction site. You should notice a rocky pillar

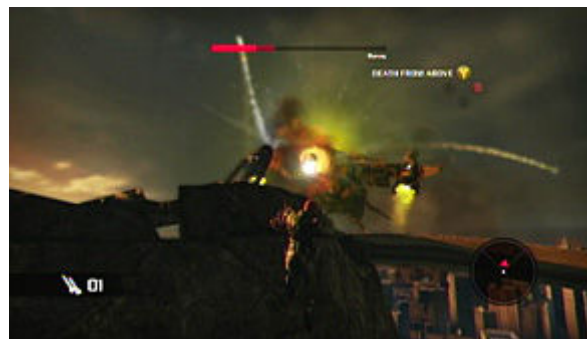
in each corner. On one of these, a pod will soon land with the Tarantula in it. These will continue to rain down throughout the fight, so keep an eye on your radar and HUD for the blue icon when you need ammo.



The key to taking out the Buraq may be the Tarantula, but using it right is just as important. When you activate the Tarantula, it shows the spots on a target that it can lock on to in yellow. You'll have to manually direct it at all three of these spots on the Buraq to deal damage after the first volley as it sends chaff out to deter two out of your three shots. Thus, if you lock onto all three of its spots, one missile will hit it out of each three you simultaneously fire.



After hitting the Buraq, Polycraft will be summoned. We chose to take these out with the ample ammo so as to get out Polycraft kill counts up for the challenge. You may totally avoid them if you'd like and focus on the real threat. Four direct hits will take it out.



For beating the Buraq, you'll be awarded with the Six Shooter, which allows you to lock on to six targets with the Tarantula. And the Blue Matrix.



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### Video Walkthrough: The Buraq

With all of the tools that you need at the tips of your fingertips, let's go over the three bosses found in the game. Firstly, you'll face off against the Buraq. It's a large, heavily armed helicopter that does nothing but shoot at you. The biggest obstacle you'll face here is the need to keep moving. As long as you stay mobile and swing around the environment, you'll be able to evade the incoming fire.

As much as you shoot at it with your standard sidearm, you'll do zero damage to the Buraq. However, the home base is seeing exactly what's happening and will support you as best as they can. This comes in the form of the tarantula guided missile launcher. With this, you'll be able to lock on to the Buraq and put on some serious hurt to this flying nuisance.

As you progress through the boss fight, you'll encounter multiple polycraft, keeping you from focusing on your ultimate goal. When they appear, shoot them down with the tarantula as soon as possible. Don't worry about conserving ammunition - when you run low, your home base will send in some more missiles to replenish your weapon.

Just be mindful to keep moving and avoid enemy fire and you should be fine. Eventually, you'll be able to land the final blow against the Buraq, knocking that jalopy out of the sky.

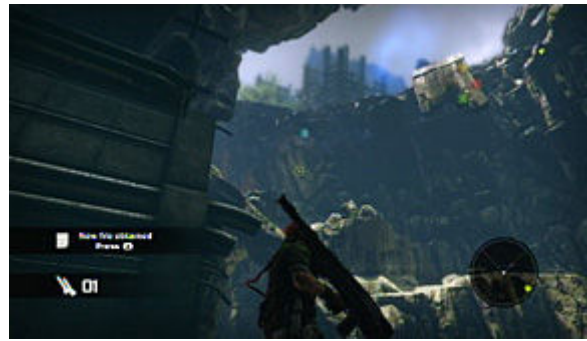
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«	<a href="#">Fissure III</a>	<a href="#">Saints' End Station</a>	<a href="#">Fissure IV</a>	<a href="#">Ascension City Park I</a>	»
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### Fissure III - 3 Collectibles

Hop down into the hole just ahead and swing through the tunnel. On the other side, look up and you'll see a pod and a Collectible. Climb it as fast as you can and grab the SJMG in the pod. Look up again and you'll see very, VERY large mech above, and a swarm of smaller craft coming down at you. Toss a vehicle into one of these to satisfy the Pull! Challenge, then hit as many as you can from your high vantage point with the SJMG.





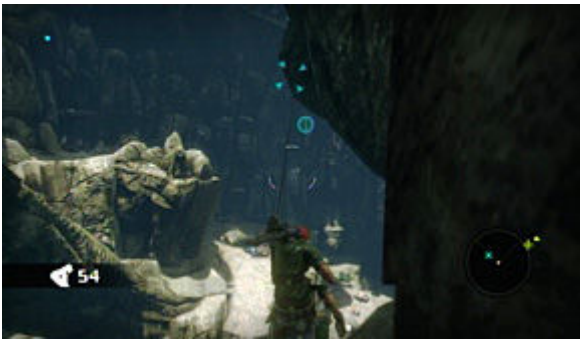
After hitting about a dozen tiny mechs, they'll move on. Now, look for a Collectible on a ledge up high -- just above the pod. Beware of radiation.

Collectible 1



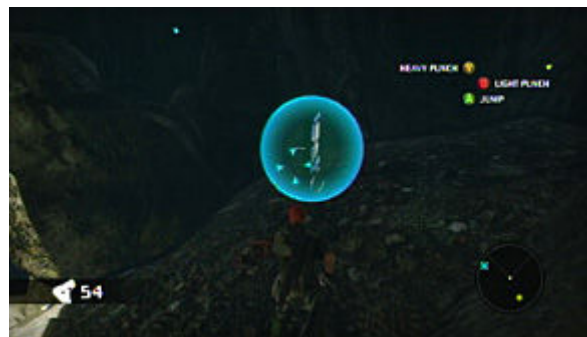
On your way down, look for the Collectible by the natural bridge. Don't swing to it from here, though. Instead, look for a spot that juts out of the cliff wall that allows you to swing close to it. This is a tricky one to land on, so prepare for some climbing and repeated tries.

Collectible 2



Back track to the tunnel entrance and look down to spot the final Collectible, far below in this shaft you've been navigating. Head to the Blue Matrix door above and follow the waypoints onward.

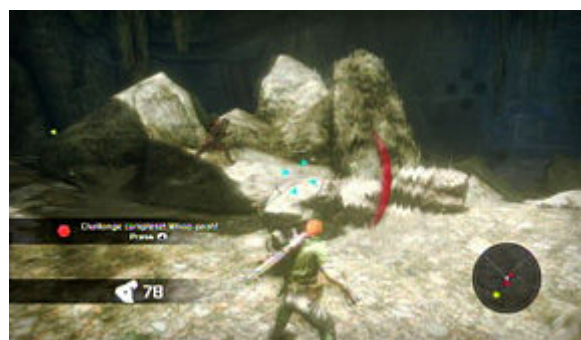
Collectible 3



Down a ways is a Biomech. Use the ample supply of boulders nearby to throw at the Mech. Stay above it to recover, and try to jump right as it charges to avoid its area-affecting attacks. After its gone you'll get the Whip Spin, an Adrenaline attack.



With your new Adrenaline move, the Whip Spin, head into the fray and whip some Gruts to satisfy the Whoo-paah! Challenge. This will give you the Super Charges upgrade, a damage increase for the Tungsten.



Finish off the remaining Grunts with DFAs and Tungsten rounds, then move to the Waypoint to end the level.

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«	Fissure III	Saints' End Station	Fissure IV	Ascension City Park I	»
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**Saints' End Station - 5 Collectibles**

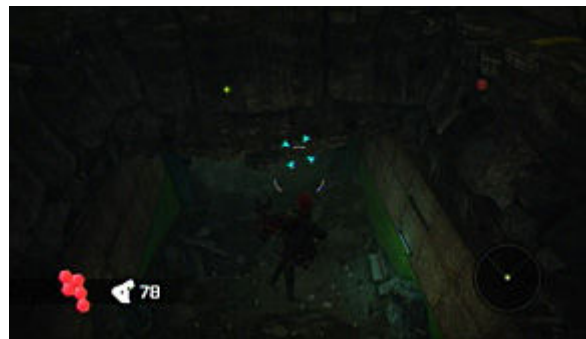
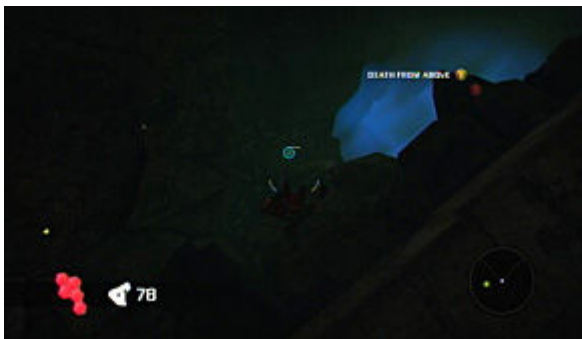
Collectible 1

Enter the train station and look to your left immediately for a Collectible on the tracks. Sneak up behind the guards and bang one into the others with your throw ability.



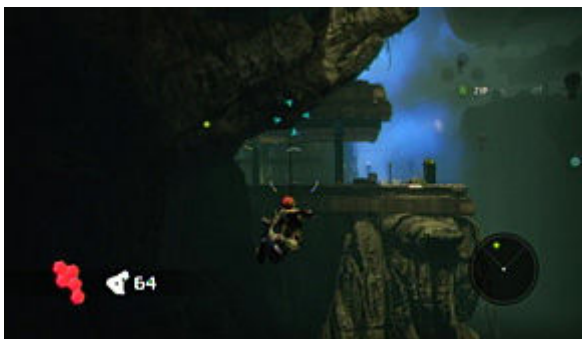
Collectible 2

Look off into the hole below the train to find a ledge with a Collectible on it. Use the next grunt you see to get the Go To Heaven Challenge by kiting him then shooting him in the air at the end of your outstretched arm.



Collectible 3

Swing across the chasm into another train tunnel to grab another Collectible below the guarded platform above.



From here you can clearly see another Collectible, but it's below an active mine. Let's take care of that, shall we? Head up above and kite the Grunts into one another to satisfy the Down to Earth Challenge.

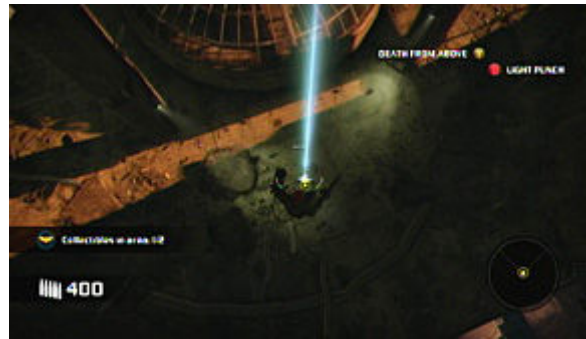
Continue into the train station, taking on Grunts as you see fit. As you make your way through the Waypoints, you'll encounter groups of two or three. Just Kite and shoot them one at a time. At the RELAY, don't hack away just yet. Instead, pass it and follow the train tunnel back to a Collectible. Now, hack the RELAY.

Collectible 4

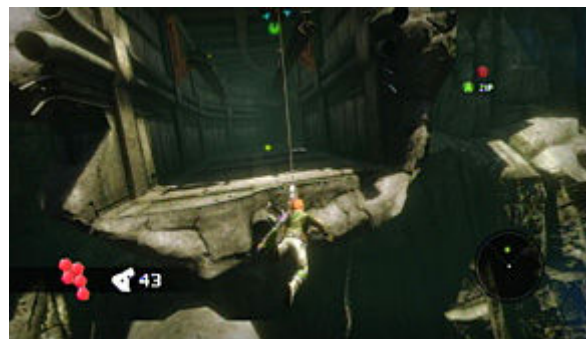
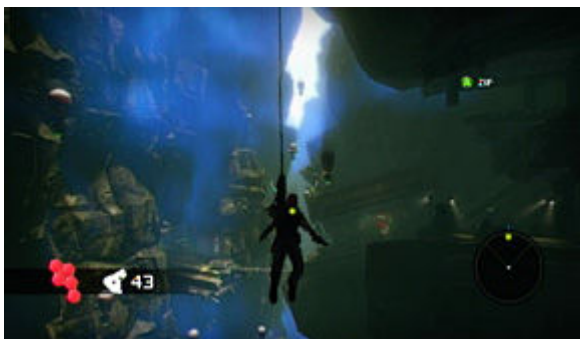


Hop down from the RELAY platform to the mine below with the Collectible underneath it. You'll need to zip up to the mine, then grip the very tip of the mine and reel out to get the Collectible.

Collectible 5



From here it's just a hop, skip and a jump (and about 20 grapples) to the end of the level. Backtrack from the low mine to the upper ones and take the high road or risk radiation. You can use the rock formations and the mines to get to the waypoint easily enough.



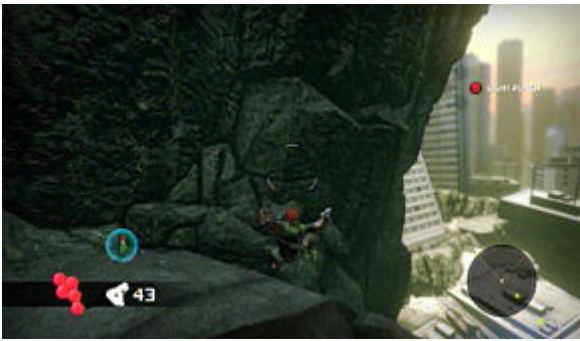
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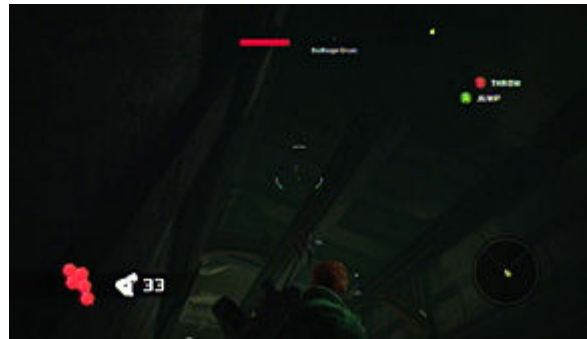
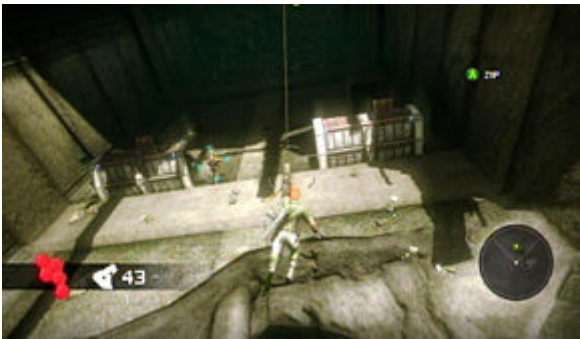
**Fissure IV - 5 Collectibles**

At the outset of the level, climb up onto the outer edge of the pipe you start in to grab the first Collectible.

Collectible 1



Swing through the initial tunnel and kite / shoot the poor sap wandering it alone. You're your way through the winding path ahead, using the kite / shoot technique to kill the Grunts one at a time. As you do so, you'll most likely meet the Shoot 'Em Up! Challenge and win the Faster Reload 2. This decreases the YELENA reload time.



At the end of this path is a stack of blue barrels with a Collectible behind it. Below is a red launch pad with a Grunt on it who can be destroyed with a DFA.

Collectible 2



Use the barrels and other things lying around to toss at the enemies across the way around the RELAY. Swing over and out to the next Collectible. You can pull yourself up onto the ledge it rests on. Now, head to the RELAY and hack it to turn off the minefield.

