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Guide

Vanquish Guide

IGN Staff

Vanquish your problems with our *Vanquish* strategy guide. Pangloss statues, boss strategies, and weapon levelling exploits are covered here.

Now if only Isaac Clarke can attach rocket thrusters to his engineering suit, those Necromorphs would be dead meat (well, more dead than before).

Waa-wa-wa. IGN would like to thank our readers/contributors: Andre Motley, Gillbo, Steffen Post, and Martin from U.K. for finding those damn hard Pangloss statues.

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Guide part 2

Vanquish Guide

Page or section under construction. Check back later.

In the mean time, look for pictures of safety cones, just like in the good ole' Geocities days.

Guide part 3

Vanquish Guide

- How to Play
- Walkthrough
- Pangloss Statues

Commonly asked questions are answered on this page. If your problem isn't addressed, feel free to shoot us an e-mail via the link at the bottom of this page. Thanks.

?

How does this weapon power-up system work?

Refer to the manual, which fully explains it, and check our section Powering-Up the weapons to exploit the hell out of the system.

?

Why do my weapons power-down sometimes, but not every time?

On normal difficulty, your equipped weapons and grenades are docked one experience chevron; subsequent deaths won't affect you (even if you equip a different weapon and die again).

?

Which weapons are the best?

It depends on the stage and situation, but generally speaking, the three starting weapons (heavy machinegun, assault rifle, and shotgun) are the most handy.

The disc launcher is a good weapon to power-up if you are concerned about having melee attacks. That weapon lets Sam engage in hand to hand combat continuously by expending ammunition instead of the AR meter. For mini-bosses like Crystal Viper and Unknown, you can use a powered-up Disc Launcher to kill them easily.

?

I ran out of ammo for a boss. Am I stuck?

Unless melee attacks damage the boss, then yes, you are stuck if you have no more ammo to shoot. Restart from the last checkpoint and try again.

?

How do I get more cigarettes?

Sam starts each stage with three cigarettes; if they are used in that stage, you do not get more until you go to the next stage.

?

Are weapons random or pre-set?

Weapons from weapon boxes are randomized, but the weapons (represented by white dots) placed inside the Halo/UNC drop pods are always the same every time you play.

?

Do the Pangloss Statues do anything?

They increase the score in the stage they were destroyed, but they are principally there for trophies

and achievements.

Guide part 4

Vanquish Guide

- **How to Play**
- Walkthrough
- Pangloss Statues

Goal of the Game

Sam Gideon goes on board a space station that houses a giant super-laser deathray machinegun. He kills (or escapes from) everything to reach the end of the level. If gets to the end, kills bosses, and doesn't die, he wins. Otherwise he dies. If he dies, you try again until you quit or your machine does.

Game Logistics

Sam's weapons uses ammunition, which is found in limited amounts from enemies and pre-set locations on board the space station. If he mismanages the ammunition by wasting it, he will be stuck. Other than those weapons, he only need concern himself with the Augmented Response meter, which allows him to butt-jet across the floor or slow-down time (Bayonetta's Witch Time or Max Payne's Bullet Time) to give you time to respond in hectic firefights.

His life regenerates over time. While certain hits will kill Sam instantly, light hits he can shrug off by staying behind cover. Note that some cover material are ablative and will be destroyed after sustained enemy fire.

Cover

Taking cover can be done with pre-assigned cover (almost all objects are cover), or simply moving Sam behind something solid. Most attacks are blocked by cover, although large intensive beams (like those from the Argus war-bots) tend to seep through thin pieces of cover; for those, select thicker cover, like the ground or a very large section of wall. Either that, or *use the boost to get through*.



Sam can use the weapon boxes as cover -- ideal, since the boxes and weapon pods are nearly indestructable. While Sam cannot hide against a pod, having one block incoming shots is certainly satisfying. Additionally, to hide against a box, the box first needs to be opened. Open the boxes (the

weapons generated are randomized anyway) and use it for cover when needed.

Tobacco Products Kill

Sam's cigarettes can be used to distract the R.I. (robotic intelligence) by its thermal signature. When R.I. are distracted, break from cover and slip into AR mode -- then waste the mother—s. Done correctly, you can take down hoards of R.I. without sustaining injury. A vital skill on Hard.

New Game vs. Mission Select vs. Continue

You can start a new game and select your difficulty. If you change the difficulty in the middle of playing, you will restart from the last checkpoint (counts as a death) with the new difficulty setting. Additionally, your leaderboard points will be considered at the lowest difficulty setting used (meaning you cannot go back to a higher difficulty to reap the points).

New Game

This option begins a new game from the start. It's recommended that you continue your game once through, or you will lose all the earned levels in your weapons.

Mission Select

Using this option lets you jump into the action where you want and you continue from there. However, it is the equivalent of starting a new game from that point, and your weapons start off at the base level. Unless you're suicidal, you may want to avoid using this option on Hard or God Hard (and Normal can be annoying with base level weapons).

Continue

Continues your game from the last checkpoint saved. If you completed the game, this replays the last checkpoint (and the credit shooting mini-game) over and over until you decide to Mission Select or start a New Game.

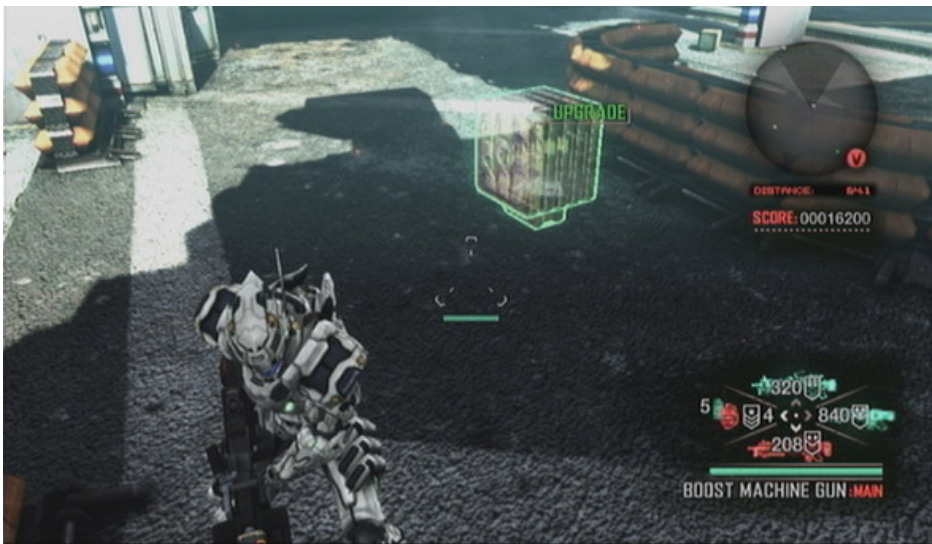
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Powering Up

Weapons can be upgraded when you pick-up an Upgrade Chip (green laser-cube). The currently selected weapon will upgrade one level, and retain any experience chevrons. *(Note that the Upgrade Chip will not affect grenades)*



Weapons also slowly upgrade when you pick-up the same weapon (with at least one shot in it) that's identical to one of the three weapons (or grenade) you have **-AND-** if that identical weapon (or grenade) is at maximum ammo.

The weapon becomes an experience chevron. Accumulating 3 chevrons will improve the weapon by one level. This is the only way to increase the levels of the grenades.

Exploiting the System

Using several weapons, you can maximize your weapon's experience chevrons. You need four different weapons on the ground (excluding grenades, which cannot use this exploit). The weapons on the ground all have to be completely full (or never fired), and the weapons carried by Sam must have at least one shot in them (or the carried weapons disappear).

In this example, Sam will have the following: Assault Rifle (166 rounds left), Heavy Machinegun (34 rounds left), and a Shotgun (3 shots left).

On the ground (or in pre-set drop pods) are four weapons that have never been fired -- the three weapons Sam is holding and a sniper rifle. Normally, if you pick-up the weapons Sam already has, you will simply recover the ammunition and not level up. The trick now is to exploit this system.

(1) - Have Sam swap any of his used weapons with the fourth weapon (the weapon not in his inventory). For this example, swap the Assault Rifle for the Sniper Rifle.

(2) - Take the fully loaded version of the weapon he previously dropped. His new Assault Rifle will have maximum ammunition.