Collectible 3

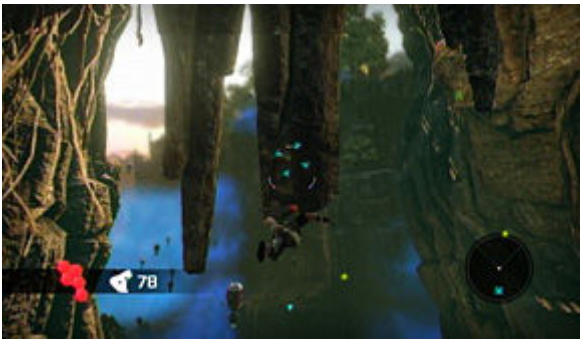


A Polycraft moves in after you hack the RELAY. Toss a few barrels at it from the nearby supply (be sure you pick them up in an area with enough room to toss them). If you want, you can finish it off with an Adrenaline move by grappling it (above solid ground!) and pressing both punch buttons. This leads to an animation and will also satisfy the Spence is In the Air Challenge. If you've been keeping up on your Poly kills, this will also satisfy your Poly Cruncher Challenge.



Move up the rocky path, tossing barrels and boxes at the paratroopers. This next Collectible is a supreme annoyance. It's seemingly out of reach over a large, deadly abyss. Although you can swing to it from the second mine, it's a tad easier to swing from the stalactites at the opening of the cave.

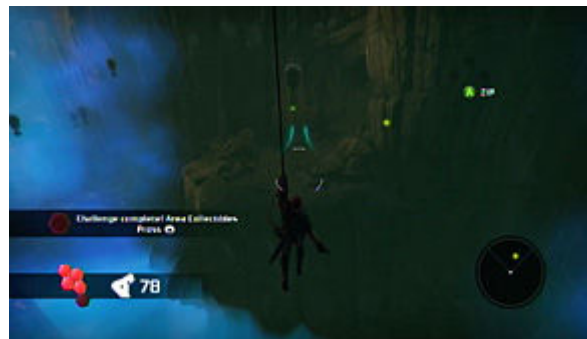
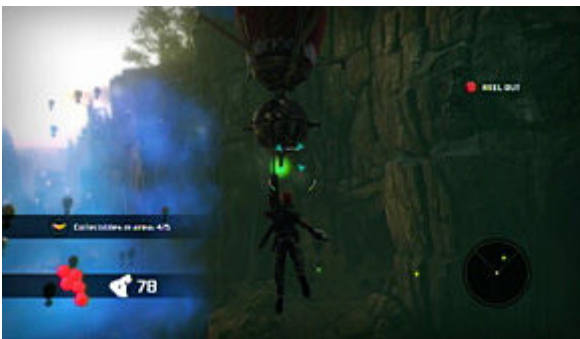
Collectible 4



A big swing to it should always be followed by an about-face in mid air as you drop so you can catch the nearby wall. You'll probably miss a few times so perfecting this technique is essential.

The next Collectible can just be swung into from the second mine. The end of the level is just ahead -- don't screw up or you'll be back at the Poly battle!

Collectible 5



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**Ascension City Park I - 7 Collectibles**

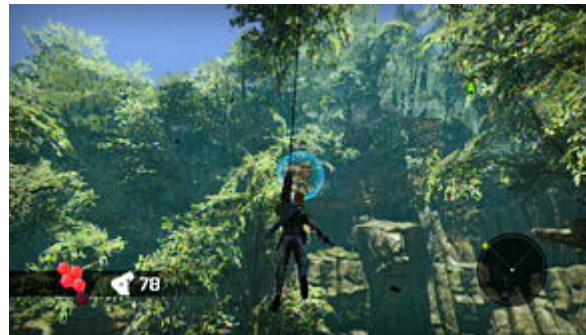
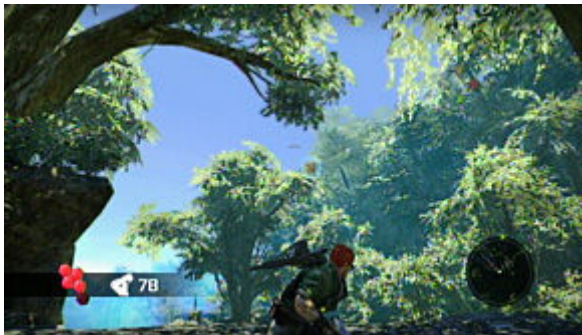
Collectible 1

As you head into the gorge, start making your way up towards the sunlight. To the left of the sunlit area is a ledge with a Collectible in plain site.



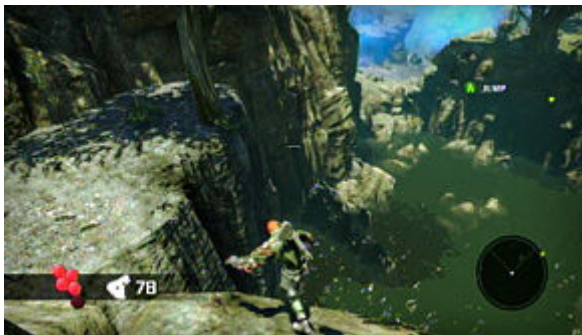
Collectible 2

You'll come out of the pit you started in a dense forest. Head up and over this wooded area and, if you have keen Collectible-vision, you'll spot that familiar blue bubble in the sky over the next pit (filled with water). One useful tree branch juts out in front of this one, allowing you to swing out to it, dropping on it from above.



Collectible 3

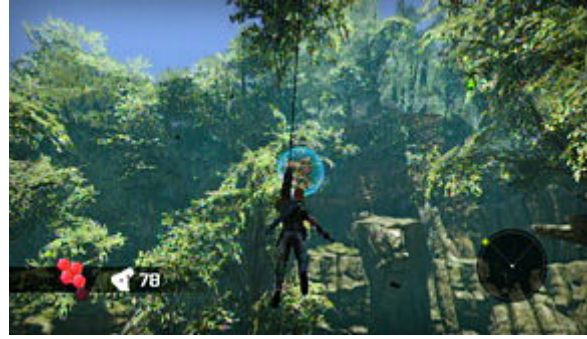
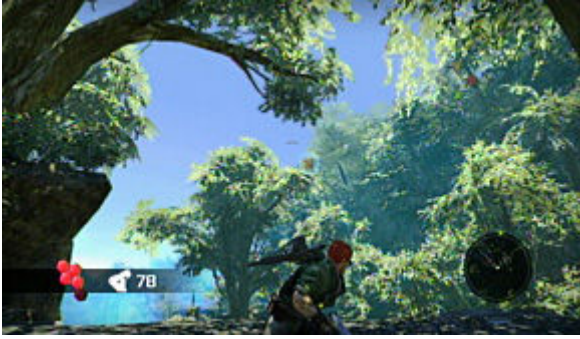
Grapple along the left edge of the canyon lake and you'll come across another Collectible in a nook with ammo.



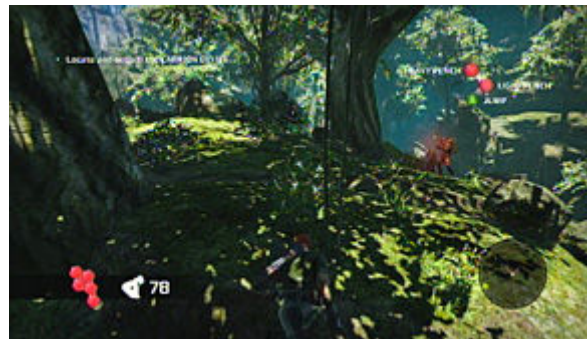
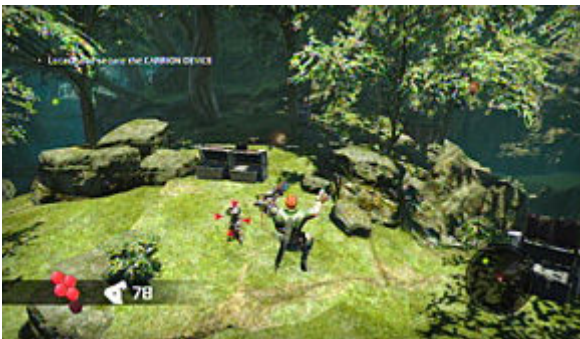
Collectible 4

Near Collectible 3 is a tree up high with a branch providing a perfect grapple point to reach another Collectible in mid air. Hop down to the little island in the middle of the pool below, then grapple up the other side. There are about six Grunts over here, so use a grenade to thin them

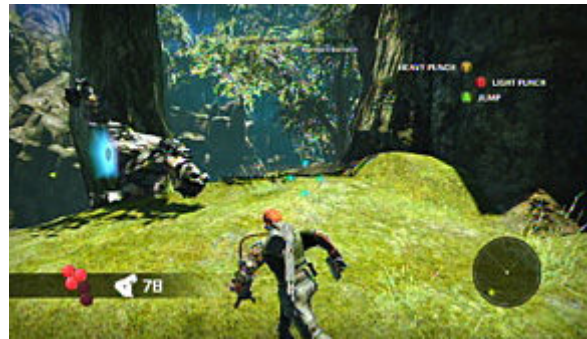
out.



Move down the canyon, swinging high above the water on rocky grip points. On an island in the middle of a large area at the bottom of the river there are several Grunts. You can handle them in any way you see fit -- but after they're gone, Biomechs come in, so save your Adrenaline for that fight.



Throw boulders at the Mechs as usual, using height to your advantage. If you stun one with a boulder, grapple its back and hit both punch buttons to do an Adrenaline finish on it and land the Come Out and Play Challenge. This gives you the Medium Armor, which increases your overall health!



Now, look around the top of the hill with all the enemies and you'll see a Collectible at the end of a rocky point over the river.

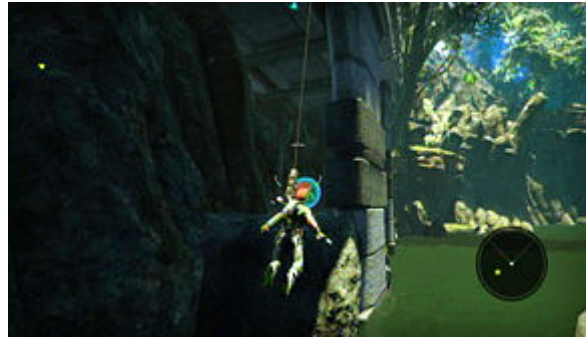
Collectible 5





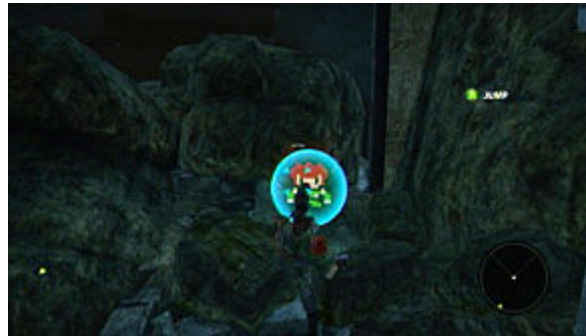
Check for this Collectible under the road at the end of the level. It's between the columns near the water.

Collectible 6



The final Collectible is at one end of the road in a collapsed tunnel. Exit the level at the other end of the road.

Collectible 7



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«	Fissure IV	Ascension City Park I	Avenue of Heroes	Ascension City Park II	»
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**Avenue of Heroes - 4 Collectibles**

Look left into the first crevasse and you'll see a Collectible under a tree branch. Use the tree to reel out to it. Move towards the waypoint and you'll come to a cutscene just past the arch.

Collectible 1



After the cutscene, backtrack to the broken statue pieces on the grassy ground. There's a Collectible here on the ground.

Collectible 2



Search the multi-tiered arch structure just past the statues for this Collectible. It's on the top right.

Collectible 3



Just as you enter the building look up and you can grab the easy Collectible above before making your exit just ahead.

Collectible 4



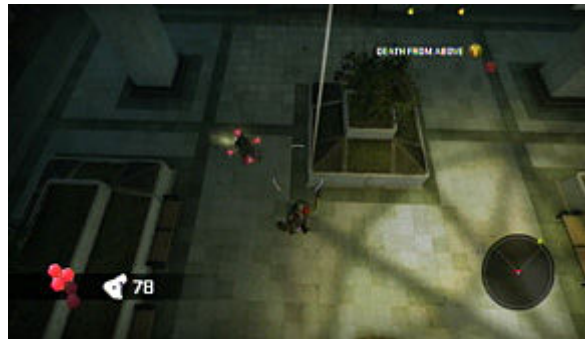
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**Ascension City Park II - 5 Collectibles**

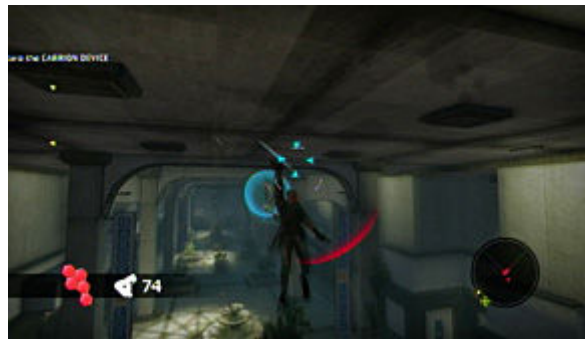
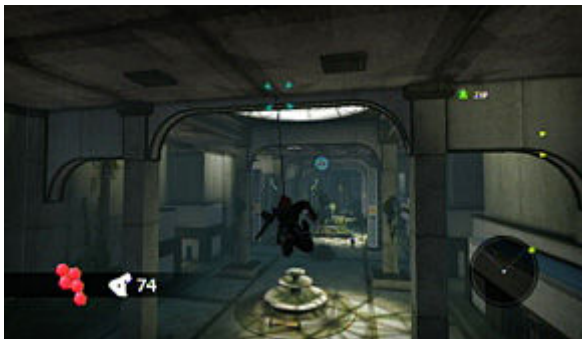
Collectible 1

Go through the archway and into the building. Hop up on the platform to your right for the first Collectible. Drop below and try to lure the guards your way. Grapple back up and use a DFA on as many as possible, hopefully satisfying the Barrage Challenge. You should also be getting the Feel the Beat, Y'all Challenge sometime soon with all your DFA action. For that you'll win the Bionic Armor, the final health upgrade!



Make your way down the hall and grab the Collectible along the ceiling. As you do, ten or so enemies will come at you. Lead them back to the beginning of the hallway and hit them from above with grenades or DFAs.

Collectible 2



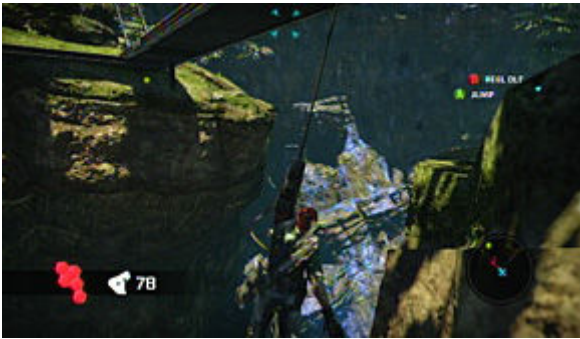
Head up at the end of the hallway. Some seriously armored grunts await you down the next corridor, so grab the HIKER in the pod for backup. Hit two at once and you'll satisfy the Two Hit Wonder Challenge and increase the rate of HIKER's fire with the In Your Face upgrade.

Now hack the RELAY and climb above to the next level. Make your way outside and you'll encounter more armed guards on the other side of a bridge leading away from a red landing pad. Stay low and swing along the cliff wall.

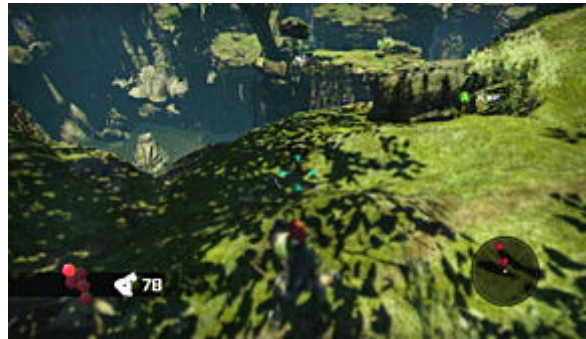


This is a good spot to get the Lash Out Challenge satisfied, so hop into the middle of these seven (or more) Grunts and whip at them with your Adrenaline Whip Spin move. Finish off any others and gather the ammo in this area. Near the encampment is a Collectible along the edge of the cliff.

Collectible 3

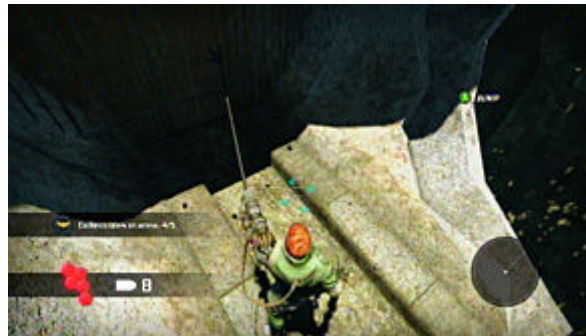
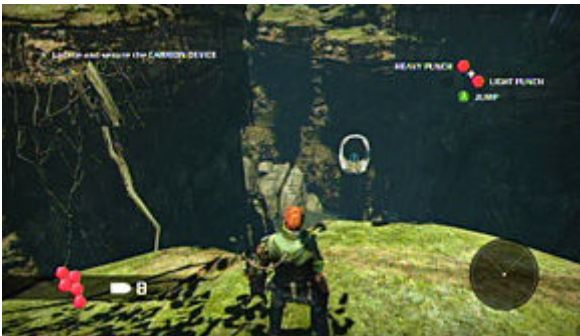


Now you'll come across a cliff looking over an area with three island-like plateaus over water. Three Biomechs will appear here, and your best offense, once again, is boulders. Toss the ones from your high vantage point, then enter the fray. A Bulldog is in a pod on one of the islands but you won't need it.

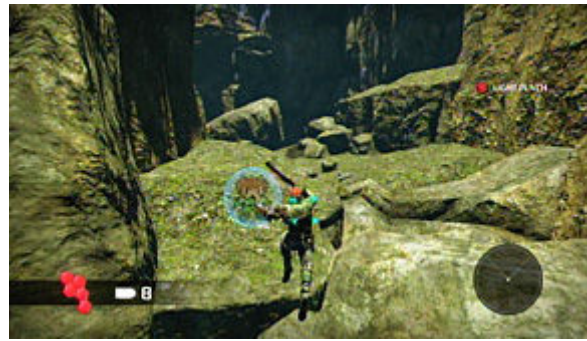
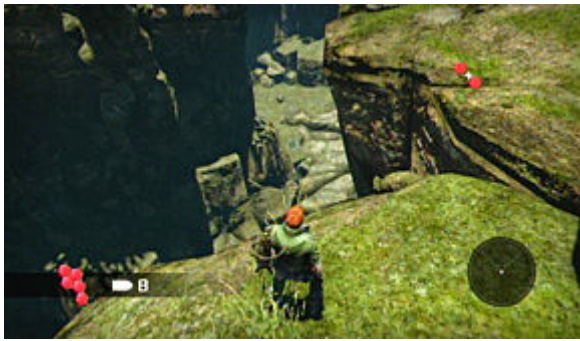


If you run low on boulders, try using the Biomech corpses as ammo to throw at the remaining foes. Jump down to a pipe lining the cliff walls for a Collectible below the level exit.

Collectible 4



Also below the level exit, on the ground amongst boulders, is the final Collectible. Grab it before heading through the downed force field.



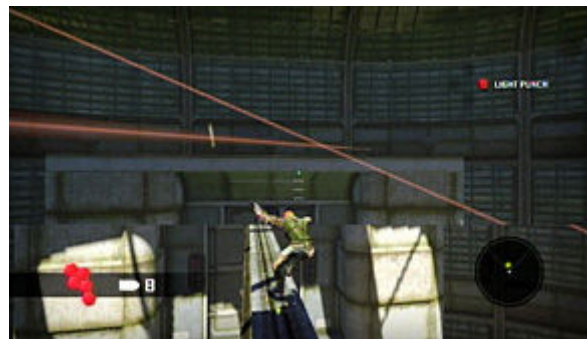
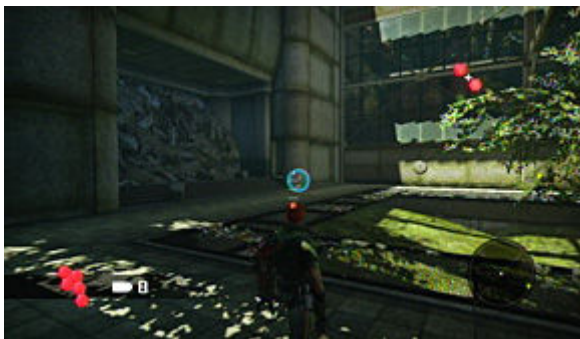
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«	Ascension City Garden	Ascension City Park III	Ascension City Park IV	Federal Archives	»
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**Ascension City Garden - 5 Collectibles**

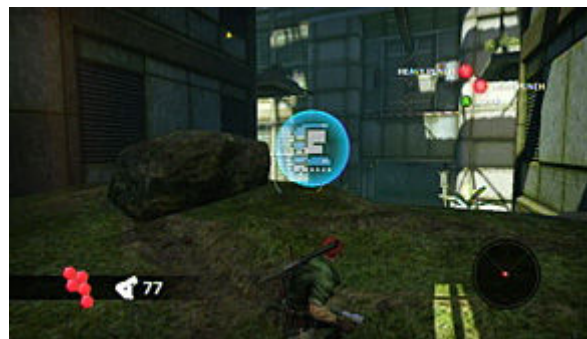
Collectible 1

Turn to your left at the start and grab the Collectible in the corner of the room. In the next room you'll find snipers in every corner -- and on every level. Keep swinging to avoid their fire and drop in on each one to take it out with a quick toss.



Collectible 2

Head up the ramp in the next room and into the room with the RELAY. At the bottom of this room, right in the middle under the RELAY, is a Collectible. The Biomech in here has a beam cutter that is fairly deadly.



The trick to dealing with this Mech is to manually disarm it. Toss a boulder or similar object its way, move in, and grab the cutter from it. Beat it with its own weapon to finish it off.



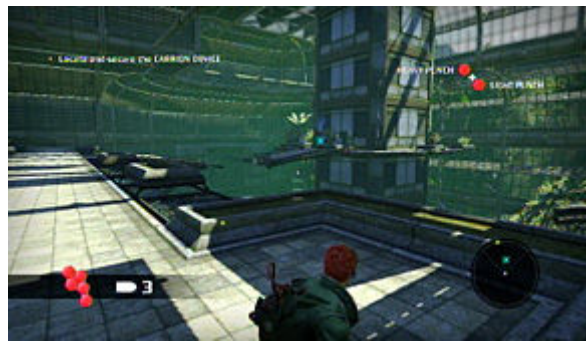
Before you hack the RELAY, search the lower half of the room for another Collectible down by the water under a walkway. Follow the waypoint to the next room. A few grunts come down the way at the waypoint, so send a grenade and some Tungsten fire their way.

Collectible 3

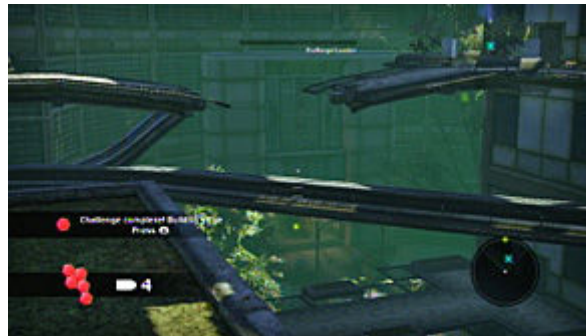
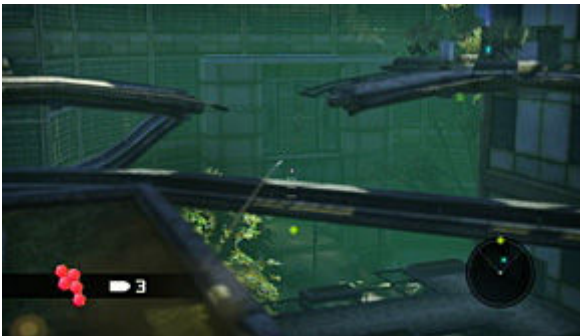


In the large room with the pod, search the rafters for a Collectible.

Collectible 4



Don't go for the HIKER just yet. Stick to your Bulldog for one of the toughest Challenges -- Bulldog's Eye. Grunts appear in the far left corner of this room, on the ground by the waypoint. You should go to the far right of the room, on the top level to the right of the pod and down a bit on a walkway.



Stay against the wall and zoom in with your Bulldog. You'll have to shoot up and over the rafter to get a Bulldog grenade 120 meters to its targets. Fire a shot and hope you get the Challenge! If not, die and repeat it. For this you'll get the Sharpshooter Calm which stabilizes the YELENA.

Now, grab the HIKER and swing towards the remaining Grunts. Hit them while swinging with the Hiker to inch towards the Drive By Challenge. In the next room you'll find your final Collectible on the right side of the room as you enter -- unfortunately, two laser wielding Biomechs will be interrupting your progress.

Collectible 5



Use DFAs on the Biomechs to stun them, then grab their weapons to kite and beat them with. There are boulders at the bottom of the level you can use too, but the DFA/Kite combination should help make this a breeze. After they're gone, a new threat will emerge -- and then retreat. Follow it into the ground and through its tunnel to move on.



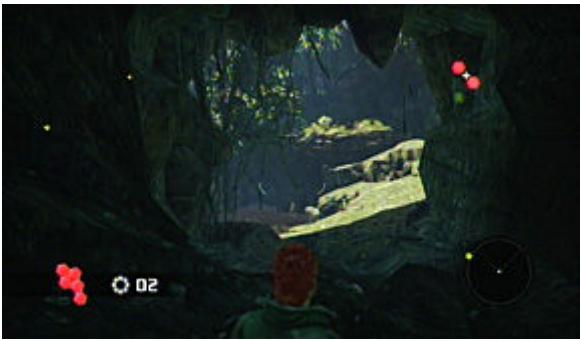
«	Act 2 - Chapter 1	Act 2 - Chapter 2	Act 2 - Chapter 3	Act 3 - Chapter 1	»
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«	Ascension City Garden	Ascension City Park III	Ascension City Park IV	Federal Archives	»
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**Ascension City Park III - 6 Collectibles**

Collectible 1

Make your way down the grassy valley until you see the first Collectible on the far left. About this time you may begin to notice Snipers. In the next area you can freely swing along the edges of the gorge taking the Snipers out. We were able to finish the Drive-By Challenge here with our remaining HIKER rounds. This will land you the Sledgehammer upgrade, a damage increase for the HIKER.



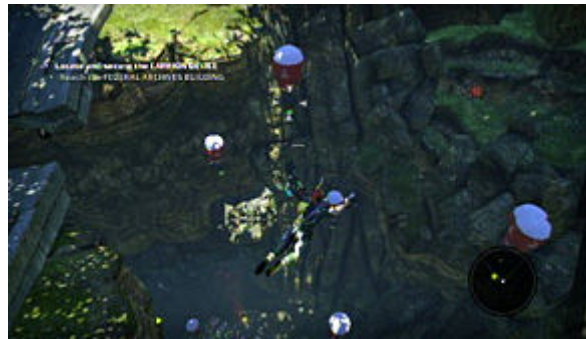
Now, search for the pod using your radar and HUD. From its location, look down at the water below and you may spot a Collectible behind several boulders. Punch or kite them to get to it.

Collectible 2



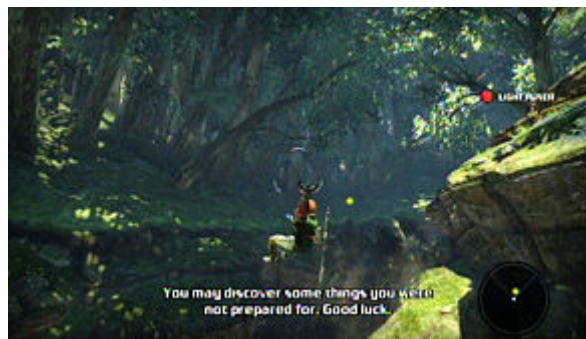
Now, climb the large building towards the Waypoint marker. A Collectible rests on top in plain sight. Just ahead is a heavily guarded RELAY. Jump into the middle of the Grunts and use your Whip attack to take them out easily.

Collectible 3



Hack the RELAY and hop onto the nearest mine to swing to the Collectible. Drop down and follow the waypoints across a few waterfalls and gaps. Soon you'll happen upon some grunts around another RELAY.

Collectible 4





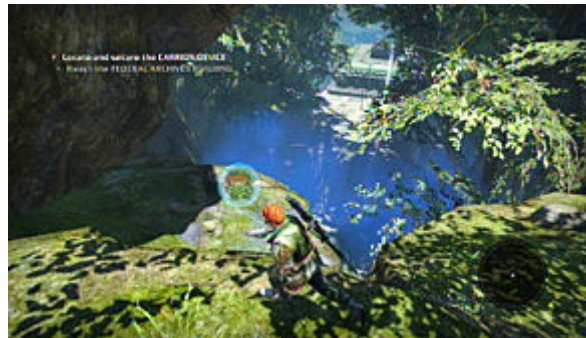
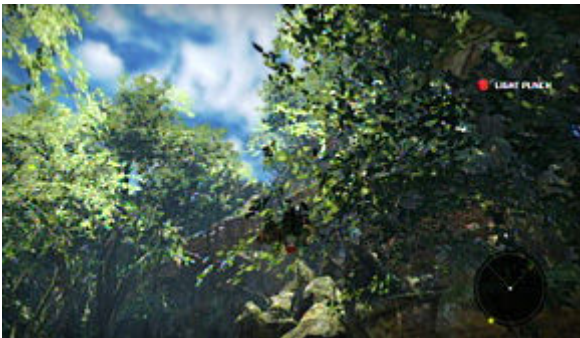
Activate the RELAY, then, before heading to the minefield, climb the rock spire nearby across the water to find a Collectible nestled in the peak.

Collectible 5



From here, look for the highest waterfall. You can climb the platforms and rocks here to a back path that leads towards the building. At the end is a Collectible -- don't drop below or the radiation will destroy you.

Collectible 6



Head to the mines far below. Swing across them carefully to the level end.