(3) - Locate and acquire the previously dropped "used" Assault Rifle. Since the new Assault Rifle has maximum ammunition, the old Assault Rifle is converted into an experience chevron instead.

(4) - Repeat the weapon swapping process with the remaining weapons before moving on.

By using this trick on Normal and Hard (after a boss fight), you will greatly increase your firepower. Doing this on Casual difficulty can probably maximize your weapon levels before Act 2 is even over.

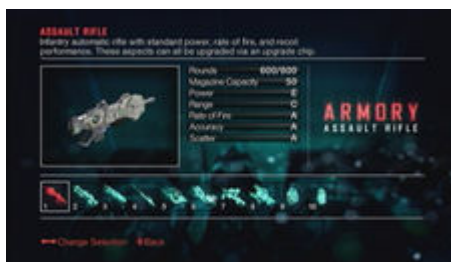
Losing It

Dying will dock experience from your weapons (the three currently equipped and both grenade types). This won't happen again (at least not on normal) if you die again, so you can retry again from the checkpoint without completely draining your weapons. Since Vanquish is about using cover, consider this penalty as a warning to use more cover in the future, and rely on AR Mode only when you have a place to recharge it safely.

Weapons - Base Level vs. Max Level

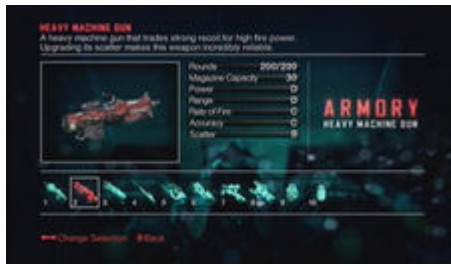
There are 10 different weapons in the game, with more in downloaded content (these do not count for the achievement / trophy of collecting all weapons). Some weapons have ten levels of proficiency while others have only six. Below are the ten core weapons in the game, both at the minimum level (left) and maximum level (right) so you can see how they are improved.

Click on the images for an enlarged view.



? - The assault rifle is a great weapon for taking down R.I. It's accurate enough to chew the head off an enemy, which will instantly short it out. Against heavily armored enemies, the assault rifle will labor to do sufficient damage, so you will need to ditch it. However, when it's powered up, the 1200 rounds it has makes a serious dent in the enemy. Sam just has to survive to deliver it.

This weapon is common, and its melee attack is a flurry of punches. Press the melee button repeatedly to deliver a chain of punches.



? · Sam's heavy machinegun is a good support weapon if it weren't hampered by two things: lack of ammunition and poor accuracy. Increasing its level will increase both, but not to the point of the game-breaking DLC weapon (the Boosted Machinegun). Luckily the HMG is commonly found and can either be used to level up, or supply the existing weapon with experience. Just don't squander it.

This weapon is common, and its melee attack is one of the few (apart from the DLC weapons) that let Sam go into AR gun mode in mid-air. After you melee with this weapon, hold the Aim button and enjoy the exploitation. Note you can change weapons and fire another weapon just as in AR mode on the ground or while sliding.



? · Some games call the shotgun the s—gun for its obvious misuse in wide open areas where the shooter gets sniped. In Vanquish, the shotgun will be very helpful or a hindrance depending on your enemy. Against the Crystal Viper, Romanovs, Bia, Gorgi-USG, and Bogey, the shotgun can take down their lifebars in a hurry. Against more generic enemies, you may opt to use another weapon.

This weapon is common, and its melee attack can be charged for a stronger hit. Just hold the melee button and watch that crap fly!



? · The sniper rifle is the only silenced weapon in the game. It is used only against light enemy R.I. or to damage the weak cores of bosses and tougher enemies. Using this weapon on the armored plating of enemies is a no-no.

This weapon is uncommon, and its melee attack is nothing special.



? - Sam can only melee intermittently as his ARS can only muster enough power for brief periods of time. With the disc launcher, this limitation is substituted with ammunition (in the form of discs used aboard the U.S.G. Ishimura). The disc launcher only has a few levels, and powers-up quickly. Its presence in a drop pod means you can be expected to do some close-up cutting -- or fighting a boss vulnerable to the same.

This weapon is uncommon, but its melee attack is the only one that doesn't use the AR meter, just ammunition. Note that if Sam uses the boost and attempts to melee with the disc launcher, that attack will be considered a regular melee attack, and drain the AR meter.



? - The standard rocket launcher can lock-on and only holds three shots. This weapon is a fire-and-forget weapon, not only due to the lock-on, but because it has so little ammo. Power-it up before moving on, then ditch it for something else. Even not powered-up, the rocket can kill or damage most R.I. to a severe degree.

This weapon is rare, though its melee attack sends enemies into the air for a rocket-juggle.



? - The Lock-On Laser is handy when you want to fire on enemies from above. The lasers arc up and then down (like artillery) but is extremely weak. If you find it, use it, but it's not a great weapon.

This weapon is rare, and its melee attack is nothing spectacular.



? - The Low-Frequency Energy Gun (or LFE Gun), is the energy version of the shotgun, but with less ammo. The shot goes through walls and small masses, and when it comes in contact with R.I., it detonates, stunning tough enemies (Romanovs) or destroying them (Gorgi). Its penetrating abilities are great, but it is fairly uncommon and doesn't have the quality of devastation of the shotgun.

This weapon is uncommon, and its melee is nothing special.



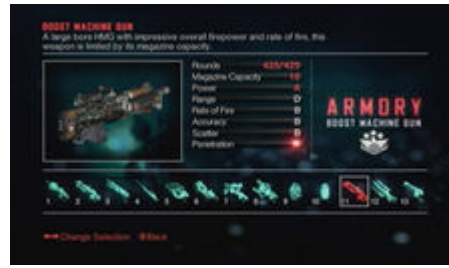
? - Frag grenades are dangerous both to your allies and yourself, so while they are great to toss at R.I., you may opt to use the EM Emitter instead, and power-up the frag grenade for use in Act 5 instead. You'll have plenty of reason to use it by then.

A fairly uncommon weapon. Melee attacks are not linked to grenades.



? - The EM Emitter is awesome. Not only will it stun enemies, but it will kill robots once the weapon reaches max level. However, the weapon is so useful, you will likely have it equipped almost all the time, meaning it will be constantly de-powered when you are killed at checkpoints. Use this weapon against bosses who regenerate life; the bomb detonates on impact, meaning you don't have to wait for the explosion for the weapon to work.

A fairly uncommon weapon. Melee attacks are not linked to grenades.



? - The Boost Machinegun is a **downloadable content** weapon. The magazine is small, but since it has comparable ammunition reserve as the heavy machinegun, the boost machinegun is a good complement for the assault rifle and heavy machinegun. As your magazine runs dry, switch to another weapon and your volume and rate of fire remains constant.

The one quality about the weapon is that it can penetrate floors, walls, and obstacles up to a certain thickness around level 6 or 7 (stars). This means the Chicane (wall making robots) and other enemies who take cover can be shot to death if you power-up this weapon enough (and dying when the weapon is at max-level won't delete that ability since it needs to be de-powered a few levels to lose it).

All DLC weapons are rare. The game will give you a small (25%) chance of obtaining one from a weapon box after every fifth or sixth box is opened. There is nothing special about the melee attack of the Boost Machinegun.



? - The Laser Cannon is a beam weapon that has infinite ammo. Instead of bullets, it feeds off the AR Suit's energy meter. This means the Laser Cannon is a great weapon to have when exploring (and shooting statues and objects intermittently) but not great for battle, since you need all of the AR meter for the AR mode.

All DLC weapons are rare. The game will give you a small (25%) chance of obtaining one from a weapon box after every fifth or sixth box is opened. The melee attack for the Laser Cannon is the same as the shotgun's -- if melee is held down, Sam will charge up his punch.



? - The Anti-Armor Pistol is a magnum "sniper" gun. Basically, it does shotgun level damage to a

single target at any range, but it is an uncommon find (unlike the sniper rifle). Use this weapon to augment your long range firepower, as there's definitely not enough ammo to keep it sufficiently stocked.

All DLC weapons are rare. The game will give you a small (25%) chance of obtaining one from a weapon box after every fifth or sixth box is opened. The melee attack for this weapon is the flip-kick, which can activate AR-mode by holding AIM when Sam is airborne.

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There seems to be no Pangloss statues on the Marine battleship. The game does say the statues are on the colony -- not space borne vessels. Start looking once you escape.