«	<a href="#">Act 2 - Chapter 1</a>	<a href="#">Act 2 - Chapter 2</a>	<a href="#">Act 2 - Chapter 3</a>	<a href="#">Act 3 - Chapter 1</a>	»
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«	<a href="#">Ascension City Garden</a>	<a href="#">Ascension City Park III</a>	<a href="#">Ascension City Park IV</a>	<a href="#">Federal Archives</a>	»
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### Ascension City Park IV - 5 Collectibles

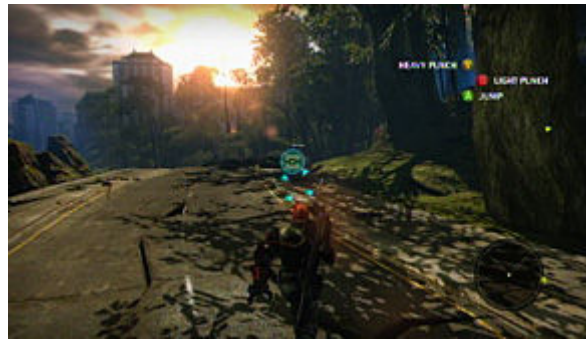
Collectible 1

Look to your left as soon as you begin the level to find the first Collectible.



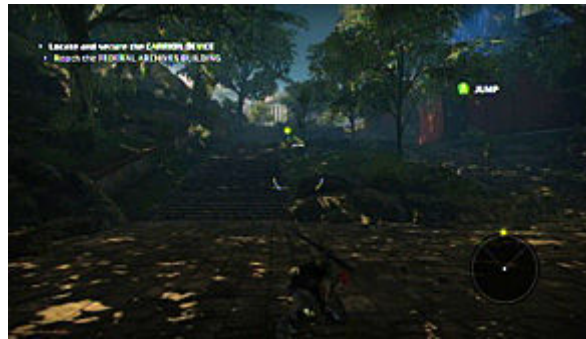
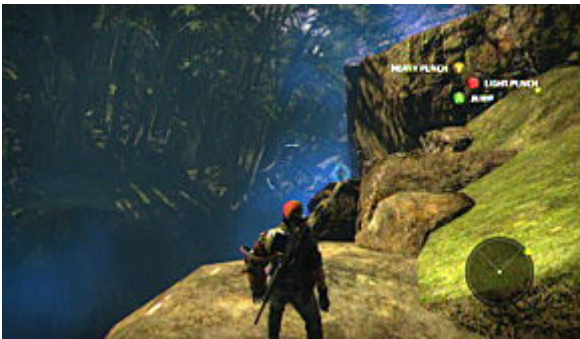
Follow the waypoints until you get to a section of road. The next Collectible is in plain sight here.

Collectible 2



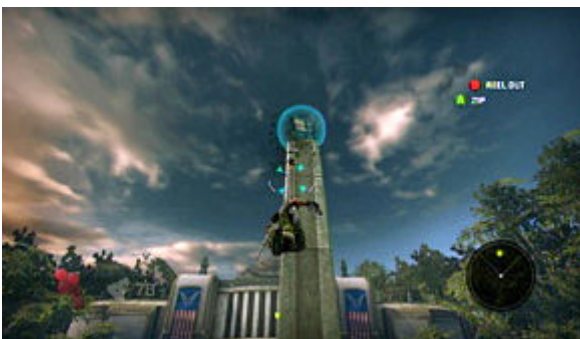
Follow the road just past the last collectible to its termination, then look to the right for the Collectible on a ledge over the abyss.

Collectible 3



Now head back down the street and up the stairs on the other side of the level towards the Archives. At the top is a Washington Monument-esque obelisk. Scale it for the Collectible on top.

Collectible 4



From the top of the spire look to the left of the Archives building and you'll see a red wall lining the area. A Collectible is perched just behind it to the far left. To get to this Collectible you'll need

Collectible 5

to pull off some tricky swinging. Stand under the nearest tree on the right when facing it and aim for as high a grapple point as you can. Keep trying until you get a good swing -- one with a fast release meter. Release correctly and you'll land atop the wall.



Hop down off the wall and make your way to the level exit at the front door of the Archives.

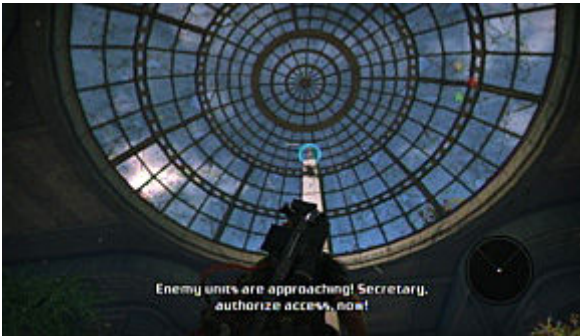
«	Act 2 - Chapter 1	Act 2 - Chapter 2	Act 2 - Chapter 3	Act 3 - Chapter 1	»
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«	Ascension City Garden	Ascension City Park III	Ascension City Park IV	Federal Archives	»
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**Federal Archives - 2 Collectibles**

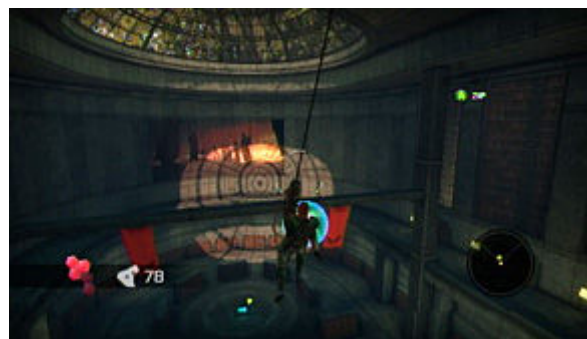
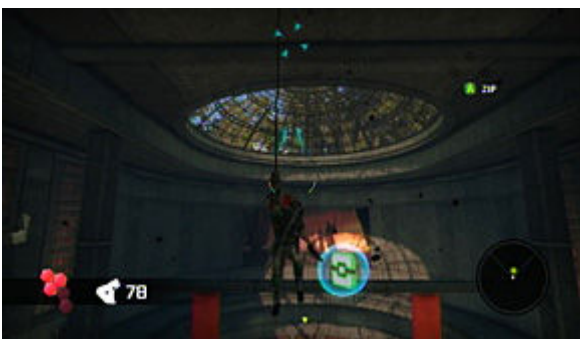
Collectible 1

Before heading to the terminal, climb to the top of the spire in front of you for a Collectible.



Just ahead is another Collectible in plain sight.

Collectible 2

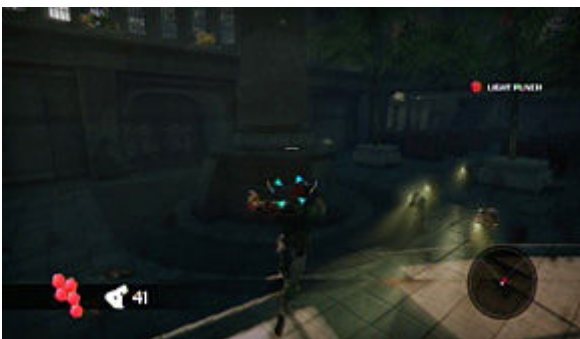


Now a fairly brutal enemy onslaught begins. At first, waves will come from all sides, so travel around the area kiting enemies and tossing them at others. When things get hairy, hop down to your pod and grab a Bulldog to take out the

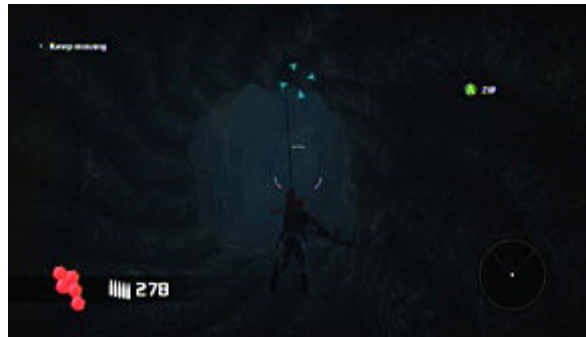
clusters of armored Grunts.



You'll find safety amongst the books shelves, but swing away from trouble if you start taking too much damage. The swarm of small bots will appear again here, but thankfully their arrival will be met with an SJMG pod. Grab it and kill 10 or so to ward them off.



A final wave of heavies and grunts will arrive. Use your Adrenaline Whip ability as needed and don't be shy with grenades. After they are clear, head to the waypoint. Hop down the hole to exit the level.



«	<a href="#">Act 2 - Chapter 1</a>	<a href="#">Act 2 - Chapter 2</a>	<a href="#">Act 2 - Chapter 3</a>	<a href="#">Act 3 - Chapter 1</a>	»
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«	<a href="#">Ascension City Park IV</a>	<a href="#">Federal Archives</a>	<a href="#">The Mohole</a>	<a href="#">Video Walkthrough: The Mohole</a>	»
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### The Mohole - 3 Collectibles

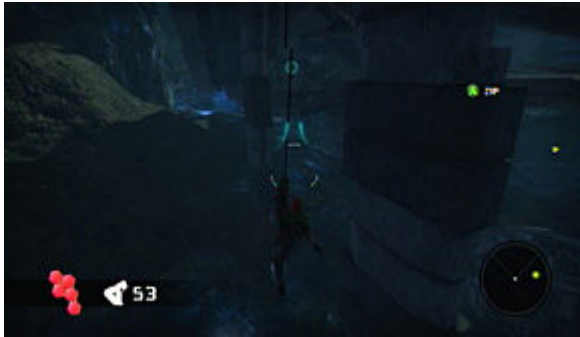
Head up and out of the hole into the wooded area. As you make your way to the first waypoint, the first Collectible will be on your right, partially obscured by a boulder.

Collectible 1



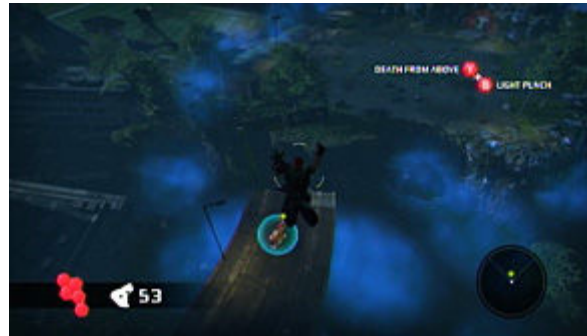
Surprise the guards on the road below with a quick flick of your arm. Search below this first section of highway for a Collectible.

Collectible 2



The next collectible is in the sky over the second bit of road. Use the road sign to swing to it with a well-timed release -- you'll need to drop on this one.

Collectible 3

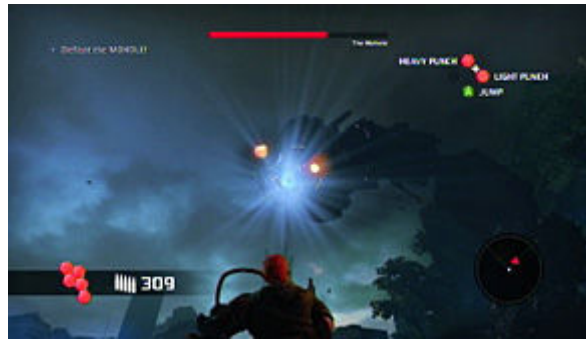


**Boss: Mohole**

The Mohole is a deadly but incredibly predictable. It has but three attacks in its measly arsenal, so learning how to avoid these will make the fight much easier. The first attack, and one that the battle commences with, involves the Mohole spewing a beam that leaves fire on the ground. Before the fire attack, the Mohole draws its energy in a recognizable animation. At this point you can stop it short with a toss of a car at it or -- much better -- weapon fire from the SJMG or Bulldog grenade launcher.



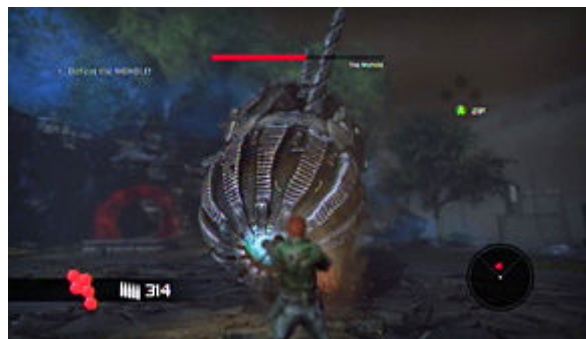
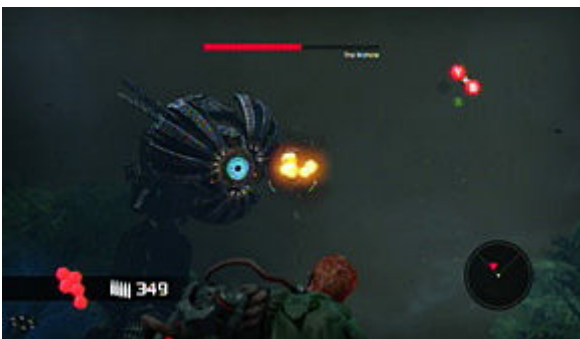
Both of these weapons drop from pods during the fight, albeit the latter randomly and with much less frequency. So get use to the SJMG. Aim for the blue glow and it will cease the attack preparation and withdraw. If you screw up, hope the fire laterally until the worm retreats.



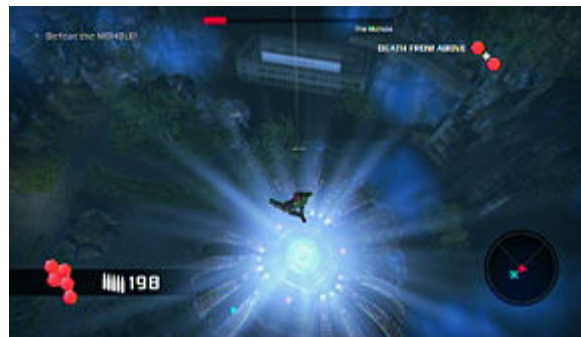
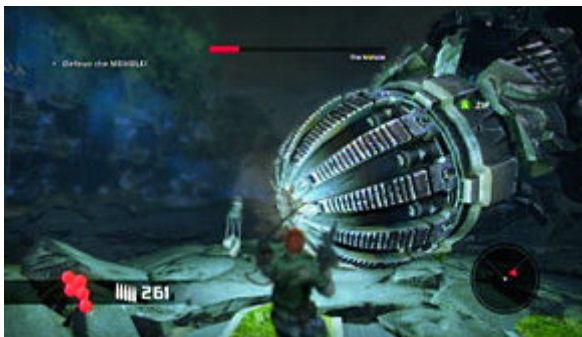
For the first half of the fight, the worm will make subterranean passes to harm you. When this occurs, watch your radar and jump to the side of its pass each time.



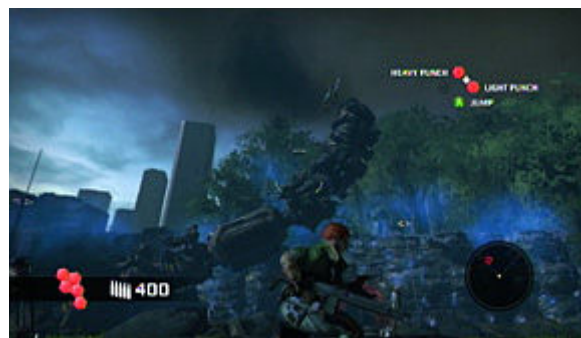
In the latter half of the fight, the worm will straighten up vertically and send energy waves out from it in all directions -- parallel to the earth. You can easily hop these. Just time your jumps for the moment the glowing charge hits the base of the worm. If you get hit by two, you're dead, so watch for repeated blasts -- up to four of them.



In the middle of the fight, the Mohole will collapse in a heap. Grapple its "face" and it will toss you high in the air. Pull a Death From Above here to tear into it. Another opportunity to do this occurs at the end of the fight, so be ready for both of these. The final time you do this proves to be the Mohole's demise.



For beating the Mohole you'll get the No Clipping ammo upgrade for your SJMG! How's 600 rounds sound? You'll also land the Red Matrix.



«	<a href="#">Act 2 - Chapter 1</a>	<a href="#">Act 2 - Chapter 2</a>	<a href="#">Act 2 - Chapter 3</a>	<a href="#">Act 3 - Chapter 1</a>	»
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«	<a href="#">Ascension City Park IV</a>	<a href="#">Federal Archives</a>	<a href="#">The Mohole</a>	<a href="#">Video Walkthrough: The Mohole</a>	»
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### Video Walkthrough: The Mohole

The second boss you'll encounter is the Mohole. It's essentially a giant mechanical snake used to drill caverns through solid rock. It's not the easiest fight in the world, but luckily, we're here to simplify things. This fight takes place in an abandoned parking lot. There's plenty of stray cars laying about, so you'll want to use your throw ability we went over earlier to really keep this metal worm at bay.

As you saw in the video, as you inflict more damage on the Mohole, it will eventually collapse, with its head laying on the ground. When this happens, get within range of your arm as fast as possible. When you latch on, it will rise up, tossing you in the air to throw you off of it. You'll be tossed up fairly high above it, and once you are, use your death from above ability to land with some serious force behind you.

The two videos above show off the Mohole's entire arsenal. Its main attack is a laser from the center of its head, but if you throw cars at it, you'll keep it at bay. Its second attack is a quick crawl halfway below the ground. When it charges at you with this attack, all you need to do is jump out of the way -- its path won't follow you. For it's third attack, it will straighten out horizontally and send out pulses of energy. Again, this simply requires some smartly timed jumps. Stay above the shockwaves as they pass by and you'll be just fine.

One thing to be aware of is that when the Mohole collapses, leaving it susceptible to the grabs of your mechanical arm, it will recharge its health. Just make sure to get to it quickly and you'll be able to keep it from regaining too much energy. If you're slow in this process, all your efforts up to that point will be wasted. Another point to keep in mind is that even though some heavier armaments will fall onto the battlefield, that doesn't necessarily make it something worth going out of your way for. Don't pursue the heavier weaponry that you're provided with unless you can get to it quickly and easily.

There are two reasons for this: half the time, the home base will send a Super Joe machine gun your way -- it does absolutely nothing to hurt the Mohole; the other reason -- you'll throw yourself out of position of any nearby objects you can hurl at the Mohole, leaving you entirely susceptible to damage. Once that laser lights up, there's not a whole lot you can do if you're not near something to damage this machine with.

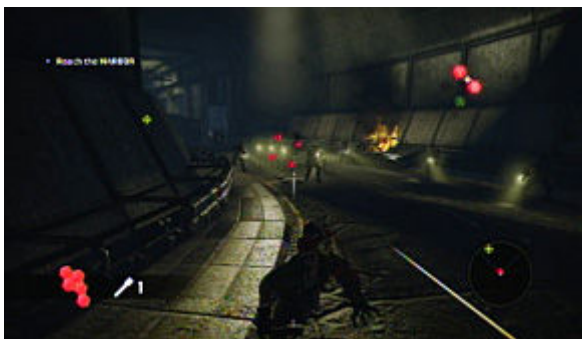
On the other hand of the argument, if that weapon happens to be the bulldog (a grenade launcher), you can get this battle over with in a matter of moments. However, it's something you really have to weigh before pursuing.

«	Act 2 - Chapter 1	Act 2 - Chapter 2	Act 2 - Chapter 3	Act 3 - Chapter 1	»
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«	Port Anderson I	Port Anderson II	Port Anderson III	»
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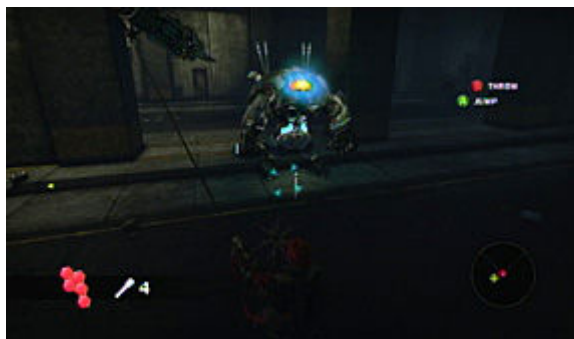
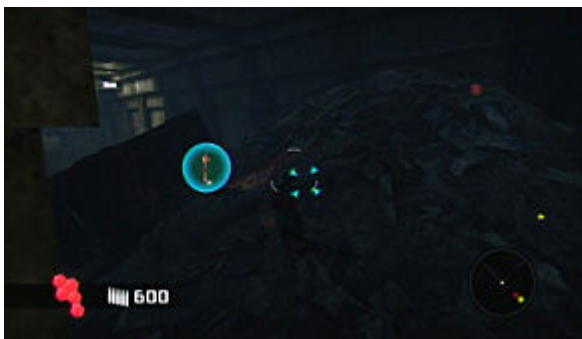
### Port Anderson I - 3 Collectibles

There are so many Grunts in this first section of tunnel in a confined area that it's tough NOT to get that annoying Challenge "The River." If you see a clump of 5 Grunts, nail them with a grenade to satisfy it.



For this you'll get the Master Blaster upgrade -- allowing you to carry five grenades. A perfect time to do this is just after the Mech fight, at the bend in the tunnel -- about seven Grunts will run around this bend in unison as you approach it. Be sure to search the blockage on the left side of the tunnel as you make your way towards the Mech for a Collectible. The Mech shouldn't be very hard. Just hit it with a car, then use its own laser cutter to beat it into submission.

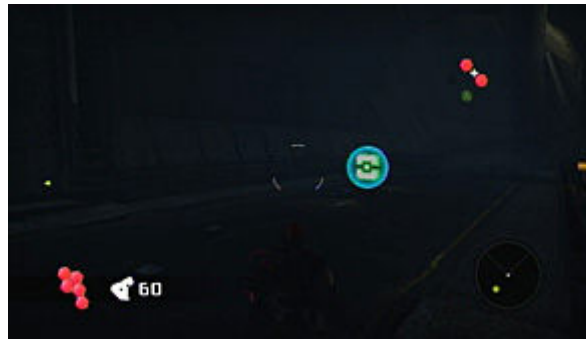
Collectible 1



Beating the Mech brings down the force field. After the bend in the tunnel, go to the right side and turn around to grab a Collectible.

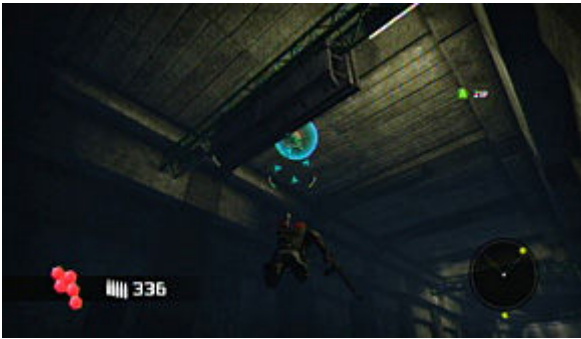
Collectible 2





You'll encounter many, many more Grunts here, so try and get the Crowd Control challenge with your Whip Spin move if you are in a crowd. There's another bend ahead, but take it slow. Grab the Collectible on the other side to the left, up behind a road sign. If you swing too far ahead, you'll miss it and end the level! Oh noes!

Collectible 3



«	Act 2 - Chapter 1	Act 2 - Chapter 2	Act 2 - Chapter 3	Act 3 - Chapter 1	»
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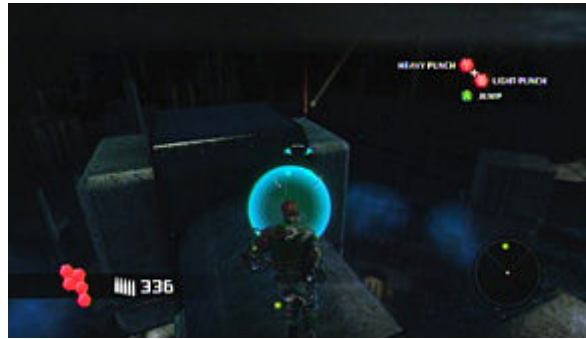
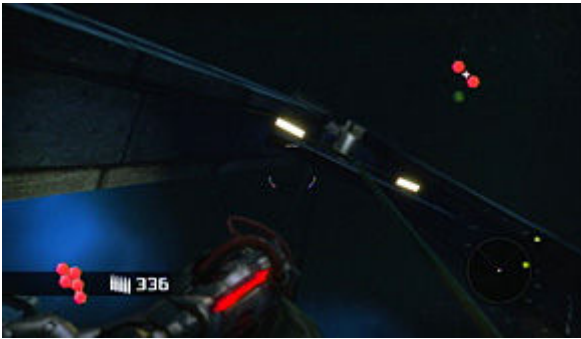
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**Port Anderson II - 6 Collectibles**

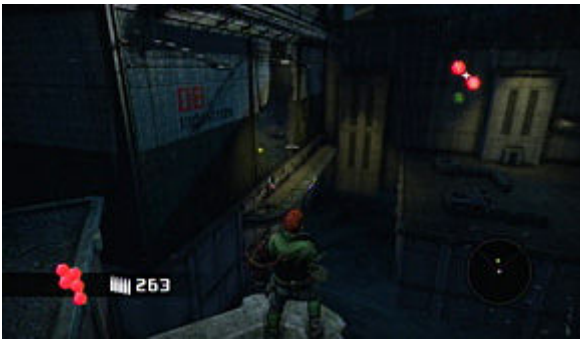
Scale the giant A-frame at the beginning of the level to find this Collectible at the peak. Move around the platforms near the water, tossing the Grunts you see into the drink.

Collectible 1



As you make your way towards the warehouse door, check the rooftop nearby the entrance for a Collectible.

Collectible 2



Inside the warehouse you'll encounter some Heavies. Use your Whip Spin and grenades to zip by them. Look near the door where you entered for a loft high above with a Collectible in it. A checkpoint lies at the other end of the warehouse.

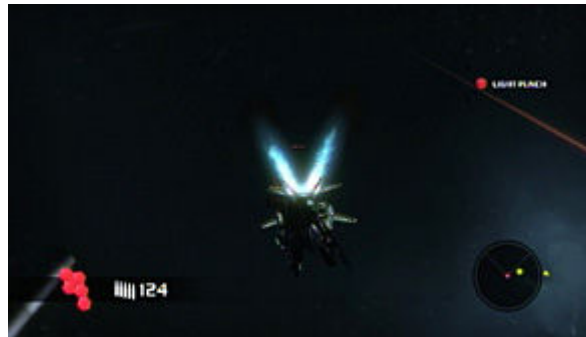
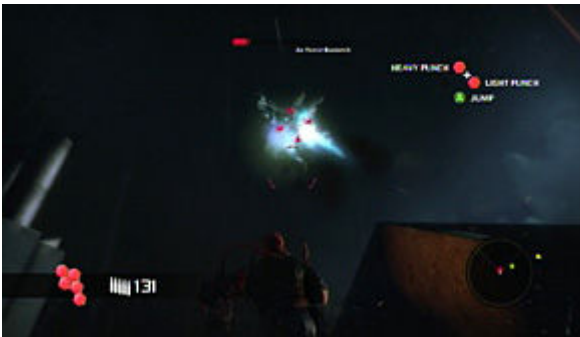
Collectible 3



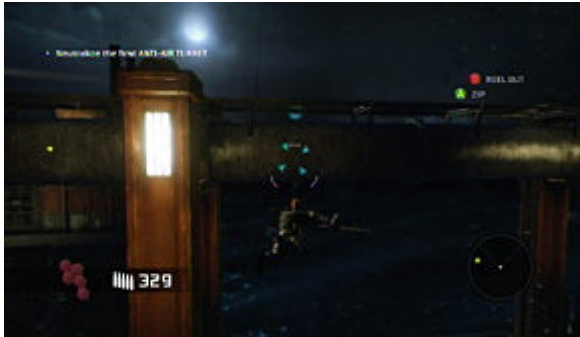
This next part introduces a new breed of airborne Biomech with a familiar blue glow. Like the Mohole worm, these enemies will charge up a glowing blue ball of energy before tossing it your way. Shoot this with the SJMG and it will blow up, spinning them around in the air.



We suggest finding solid ground before taking these Mechs on -- a third one will appear eventually. Also, halfway through the battle, a pod will fall onto a nearby rooftop. Use this area as your battleground. The pod contains a Bulldog which will make short work of the Mechs. You can even use an Adrenaline finish on one if you need to -- but remember to shoot their energy balls or these Mechs will be a handful.

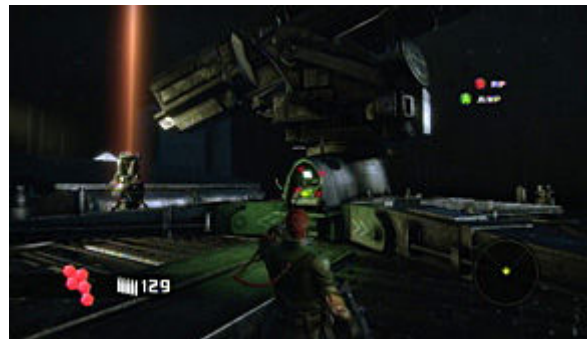


You may spot an additional Collectible during this fight, out over the ocean near the pod. Use the pipe to swing out to it, but make sure you release at the right time since you'll have to hit a grapple point on the building across the way to save yourself on the way down. You can hit it from the water if you screw up. Note: You may want to wait until after you hack the RELAY ahead and get a save point before attempting this.



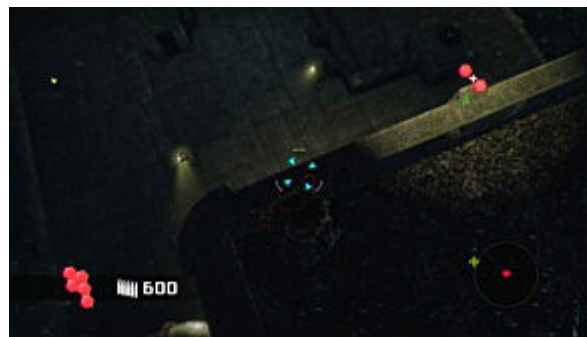
Up at the top of this very same building, travel to the extremity of the rooftop -- facing the ocean -- to find this another Collectible. Toss the handful of Grunts up here into the sea and approach the anti-air gun. Grapple it and rip its guts out to disable it, then grapple and hack the RELAY.