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? - **Statue 1 / 4** - After entering the side door to the bunker, but before you have Sam slide under the obstruction, stop. Turn around 180°. You should see a statue taunting you above the entry you just came through.

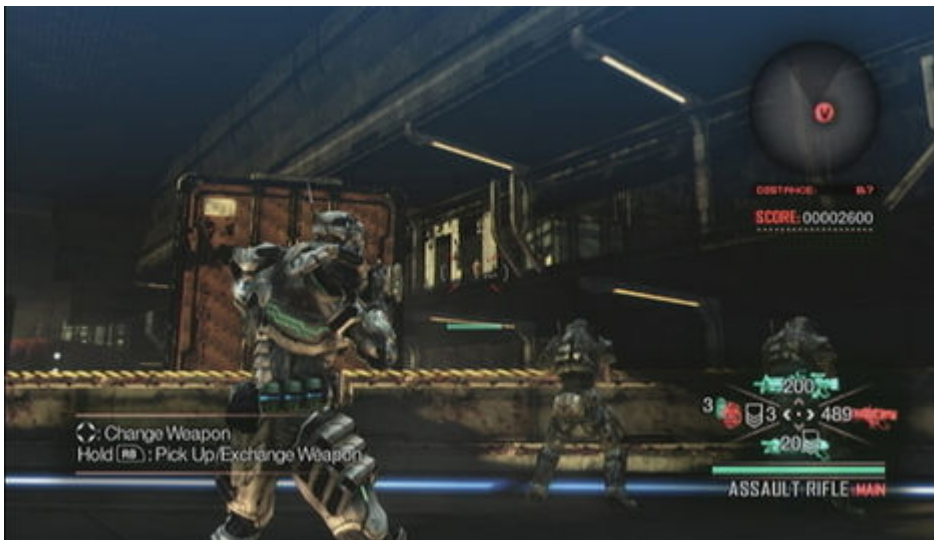


? - **Statue 2 / 4** - Slide under the first obstacle in the trench, then stop. Turn around 180°, and look to Sam's front/right (between the sandbags). The statue is far away in the distance, barely visible to the

naked eye.



? - **Statue 3 / 4** - Inside the room with the two weapon boxes, there is a statue on a grounded transport near the first box. Transports are the red R.I. carrying hovercraft you destroy through the game.

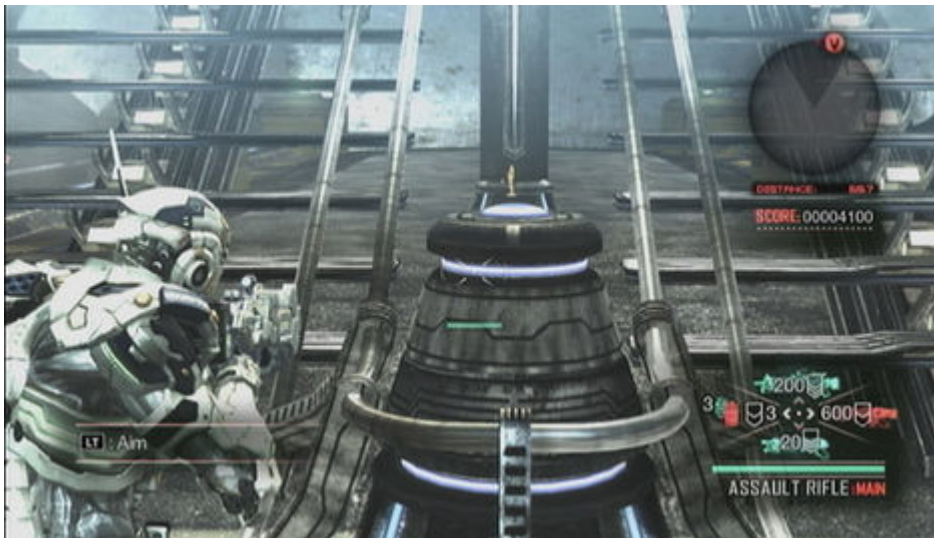


? - **Statue 4 / 4** - Inside the room with the weapon boxes and MOA, there is a statue on the catwalk. It's hidden behind a large yellow cargo container, and the only angle you can shoot it from is by standing near the large airlock that serves as the exit. Put the airlock to Sam's back and investigate the catwalk next to this large yellow container box for the statue.

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? - **Statue 1 / 4** - Past the double-stairs at the start of the mission. Sam can shoot past the stairs to hit the statue. Once you start fighting the boss, you cannot get this statue.



? - **Statue 2 / 4** - You can get this before, during, or after the boss fight. Locate the exit airlock on the upper balcony. Put the airlock to Sam's front and the plaza behind. Look to the left; the statue is on the ground near a cargo container.



? - **Statue 3 / 4** - You can get this before, during, or after the boss fight. Locate the exit airlock on the upper balcony. Put the airlock to Sam's front and the plaza behind. Look to the right; the statue is on the ground.

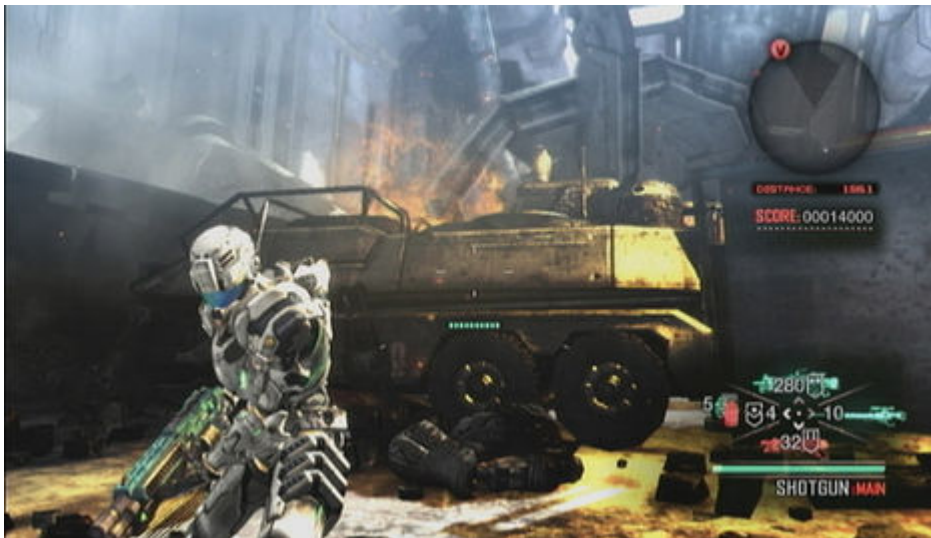


? - **Statue 4 / 4** - You can get this before, during, or after the fight with the Argus WMD robot. Put the exit airlock to Sam's left and proceed on the promenade/walkway in a clockwise fashion. You will encounter a dead-end formed by cargo containers. Investigate the fenced off area to the left of this dead-end for the statue.

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? - **Statue 1 / 4** - At the start of the mission, go past the heavy machinegun in the weapon pod and investigate the flaming vehicle. The left side of the roadblock has a statue atop an APC wreck.



? - **Statue 2 / 4** - The lower part of the bi-level sewage treatment area (where you have to rescue 3 soldiers) has a statue. Remain on the side without the ramp to the upper level, and put the bridge where the Romanov appears to Sam's left. Head to the dead-end, passing two bridgeheads (including

the one where the Romanov appears) and look around; the statue will be near some containers. You can get this before, during or after rescuing the prisoners.



? - **Statue 3 / 4** - The upper part of the bi-level sewage treatment area. Check behind the area behind the soldier named F. Kennedy. The statue is on a container on the lower level, but you must shoot it from the upper level.