Collectible 5



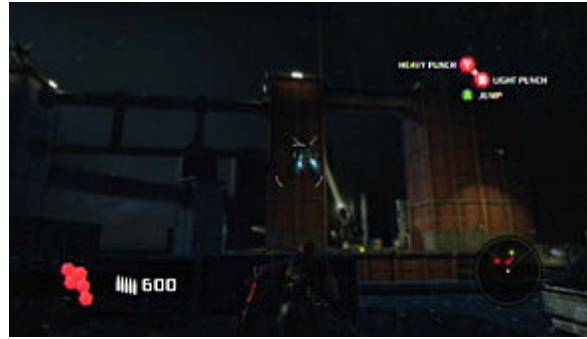
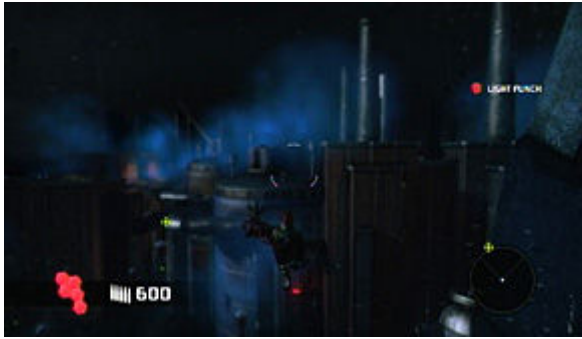
«	Act 2 - Chapter 1	Act 2 - Chapter 2	Act 2 - Chapter 3	Act 3 - Chapter 1	»
«	Port Anderson I	Port Anderson II	Port Anderson III	»	
«	1	2		»	

Head back toward the warehouse and grab the SJMG pod on the way there, freshly landed on the cylinder in the middle of the level. Near the warehouse entrance are additional Heavy Grunts, so beware.



Swing across the dismantled minefield, then grapple the pipes on the other side -- and stay low! If you swing up high you'll be fried by radiation. Soon you'll come upon the AA gun and RELAY. Swing up high, ignoring the Grunts around

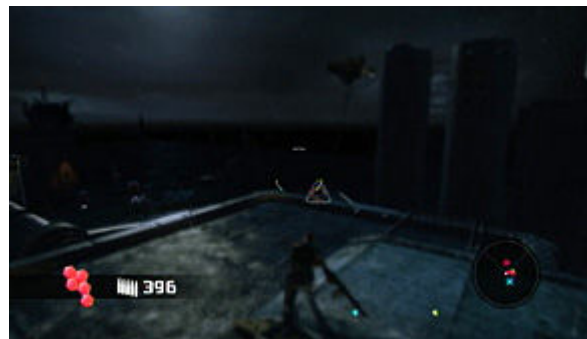
the RELAY.



The Aircraft Biomechs are your first priority. Take them out with a combination of grenades (toss them just when the Mechs land), and SJMG fire / Zip Kick attacks like before. Take them on at the top of the tower / walkway above the RELAY.



After these two are down, a Lancer Mech appears. Kite some debris to take it out if you can. Four hits will disable it. Otherwise, you'll have to go below to find things to toss. If all goes well, you won't need to use the Tarantula that lands in the pod on the Mechs.

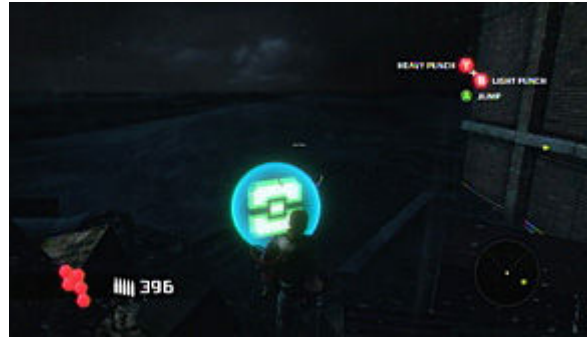
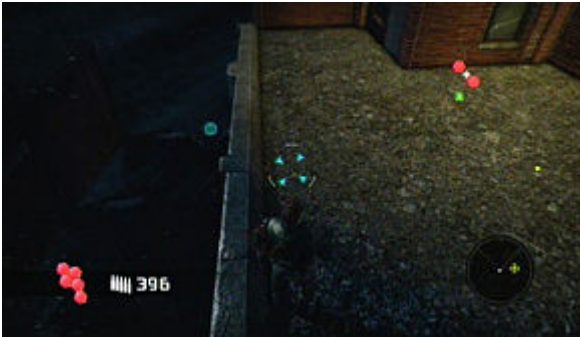


Instead, you can grapple high above and lock onto the six Grunts below -- while swinging-- to satisfy the Air to Surface Challenge! You'll probably get the Rocket Man Challenge too.



Break the AA gun and hack the RELAY, then swing out to the deactivated mines. Just across these is a warehouse with a hole in the roof -- don't head in quite yet, though. The final Collectible is on the far side of the warehouse on some rubble near the water.

Collectible 6



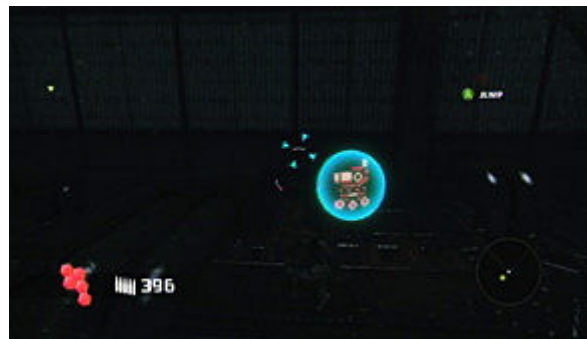
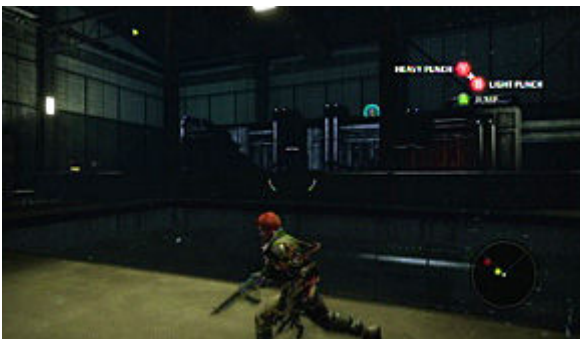
«	Act 2 - Chapter 1	Act 2 - Chapter 2	Act 2 - Chapter 3	Act 3 - Chapter 1	»
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«	Port Anderson I	Port Anderson II	Port Anderson III	»
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**Port Anderson III - 7 Collectibles**

Grapple up into the rafters of the warehouse and look for the nearby Collectible sitting on some boxes.

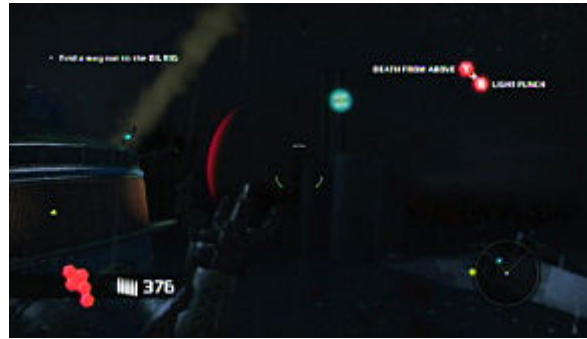


As you head out, you'll be greeted by a Polycraft. Swing around the nearby pipes to get a grip on it and Zip Kick it into oblivion. Alternately, if you have any SJMG ammo remaining you can use it to drain some of the Polycraft's health bar. Now, head out over the many pipes along the side of the level. You'll see a pod drop ahead.



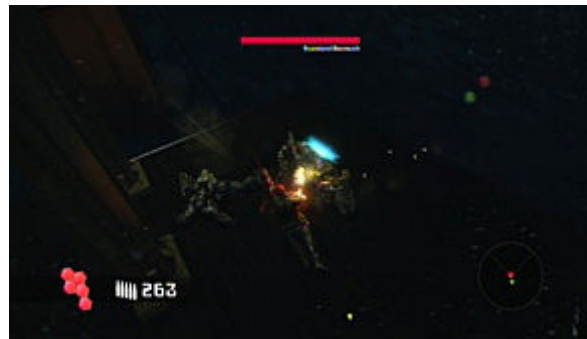
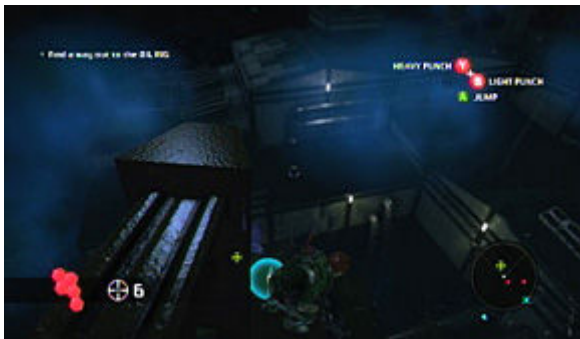
Just above it is a Sniper, so toss him out of the way, then use the YELENA from the pod to hit the Sniper on the pipe across the way. If you have mad bionic skills, you can use one Sniper to nail the other with a deft toss! Don't forget to swing out to the Collectible in the air by the pod before you move on.

Collectible 2



Grab your SJMG back and swing over to the bridge with myriad grunts on it. Above the tower marked "2" is a Collectible. You can grab some ammo up here as well. Use a DFA or Whip Spin to make short work of the grunts. At the shield gate, two standard Biomechs appear. Use DFAs to stun them then Zip Kick or Grenade them until they're scrap metal.

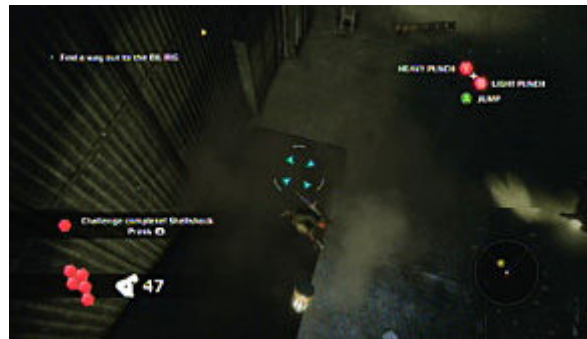
Collectible 3



Inside the warehouse lie about a dozen Grunts and Heavy Grunts. The high ceiling of this warehouse makes this a good spot to get your Shellshock Challenge. The key to doing this is to hold back and weaken as many Heavy Grunts as you can from a point just up from the entrance on the ground.

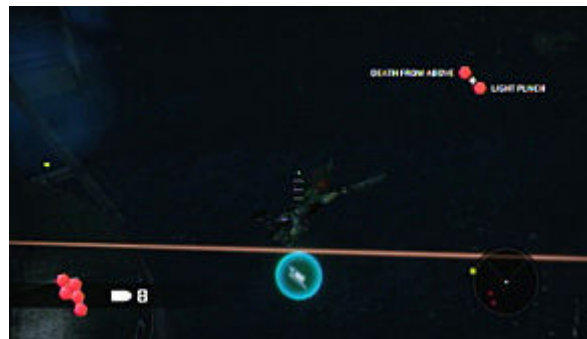
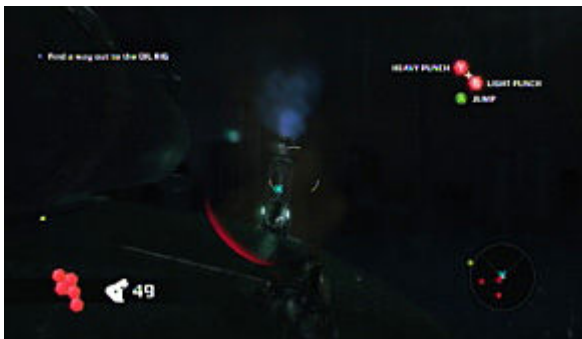


Here you can take cover behind pipes and take potshots with the YELENA or SJMG. Weaken the Heavies and try not to kill the others. As they swarm in the corner near the ramp or near a cargo container, zip above them and perform a Death from Above. If you catch five (weakened) Grunts in the ring of the DFA, the Challenge is yours! Thankfully, just ahead is a RELAY you can hack for a save point. Phew!



Using the deactivated mines, swing towards the pod that drops on a cylinder far in the distance. Grab the Bulldog, and swing to the Collectible out over the water. Be sure to eliminate the nearby Grunts first.

Collectible 4

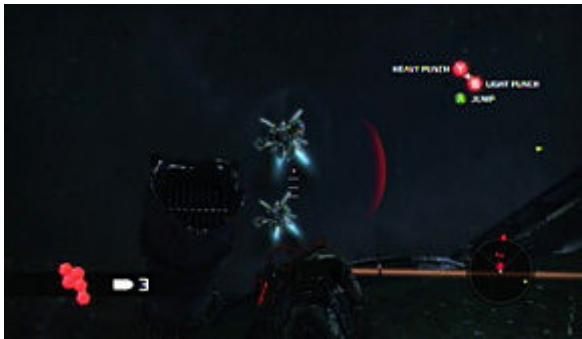


On the other side of the level from this Collectible is a Collectible on the lip of one of the cylinders. It's on the right side as you come out into the area from the warehouse. While your ultimate goal is the warehouse at the next waypoint, you'll need to kill the Airforce Biomechs in the area before you can proceed.

Collectible 5

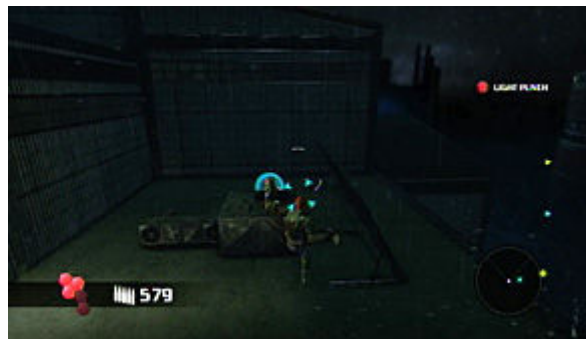
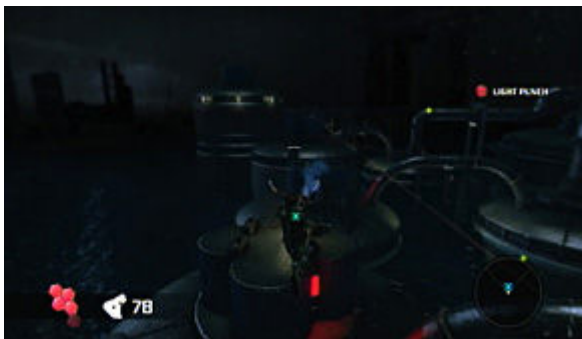


Thankfully, a Bulldog lands in a pod in the nick of time. Swipe it and aim for the blue charged energy balls the Mechs make in the air to take them out swiftly. Use any scrap metal -- and their corpses -- to toss at the remaining Grunts in the area.



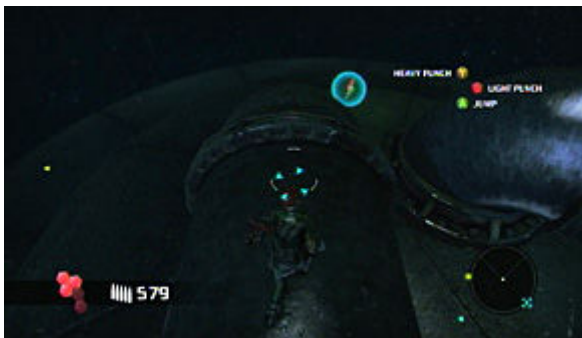
Keep swinging to avoid the Sniper fire and enter the warehouse. On the other side are yet more snipers and, conveniently enough, a pod. Head to the pod, but first, climb the roof to the left, just as you exit the building, for a Collectible nestled in the corner.

Collectible 6



All the pipes lead to a central cylinder in this area, a large one in the corner. Up here is the final Collectible. Grab the SJMG from the pod and head down the bridge towards the oil rig, using the cranes on the side to swing.

Collectible 7



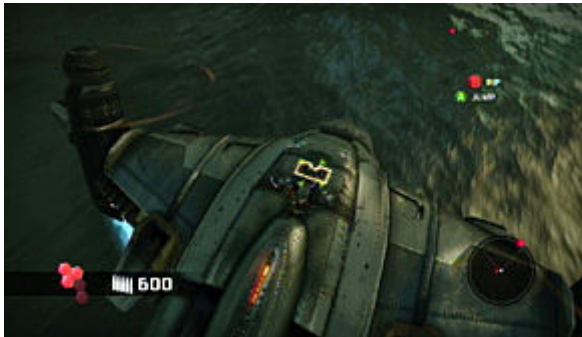


«	Act 2 - Chapter 1	Act 2 - Chapter 2	Act 2 - Chapter 3	Act 3 - Chapter 1	»
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«	Buraq Armada	Ash City	The Constructor	The Vault	»
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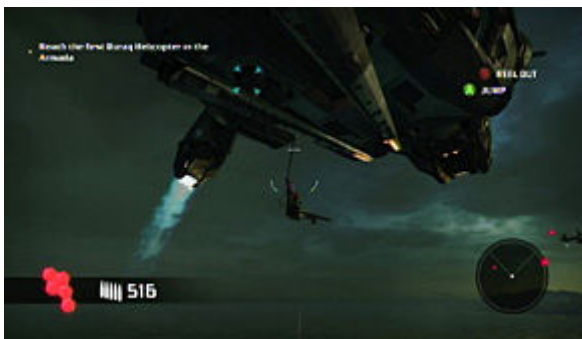
**Buraq Armada - No Collectibles**

The Buraq unit you are on can be controlled once you "patch in." Rip off the panel towards the front of it and grapple the spot under it. Immediately direct the ship into the speeder alongside you to take it out. Go forward until you stop at the next Buraq.

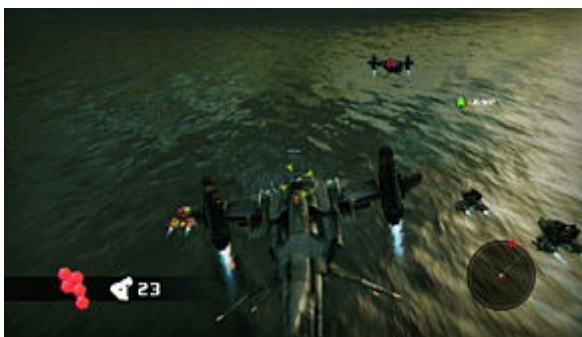


Grapple its tail and zip over to it. Once again, rip off the panel and hijack the Buraq. Slam into the speeders around you and proceed to the next 'copter.

Grapple the Buraq and zip inside it. Grapple a gunner on either side and shoot him, then grapple the speeder and from it you can reach the top of the Buraq. Take control and move to the next.



Grapple the tail of the next one when you're near and repeat your hijacking routine to get up to the front ship to end the level.



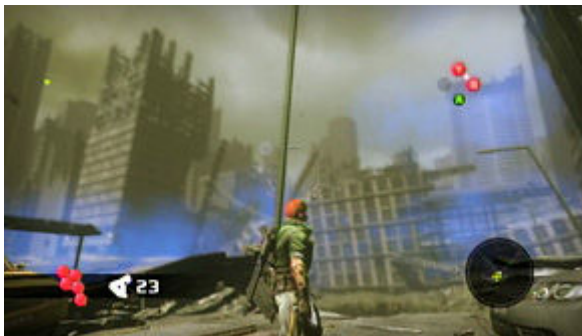
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«	Buraq Armada	Ash City	The Constructor	The Vault	»
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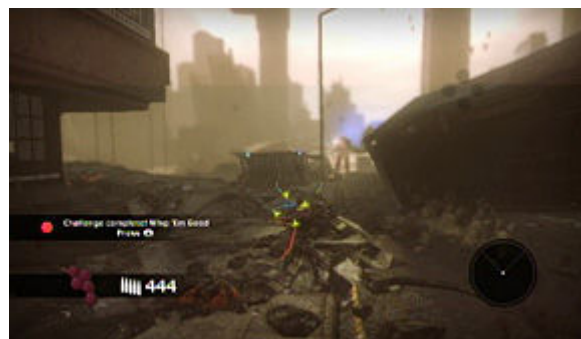
**Ash City - 2 Collectibles**

Collectible 1

Climb out of the pit and turn around to spot your first Collectible. Use the lamp post to swing out to it. You'll need to release at the very peak of your velocity to reach it.

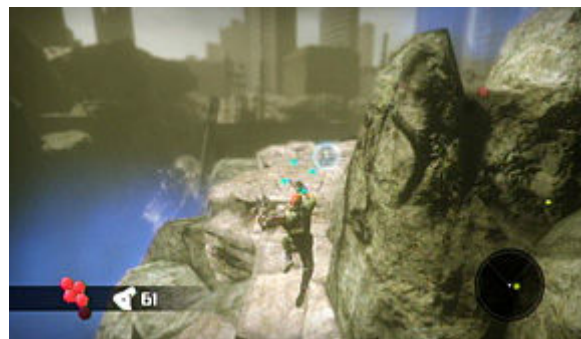
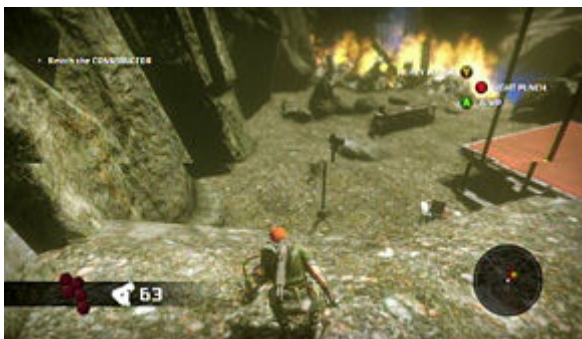


In the tunnel you'll encounter a wave of Grunts -- this is a good spot to finish up some of those Challenges you've been waiting to complete. We completed the "Whip 'em Good" Challenge here. Just ahead are even more Grunts oblivious to your approach. Dispose of them with vehicles, grenades or just some creative kiting.



Collectible 2

Down in a pit below is a red rectangular pad, guarded by Grunts. Don't go to the pad until you've found the last Collectible! It's behind a pile of boulders on the right side of the area. Dispose of the Grunts however you feel like it and hop on the pad to end the level.



«	Act 2 - Chapter 1	Act 2 - Chapter 2	Act 2 - Chapter 3	Act 3 - Chapter 1	»
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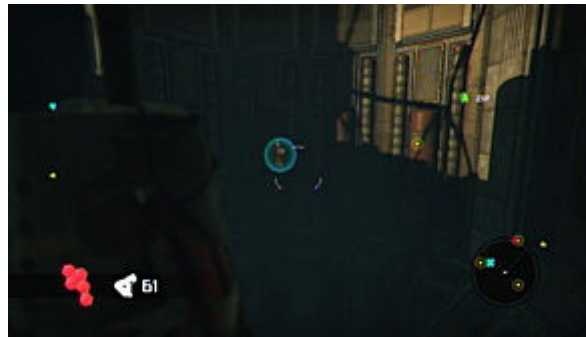
«	Buraq Armada	Ash City	The Constructor	The Vault	»
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«	The Constructor	Groeder	Video Walkthrough: Groeder	»
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**The Constructor - 2 Collectibles**

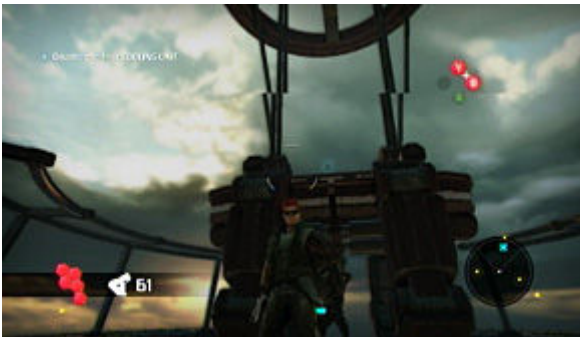
Collectible 1

Turn around immediately and you'll be able to spot both the level's Collectibles. For the tricky one, down the huge shaft, you'll need to swing out to it from the claw and drop far below. Be sure to catch the shaft wall after you hit it or you're toast!



Another collectible is up on top of the claw itself, just outside the tunnel shaft.

Collectible 2



Drop below and confront the grunts around the pods and pick your poison. Just below is one of three heavily guarded cooling units that are marked on your HUD. Clear the area with weapons and DFA and a Polymech may show up.



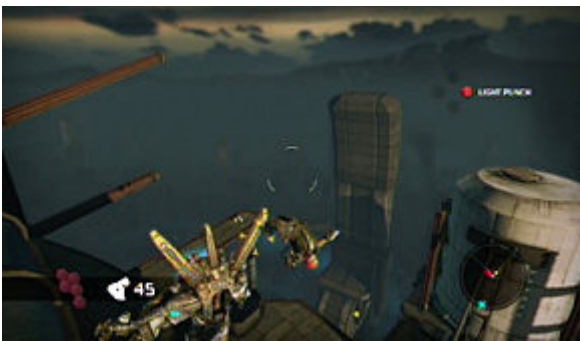
With all the boxes around the area, it shouldn't be too tough to knock it out of the sky. After the coast is clear, grapple the point marked on your HUD to release the first cooling unit.



Swing up and over the Constructor and head to the waypoint on the left. Here you'll find an Airforce Biomech and more Grunts. Deal with the Biomech with DFAs or weapon fire (hit it when it gathers energy to stun it!). Clear the Grunts below from your high vantage point and release the next cooling unit.



Gather some grenades on your way to the final unit. Use them on the Mech and be sure to remain up high and out of Grunt range while you dispose of it. Hop below and repeat the beatdown you brought on the other two groups of Grunts. Release the final cooling unit and head to the waypoint on top of the Constructor.



«	Act 2 - Chapter 1	Act 2 - Chapter 2	Act 2 - Chapter 3	Act 3 - Chapter 1	»
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«	Buraq Armada	Ash City	The Constructor	The Vault	»
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«	The Constructor	Groeder	Video Walkthrough: Groeder	»
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**Boss: Groeder**

Groeder has but two main attacks, both completely avoidable but also requiring precision timing. During this fight you should always be walking the perimeter of the platform, opposite Groeder.



As you do so, watch carefully as he charges his attacks. If he glows red, you must roll / dodge sideways to avoid him. If you jump, you will get hit.



If he glows white, wait a moment until he's in the air, then perform a short jump to the side to avoid his shockwave.



After either of these attacks he kneels with his shield down. At this point you should grapple and Zip Kick his back.

If you wait too long, he'll let off some harmful energy and get up. If his main attack hits you, grapple back onto the level and away from him, or else his recovery blast will surely kill you.



In the latter half of the fight his motions become erratic and he calls in a fleet of robots. This part isn't fun, since they'll

kamikaze attack you and interrupt your concentration.

Nevertheless, the pattern of Groeder's attacks holds, so just keep dodging / jumping and Zip Kicking him. About 6 Zip Kicks will do the trick. You'll be awarded the White Matrix --but it's not over yet...

«	<a href="#">Act 2 - Chapter 1</a>	<a href="#">Act 2 - Chapter 2</a>	<a href="#">Act 2 - Chapter 3</a>	<a href="#">Act 3 - Chapter 1</a>	»
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«	<a href="#">Buraq Armada</a>	<a href="#">Ash City</a>	<a href="#">The Constructor</a>	<a href="#">The Vault</a>	»
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«	<a href="#">The Constructor</a>	<a href="#">Groeder</a>	<a href="#">Video Walkthrough: Groeder</a>	»
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### Video Walkthrough: Groeder

The final boss you'll encounter is against Groeder -- another bionic commando, but for the opposing forces. Even though this is a fight late in the game, it's shockingly easy. Though, just because it's easy, you shouldn't drop your guard.

Groeder only uses two attacks in this battle. He simply prowls around the battlefield and either leaps at you or charges at you. Either way, you'll be able to see both when he's going to attack and what sort of attack he's going to use.

When Groeder is about to jump at you, he glows white then leaps and all you'll need to do is jump out of the way. You'll need to get the timing on this down -- if you jump too early or too late, the shockwave that he dishes out will knock you down, and your window of attack goes with it. However, if you time it just right, you'll be able to get behind him as he recovers from the attack and use that zip kick ability we talked about earlier to dish out some pain.

For his dash attack, he'll glow pink before he dishes it out. However, this attack is much faster than the jump that he uses, making it far more difficult to avoid. If you can avoid it though, you'll be able to end the fight that much more quickly. The upside is that he uses his jump attack more frequently, so you should be alright. **WARNING: This third video contains spoilers** -- they're not game-ending spoilers, but you'll certainly ruin something that's pretty amusing.

Through this fight you'll see a swarm of mini helicopters come onto the field, shooting lasers at you. A common mistake is to engage these little robots, but the truth of the matter is since you're already moving anyway, you'll be able to avoid incoming fire. Just ignore these little pests and focus on Groeder and you'll put him to rest fairly quickly.

Once you beat Groeder, you'll find that there's a wee bit more left to play. However, it's simply a matter of plowing through a standard slew of enemies -- at this point in the game, it should be nice and easy for you. Go through these enemies, tackle what's basically a quick-time event and you'll bear witness to the finale of this new iteration of Bionic Commando. Enjoy!

«	<a href="#">Act 2 - Chapter 1</a>	<a href="#">Act 2 - Chapter 2</a>	<a href="#">Act 2 - Chapter 3</a>	<a href="#">Act 3 - Chapter 1</a>	»
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«	<a href="#">Buraq Armada</a>	<a href="#">Ash City</a>	<a href="#">The Constructor</a>	<a href="#">The Vault</a>	»
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### The Vault - 3 Collectibles

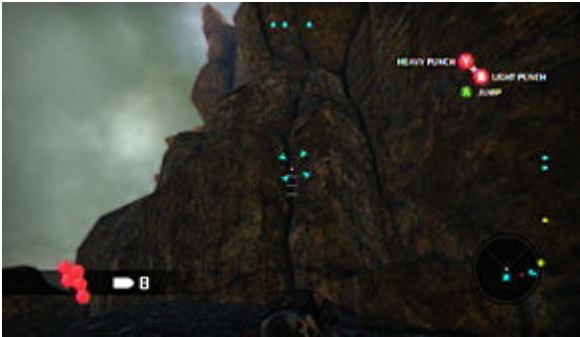
You're in the home stretch now, and this is the best place in the game to clean up on those pesky Weapon Usage Challenges. Kill the copious Grunts using the weapons in the pods as you see fit.

Before that happens, you may want to take out the Commando Biomechs with some well placed boulders. Kite and throw the rocks around the opening area at the two Mechs before heading into the valley.



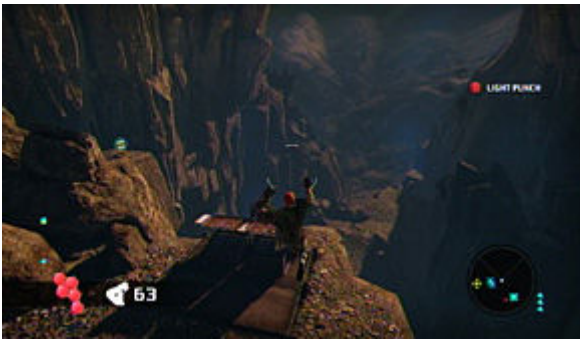
Scale the cliff opposite the pods for a Collectible.