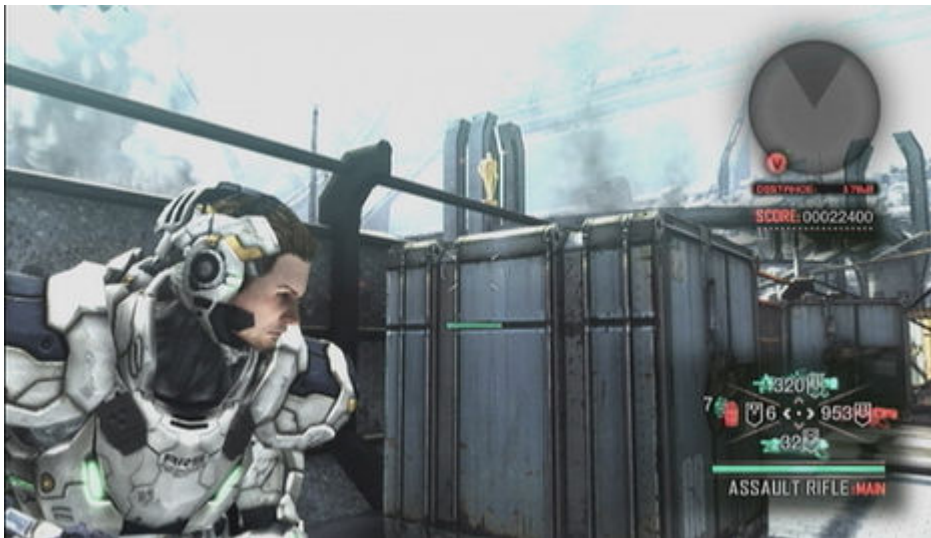


? - **Statue 4 / 4** - After rescuing all 3 soldiers, you will enter a control room. The statue is in plain sight to Sam's right.

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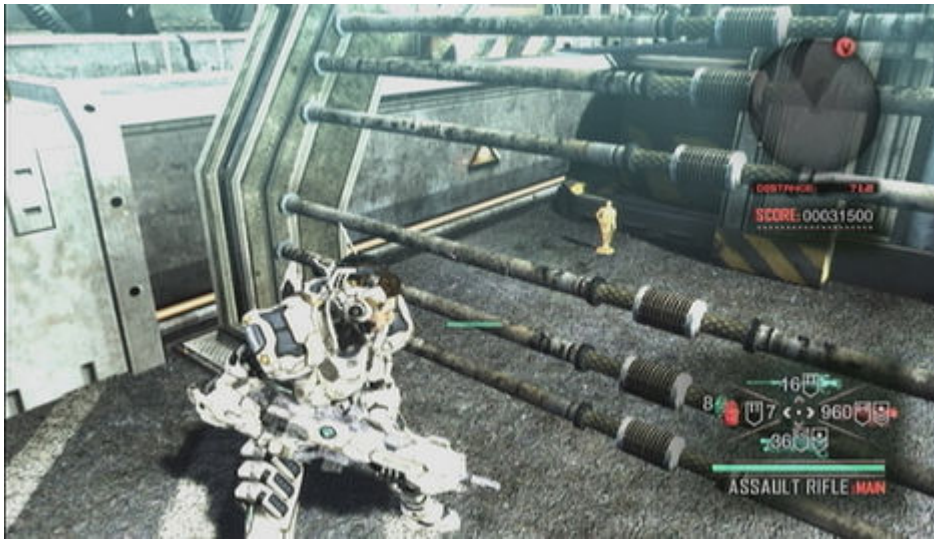
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? - **Statue 1 / 2** - Locate the weapon box at the start of the mission. The statue is on an adjacent container near this weapon box.



? - **Statue 2 / 4** - After you fight past the shuttered gate (and get two cut-scenes of soldiers fighting R.I.), get on top of the gate. Check out the blocked ramp to Sam's right. There are two containers where the ramp bends; the statue is on the ramp, next to these two container boxes.



? · **Statue 3 / 4** · Destroy the saw-tank and go to the top of the ramp that leads to the next stage. Investigate the area to the right for this statue.



? · **Statue 4 / 4** · At the exit ramp where the saw-tank emerged, there is a sign above the road that reads *TRANSIT CORRIDOR*. The statue is on top of that sign.

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? - **Statue 1 / 4** - Meet up with the friendly APC in the cut-scene, then check out the flaming junk to its left. There is a statue amongst the debris there.



? - **Statue 2 / 4** - At the roadblock, locate the turret and look in the direction towards the allied APC. There is a statue on the "right" ledge, above the tunnel floor. You can use the turret to shoot it to save on ammunition.



? · **Statue 3 / 4** · After destroying the roadblock, check behind the first cargo container cube to Sam's left. It should be stand-alone in the middle of the road, with a statue right behind it.



? · **Statue 4 / 4** · A deviously placed statue. It's right at the exit of the level, but not quite. Locate the Assault Rifle drop pod at the bottom of the exit ramp (the ramp leading to stage 1-7). The statue is past the pod, obscured partly by the junk on the ground.

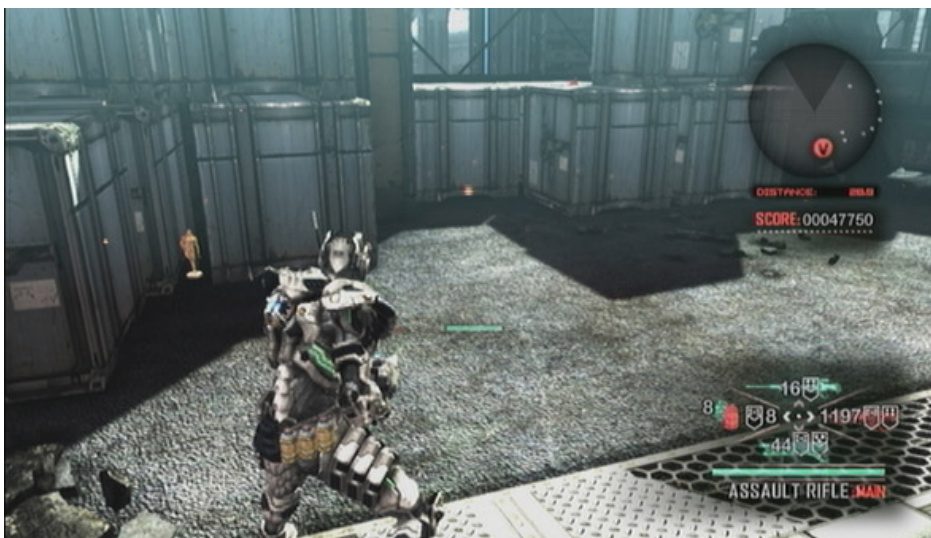
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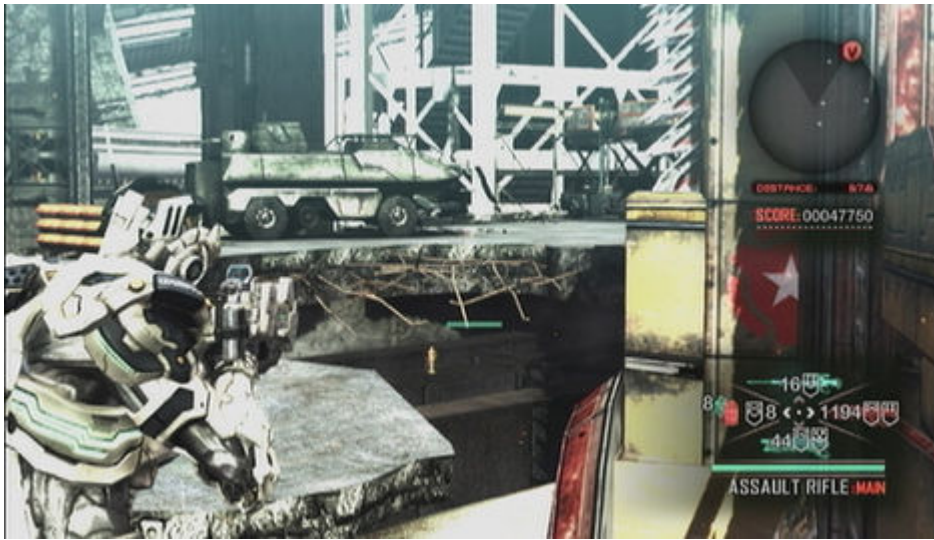
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? - **Statue 1 / 4** - In the pit with the digging machine and two freight elevators, locate the non-working elevator. A statue is perched on some containers near that lift.



? - **Statue 2 / 4** - Between some containers near statue 1. If Sam stands back far enough, he can see both at once on-screen.



? · **Statue 3 / 4** · Investigate the pit between the enemy digging machine and the non-working APC.