Collectible 1



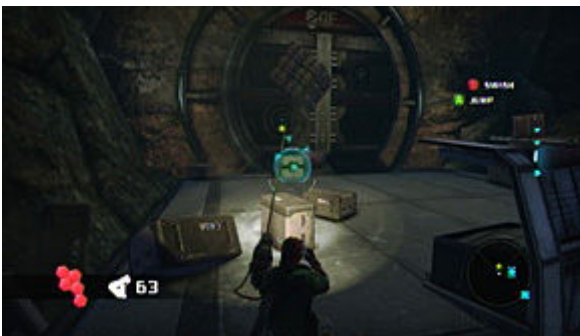
Grunts will pour out of the valley, and are in ample supply around the launch pad. Head to the far right of the pad for another Collectible on the edge of the abyss. Toss objects at distant Grunts to finish them off.

Collectible 2



Down by the White Matrix Door -- the area exit -- is the FINAL COLLECTIBLE! Grab it to complete the Total Collectibles Challenge.

Collectible 3



Go into the room on the right and a cutscene will occur.

Kill the immediate grunts in the doorway, then head down the long hallway tossing boxes at Grunts as they come. This should present no challenge since there's ample missiles for the kiting. At the end you'll be greeted by another cutscene.

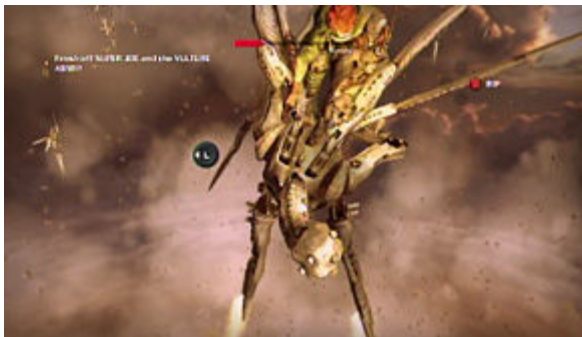


«	Act 2 - Chapter 1	Act 2 - Chapter 2	Act 2 - Chapter 3	Act 3 - Chapter 1	»
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«	Ash City	The Constructor	The Vault	The Final Battle	»
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**The Final Battle - No Collectibles**

The Final Battle is a battle of QTEs (Quick Time Events). On the Vultures you'll be prompted to hold a certain direction while mashing Rip (Light Punch) to dismantle them.



After dismantling one, you'll fall to the next below -- grapple it as you pass. You'll be prompted after a few seconds to Zip up to it.



The first three Vultures are easy, but make sure you mash Rip quickly on the fourth or it will overpower you. Rip up all the Vultures and you'll have bested Bionic Commando's final trial! Congratulations!





## Bionic Commando Challenges

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In return for completing the Challenges below, you'll receive an Achievement / Trophy, Reward (weapon upgrade, health upgrade etc.) and / or more Challenges. These are all given below, accompanied by a description of any Rewards available. Notes on especially difficult Challenges are given below, but these are taken directly from our [Walkthrough](#).

Challenges should be completed as soon as possible, or you'll run out of time to do them over the course of the campaign. Once the campaign is over, you won't be able to revisit levels to complete Challenges. Furthermore, Rewards come in handy during the Campaign, as they augment your abilities. So be sure to check in with your Active Challenges in the pause menu frequently, and modify your actions, and weapon use, accordingly.

### Weapon Usage

<b>Close Up</b>	Shoot an enemy while zoomed in <ul style="list-style-type: none"> <li>● Precision / Bullet spread is decreased for Tungsten when zoomed</li> </ul>
<b>Kaboom</b>	Use a grenade to kill 1 Grunt <ul style="list-style-type: none"> <li>● Ammunition Upgrade 1 / Increases Tungsten ammo capacity</li> <li>● New Challenge</li> </ul>
<b>Man Locked Up</b>	Use the Tarantula's lock-on ability to kill 1 infantry unit <ul style="list-style-type: none"> <li>● Four the Win! / Ability to lock on to four spots with the Tarantula</li> <li>● New Challenge</li> <li>● New Challenge</li> </ul>
<b>Stroke of Luck</b>	Kill 1 enemy with the Bulldog <ul style="list-style-type: none"> <li>● New Challenge</li> <li>● New Challenge</li> </ul>

<b>Rocket Man</b>	Use the Tarantula to kill 10 enemies.
<b>Two Hit Wonder</b>	Kill 2 Grunts with a single HIKER shot
	<ul style="list-style-type: none"> <li>● In your face / HIKER fire rate increased</li> <li>● New Challenge</li> </ul>
<b>Explosive Delivery</b>	Kill 2 Grunts with the Bulldog while swinging
	<ul style="list-style-type: none"> <li>● Reloaded / Increases Bulldog reloading time</li> </ul>
<b>Let the Dog Out</b>	Kill 3 Grunts with one Bulldog shot
	<ul style="list-style-type: none"> <li>● Firestorm / Greater blast radius for Bulldog grenades</li> <li>● New Challenge</li> </ul>
<b>Air to Surface</b>	Use the Tarantula to kill 6 enemies while swinging
	<ul style="list-style-type: none"> <li>● Firestorm / Greater blast radius for Bulldog grenades</li> <li>● New Challenge</li> </ul>
<p>Notes: (<a href="#">Port Anderson II</a>) After the battle with the three Mechs around the second RELAY, grab the Tarantula in the nearby pod. Be sure to preserve the Grunts around the RELAY throughout your fight with the Lancer and Airforce Mechs. Grapple high above and lock onto the six Grunts below -- while swinging-- to satisfy the Air to Surface Challenge. You'll probably get the Rocket Man Challenge too.</p>	
<b>Drive-by</b>	Kill 3 Grunts with the HIKER while swinging
	<ul style="list-style-type: none"> <li>● Sledgehammer / Increases HIKER damage</li> <li>● New Challenge</li> </ul>
<b>Bulldog's Eye</b>	Kill 2 Grunts from 120 Meters with one Bulldog grenade
	<ul style="list-style-type: none"> <li>● Sharpshooter Calm / Stabilizes YELENA sites</li> </ul>
<p>Notes: (<a href="#">Ascension City Garden</a>) After hacking the RELAY, the large room with the pod is the perfect place to get the -- Bulldog's Eye. Grunts appear in the far left corner of this room, on the ground by the waypoint. You should go to the far right of the room, on the top level to the right of the pod and down a bit on a walkway.</p> <p>Stay against the wall and zoom in with your Bulldog. You'll have to shoot up and over the rafter to get a Bulldog grenade 120 meters to its targets. Fire a shot and hope you get the Challenge! If not, die and try again.</p>	
<b>Lead Sprayer</b>	Kill 30 Grunts with the HIKER
<p>Notes: You can get this on the last few levels, including The Constructor and The Vault -- but you should try and use the HIKER a lot during the campaign to avert this.</p>	

<b>The Turn</b>	Kill 4 Grunts with a single grenade
	<ul style="list-style-type: none"> <li>● Grenadier / Increases grenade capacity to four</li> <li>● New Challenge</li> </ul>

<b>The River</b>	Kill 5 Grunts with a single grenade
	<ul style="list-style-type: none"> <li>● Master Blaster / Upgrades grenade capacity to five (max)</li> </ul>
<p>Notes: (<a href="#">Port Anderson I</a>) There are so many Grunts in this first section of tunnel in a confined area that it's tough NOT to get that annoying Challenge "The River." If you see a clump of 5 Grunts, nail them with a grenade to satisfy it.</p> <p>A perfect time to do this is just after the Mech fight, at the bend in the tunnel -- about seven Grunts will run around this bend in unison as you approach it.</p>	

<b>Jabber Man</b>	Kill 10 grunts in hand-to-hand combat
Notes: Death from Above attacks count!	

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### Arm and Wire Action

<b>Train Block</b>	Pull down the vehicle that is blocking your way
	<ul style="list-style-type: none"> <li>● New Challenge</li> </ul>

<b>Train Wreck</b>	Pull down 3 train cars
Notes: See our <a href="#">Walkthrough</a> for Act 1 - Chapter 1.	

<b>Monkey Man</b>	Swing longer than 30 Meters without touching anything
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<b>Swinger</b>	Complete 3 consecutive swings
	<ul style="list-style-type: none"> <li>● New Challenge</li> </ul>

<b>Receiving End</b>	Throw an object at an enemy
	<ul style="list-style-type: none"> <li>● New Challenge</li> </ul>

<b>Incoming</b>	Kill an enemy with Death from Above
	<ul style="list-style-type: none"> <li>• Ammunition Upgrade 2 / Ammo capacity for tungsten increased (Max)</li> <li>• New Challenge</li> </ul>

<b>Whoo-paah!</b>	Kill 1 grunt with a Whip Spin
	<ul style="list-style-type: none"> <li>• Super Charges / Damage increase for the Tungsten</li> <li>• New Challenge</li> </ul>

<b>Down to Earth</b>	Kite a Grunt and pull him down on another Grunt
	<ul style="list-style-type: none"> <li>• New Challenge</li> </ul>

<b>The Pinball Effect</b>	Kill 2 Enemies with 1 throw
	<ul style="list-style-type: none"> <li>• New Challenge</li> <li>• New Challenge</li> </ul>

<b>Worthy Foe</b>	Kill 3 Biomechs in hand-to-hand combat
	<ul style="list-style-type: none"> <li>• The Bullet Hoser</li> </ul>
Notes: Adrenaline moves count.	

<b>Barrage</b>	Kill 3 enemies at the same time with Death From Above
	<ul style="list-style-type: none"> <li>• New Challenge</li> </ul>

<b>Pull!</b>	Kill an airborne enemy with a Throw attack
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<b>Lash Out</b>	Kill 4 Grunts with one Whip Spin attack
	<ul style="list-style-type: none"> <li>• New Challenge</li> </ul>

<b>Crowd Control</b>	Kill 6 Grunts with one Whip Spin
	<ul style="list-style-type: none"> <li>• New Challenge</li> </ul>
Notes: ( <a href="#">Ash City</a> ) In the tunnel you'll encounter a wave of Grunts -- this is a good spot to finish up some of those Challenges you've been waiting to complete. We completed the "Whip 'em Good" Challenge here and it's a good spot for Crowd Control as well. This can be done in a few levels, since the Whip Spin is so powerful and has such a wide range.	

<b>Shoot 'Em Up</b>	Use the Kite ability on 15 Grunts
	<ul style="list-style-type: none"> <li>• Faster Reload 2 / Decreases Yelena reload time</li> </ul>
<b>The Pitcher</b>	Kill 50 enemies with the Throw attack
<b>Feel the Beat Y'all</b>	Kill 30 Grunts in Hand-to-Hand Combat
	<ul style="list-style-type: none"> <li>• Bionic Armor / Final max health increase</li> </ul>
<b>Shellshock</b>	Kill 5 enemies with a single Death from Above
<p>Notes: (<a href="#">Port Anderson III</a>) Inside the warehouse just past the Mechs / forcefield lie about a dozen Grunts and Heavy Grunts. The high ceiling of this warehouse makes this a good spot to get your Shellshock Challenge. The key to doing this is to hold back and weaken as many Heavy Grunts as you can from a point just up from the entrance on the ground.</p> <p>Here you can take cover behind pipes and take potshots with the YELENA or SJMG. Weaken the Heavies and try not to kill the others. As they swarm in the corner near the ramp or near a cargo container, zip above them and perform a Death from Above attack. If you catch five (weakened) Grunts in the ring of the DFA, the Challenge is yours! Thankfully, just ahead is a RELAY you can hack for a save point. Phew!</p>	
<b>Whip 'Em Good</b>	Kill 50 Grunts by using the Whip Spin attack
<b>Go To Heaven</b>	Use the Kite Ability on a Grunt and kill him in the air
	<ul style="list-style-type: none"> <li>• New Challenge</li> </ul>
<b>Speed Swinger</b>	Complete 5 consecutive Speed Swings
	<ul style="list-style-type: none"> <li>• New Challenge</li> </ul>
<b>Leap Up</b>	Perform a Leap Up
<b>Kick In the Back</b>	Perform 2 Zip Kicks on an enemy
<b>First Swing</b>	Perform a swing
	<ul style="list-style-type: none"> <li>• New Challenge</li> </ul>
<b>Hand-to-Hand</b>	Kill a Grunt in hand-to-hand combat
	<ul style="list-style-type: none"> <li>• Light Armor / Max health increase 1</li> </ul>

<b>Reel In</b>	Reel in (zip) 3 times
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## Bosses

<b>Out of the Bush</b>	Defeat the Buraq
	<ul style="list-style-type: none"> <li>• Six Shooter / Lock on to six targets with the Tarantula</li> </ul>

<b>Can You Dig It?</b>	Defeat the Mohole!
	<ul style="list-style-type: none"> <li>• No Clipping / Ammo Upgrade for the SJMG (600)</li> <li>• Red Matrix / Opens Red Doors</li> </ul>

<b>The Constructor</b>	Defeat the Constructor
	<ul style="list-style-type: none"> <li>• White Matrix / Opens White Doors</li> </ul>

## Enemy Combat

<b>Slayer</b>	Kill 25 Grunts
	<ul style="list-style-type: none"> <li>• New Challenge</li> <li>• New Challenge</li> </ul>

<b>New Anti Air Measures</b>	Destroy 1 Polycraft
	<ul style="list-style-type: none"> <li>• Hollow Point / Damage increase for Tungsten</li> <li>• New Challenge</li> </ul>

<b>Torn Into Pieces</b>	While in the air, destroy 1 Polycraft
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<b>Fair Fight</b>	Defeat 1 Biomech to complete the challenge
	<ul style="list-style-type: none"> <li>• Faster Reload / Decreases the Yelena reload time</li> <li>• New Challenge</li> </ul>

<b>Cracker</b>	Defeat 5 Biomechs
	<ul style="list-style-type: none"> <li>• New Challenge</li> </ul>

<b>The Bold Approach!</b>	Hit 1 Biomech with a single Death from Above
	<ul style="list-style-type: none"> <li>• New Challenge</li> </ul>
<b>Spence is in the Air</b>	Finish off a Polycraft with an Adrenaline Finishing Move
<b>Come out and Play</b>	Finish off a Biomech with an Adrenaline Finishing Move
	<ul style="list-style-type: none"> <li>• Medium Armor / Health Increase 2</li> </ul>
<b>Headshot Bonanza</b>	Kill 50 Grunts with a headshot
Notes: Use that zoom function!	
<b>Poly Cruncher</b>	Destroy 10 Polycraft
<b>Nemesis</b>	Kill 350 Grunts
<b>Biomech Sweeper</b>	Defeat 15 Biomechs
<b>Blood Trial</b>	Kill 10 Grunts
	<ul style="list-style-type: none"> <li>• New Challenge</li> <li>• Hip Shot / Increases quick shot (non-zoom) accuracy of Tungsten</li> </ul>
<b>Collectibles</b>	
<b>Total Collectibles</b>	Find all Collectibles in the game
	<ul style="list-style-type: none"> <li>• Unlock Concept Art in the Extras Menu</li> </ul>