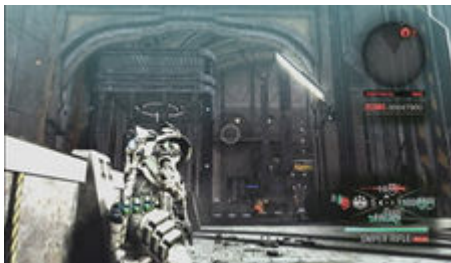
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? · **Statue 4 / 4** · Before regrouping with Burns on the elevator, you can get a statue while on the ground. Put the yellow containers next to Burns's elevator in front of Sam and the R.I. drilling machine to his left; you should be facing the lift Burns's elevator at an angle. Above Burns's position is a support beam of the lift; zooming in with the sniper rifle reveals the statue. Note, you can get it on the ride up but you will have a limited time to find and shoot the statue. If you miss it, you need to restart from a checkpoint or redo the stage.

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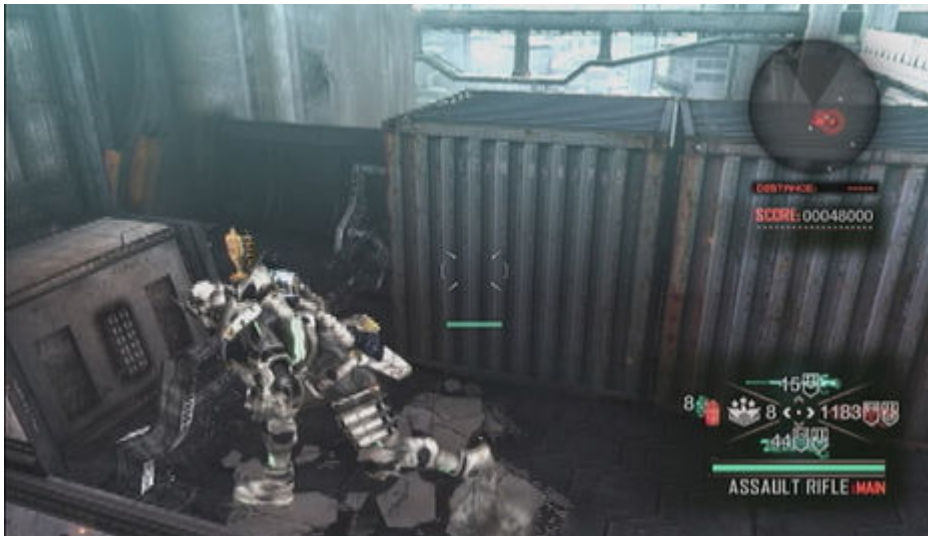
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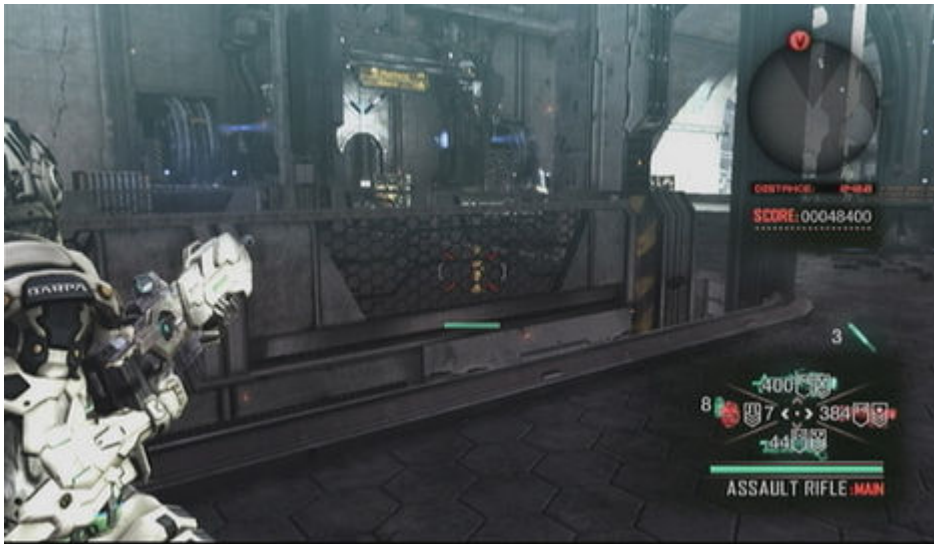


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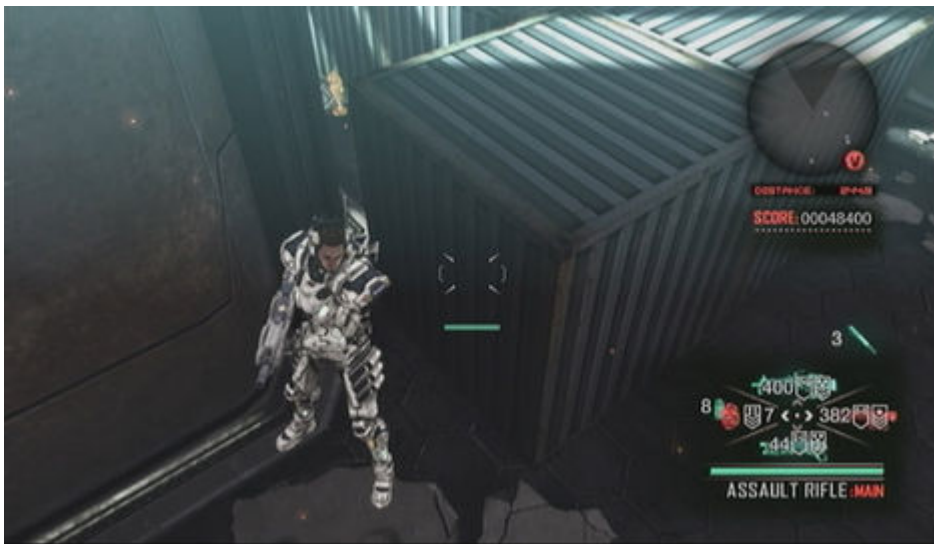
? · **Statue 1 / 4** · After the elevator ride up, position Sam so the elevator and its control panel are on his right and the low barrier is to his left. He should be looking into the combat area, but not exposed. Straight ahead (and above ground level) there is an arched depression in a wall with a light. The statue is just below this described element; a sniper rifle can help you shoot this statue.



? · **Statue 2 / 4** · A statue is in the corner of the platform near the elevator where Professor Candide first appears. You may want to defeat the Romanov but leave the rest of the smaller R.I. around so you don't go exploring with Zaitsev (the boss) attacking you while you search.



? · **Statue 3 / 4** · Put the elevator Sam and Burns disembarked from behind you; Candide's elevator is on the right, and another freight elevator will be to your left. The statue is on the left lift. Check the corners of the elevator for this one.

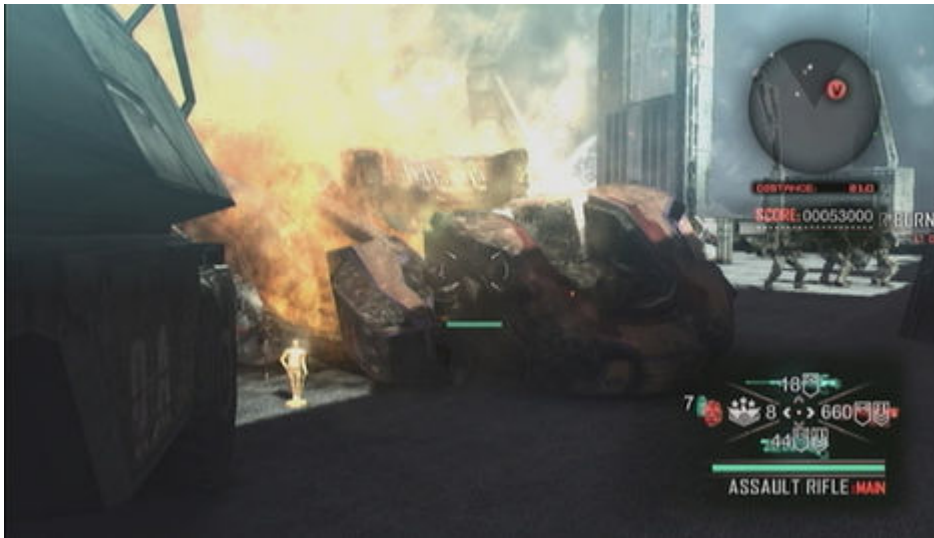


? · **Statue 4 / 4** · After the battle, Burns will be waiting by the exit lift. Use this lift as a landmark. Place the exit lift behind Sam and go forward into a small space between two large columns (a weapon box is near this small area). The containers here hide something; check past the crack on the left side for this statue.

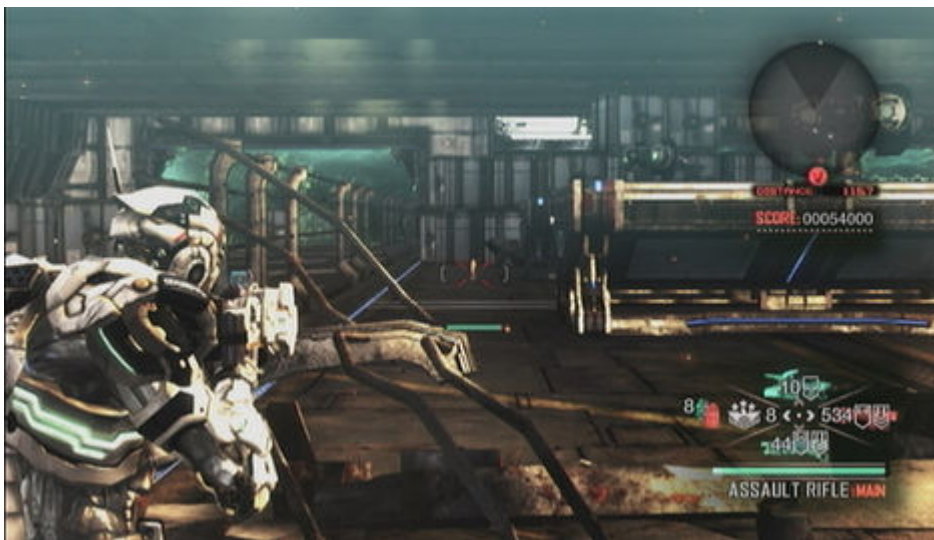
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? - **Statue 1 / 4** - Past the first roadblock, but before you go to the airlock, turn right and investigate the cul-de-sac formed by the flaming wreckage and the fortress wall. Statue get!



? - **Statue 2 / 4** - On the conveyor belt section, check behind the first enemy turret for a statue. It will be in the center area where you cannot walk into, but can shoot into.



Click to enlarge

? · **Statue 3 / 4** · At the end of the conveyor belt section, there are some stairs topped by an innocuous looking gate that locks Sam into the next section (and gives you a checkpoint). Before you head through the gate, stand at the top of these stairs. Place the gate behind Sam. You can see there is a large cross-beam situated laterally above the conveyor section. On this cross-beam are stairs (which you never reach; they are for decoration) on its right end. The statue is at the foot of these stairs. A sniper rifle is almost a must for this statue, unless you knew to shoot it from below with another medium range weapon.



Click to enlarge

? · **Statue 4 / 4** · This statue is in the timed area past the two sets of stairs; when all the Romanovs and enemies are killed, you go directly to stage 2-2. Before that happens, you need to find the statue. Upon entering, turn 90° right and locate a weapon box under a cargo container crane. To the left of this box/crane combo, there is a chain link fence. The statue is in the restricted area past the crane; you may have to kill one or two of the Romanovs to get a steady shot (but leave the turret gunner alive as an anchor).

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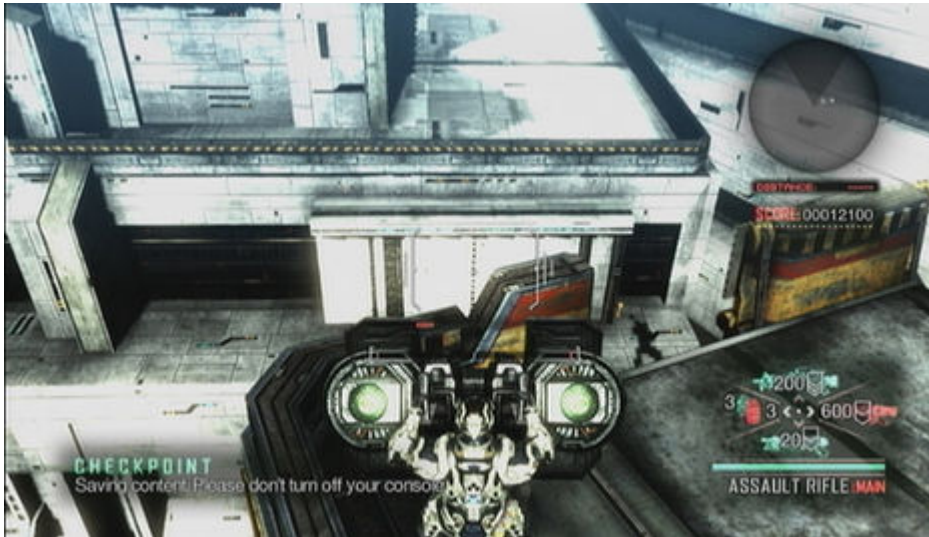


? · **Statue 1 / 4** · Aboard the train you are on, go forwards and check the first car's front-right corner. There should be a statue there. (from Andre Motley).



? · **Statue 2 / 1** · On the tail end (bumper) of the enemy train. You can shoot it before or during the chase sequence (when Sam is on the enemy dropship), but you have the best shot at the statue

when the enemy train is upside down earlier in the level.



? - **Statue 3 / 4** - After the train crashes, go to the back of the train and stand next to the right turret. Next to this turret is a break in the train's restraining wall. Look out through there and pan your view all the way down. There should be a statue in a doorway below the train. Be sure to snipe it quickly before Sam is driven off the train by the cut-scene.



Click to enlarge

? - **Statue 4 / 4** - This statue is in a timed area. While riding the enemy transport, you encounter two friendly marine dropships. One of them has this statue on its rear bumper. Use the guns of the hovercraft and Sam's guns to hose down the craft (no friendly fire). The dropship with the statue is labelled with the pilot's name, A. Smith. You may want to use AR mode as the dropship slowly passes by (on your transport's right) to get your shot; this is around the time the enemy train appears.

Everything happens quickly, so if you are not sure if you shot the statue, restart the checkpoint -- if you shot the statue before, it will be brown when you see it again. When Sam tells Elena to slow down, you only have a few more seconds to try for the statue; if you haven't shot it then, retry the checkpoint.

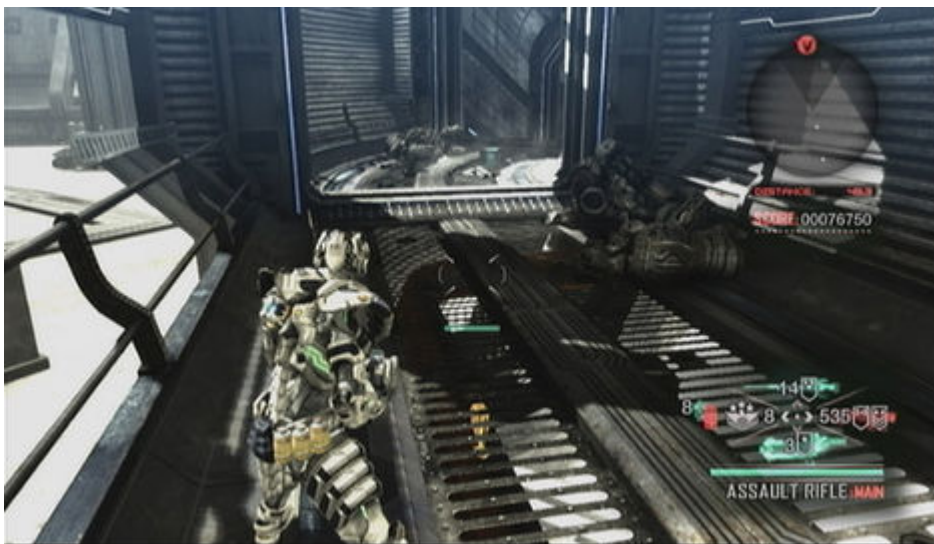
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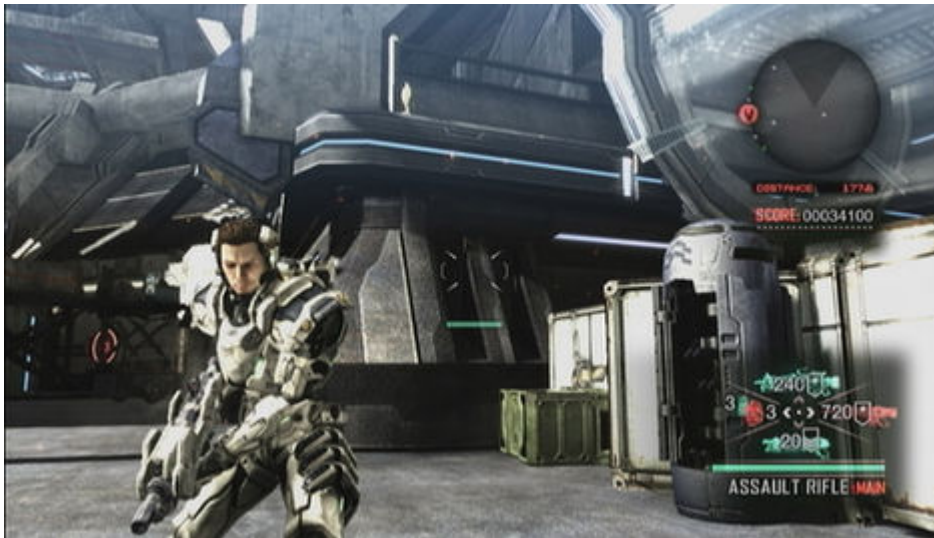


? · **Statue 1 / 4** · When Sam starts the mission, there is an adjacent platform from where he crashes. There is a wreckage of a marine dropship there; the statue is atop this particular wreck.



? · **Statue 2 / 4** · After your encounter with the Romanov in the small room, you will be in a corridor. Before the corridor bends right and goes downstairs, check the pipes running under the floor grating.

You may notice a small section of the long corridor is "marked off" by the surrounding tiles/textures; the statue is under the floor of that particular "quasi-room". Naturally, Sam's guns can shoot through this grating. (from Andre Motley)



? - **Statue 3 / 4** - In the arena with the two KNBR-0 Argus warbots, there is a statue. From the gate where you enter this zone (it will be a locked red door during and after the battle), face the middle of the arena and head left (follow the wall). You will encounter a weapon box and a drop pod near a marine droship. Put the marine droship behind Sam and look above these two weapon placements to see this statue.



? - **Statue 4 / 4** - The operator's seat for one of the two scaffold vehicles in the landing field where you fought the two KNBR-0 Argus bots has this statue.

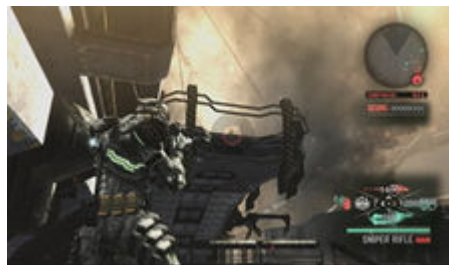
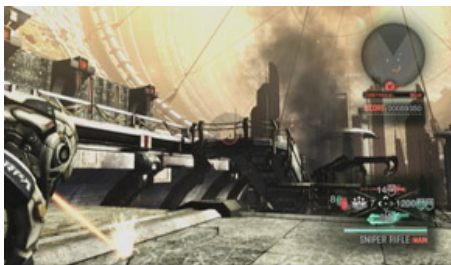
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? - **Statue 1 / 4** - At the bottom of the hill with the two large walkers, check the left ramp (it will be blocked) as you gaze up the hill. The statue is on the left ramp, hidden near a box. If you hit the checkpoint, you're screwed, as you can't go back past the closed gate.

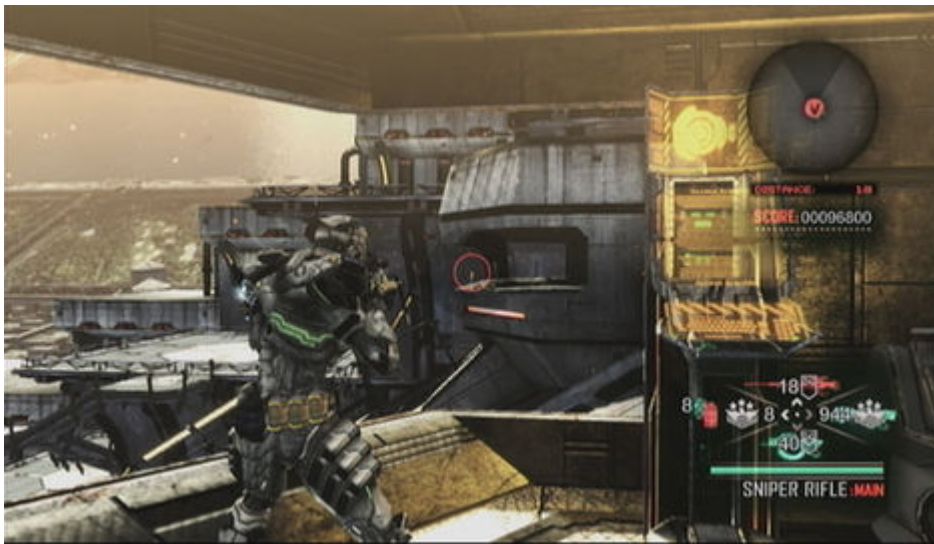


Click to enlarge

? - **Statue 2 / 4** - After Sam passes through the first gate at the bottom of the hill, go right to the sniper rifle drop pod. Put the drop pod behind Sam and you can see a destroyed ramp; the statue is at the top of this ramp.



? - **Statue 3 / 4** - Inside the first mobile bunker, go to the gun deck with two turrets and a weapon box. The statue is behind the right gun.

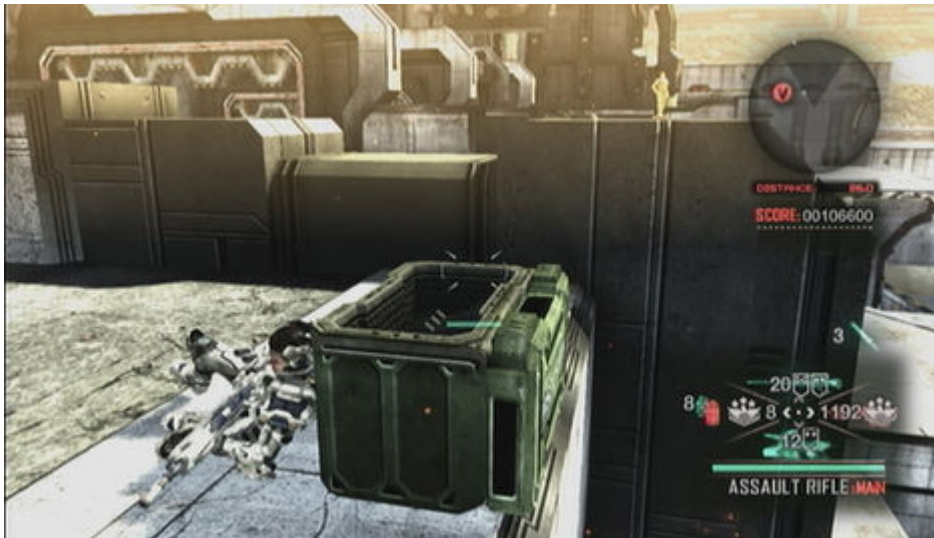


? - **Statue 4 / 4** - Locate the bunker with the control panel Sam needs to operate. Place the control panel to his right and investigate the next (immobile grey) bunker over. A statue is placed on the sill of this bunker.

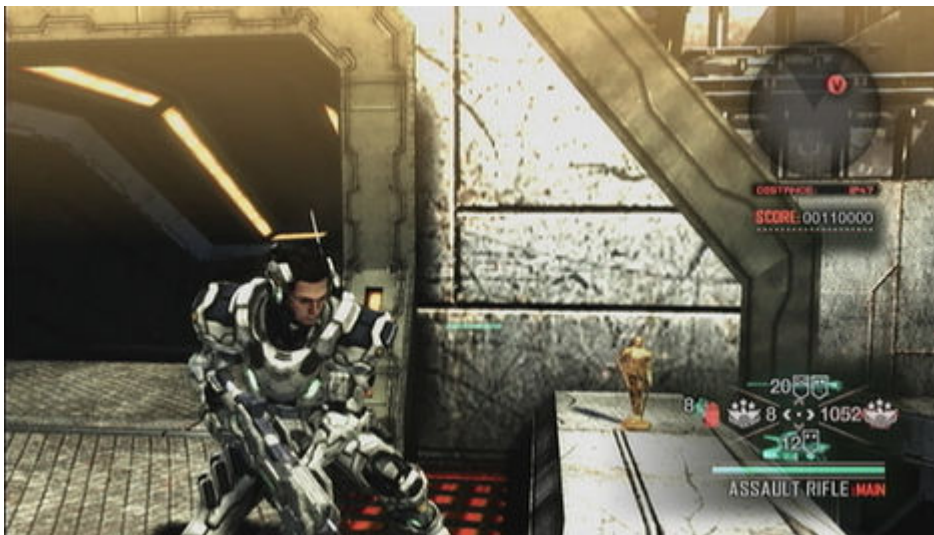
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? - **Statue 1 / 4** - Locate the weapon box near the Disk Launcher's drop pod (this is at the start of this mission). The statue is on the fortress structure between the drop pod and weapon box (at eye level). If you take the lift up with Burns and his buddies, you missed it. Enjoy replaying your game.



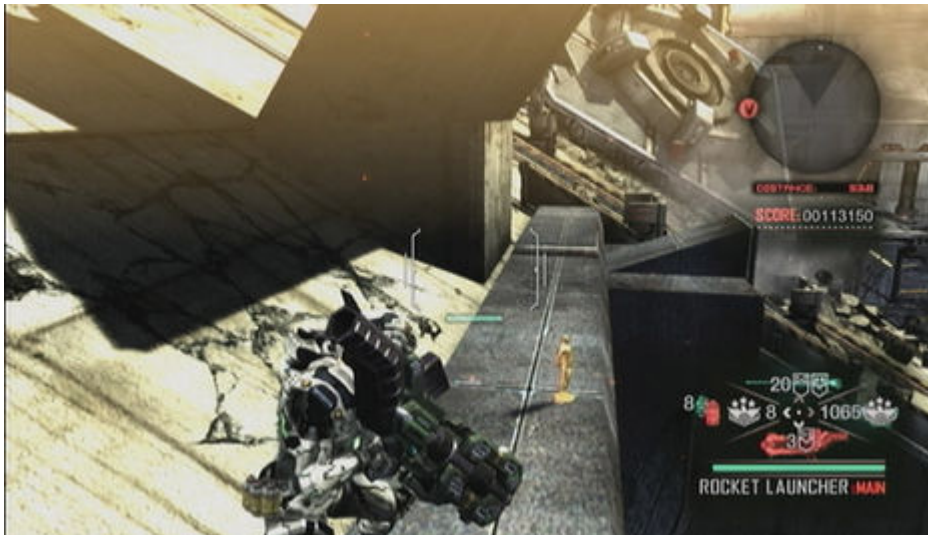
? - **Statue 2 / 4** - After riding the lift, but before the second elevator, Sam is attacked on a large curved

walkway by two light transports. The statue is on the outer rim of the walkway near the objective-marked exit. If you're at the hill with the KNRB-0 and falling debris, you missed it. Massive LULZ at your retry.



Click to enlarge

? · **Statue 3 / 4** · At the foot of debris hill, before you trigger the cut-scene with the collapsing rubble, go to the right of the wall at the foot of the hill. You can zoom past the debris to see a statue on right side of the hill, past the impassable pit (and below the lowest turret on the hill's right edge). You can actually travel there and attempt to shoot the statue with a more inaccurate weapon, but it's far safer to shoot it from the foot of the hill with a sniper rifle.

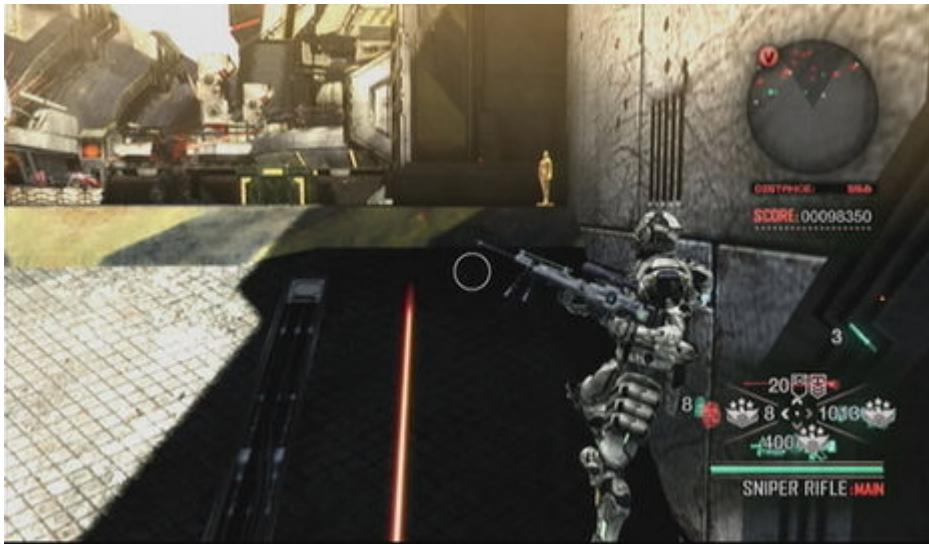


? · **Statue 4 / 4** · On the hill with the falling debris, head for the exit (left of the KNRB-0). Before going inside the building, look outside and down the hill. You should see a statue on a precipice in front of the exit.

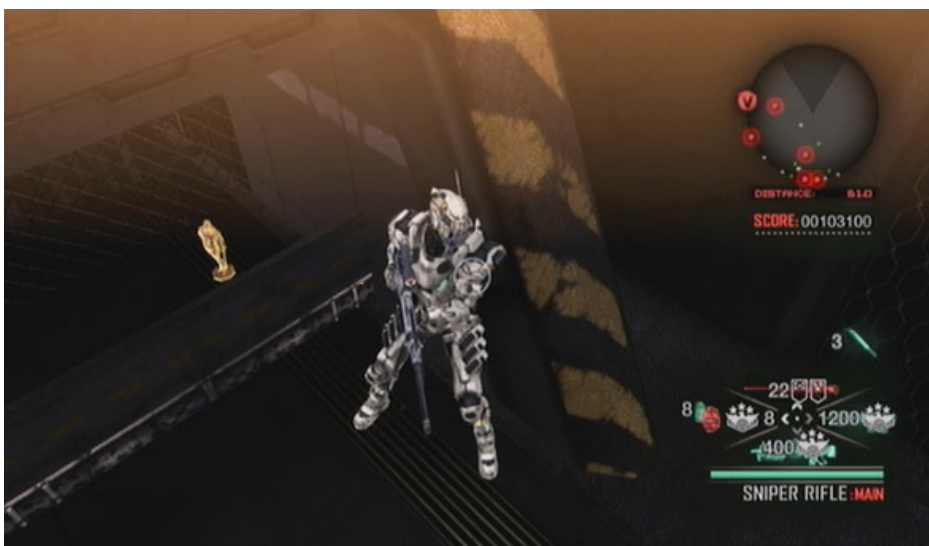
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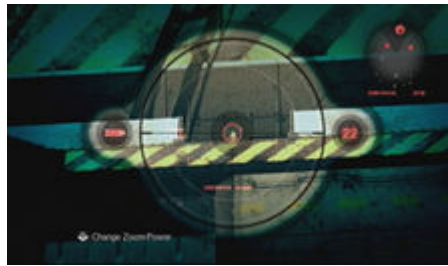
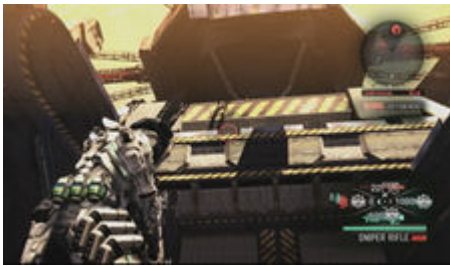


? · **Statue 1 / 4** · When you start the stage, the statue is behind Sam. Check the top of the ramp from where he entered this zone. The statue is partially obscured by the gate door (from Martin in the U.K.).



? · **Statue 2 / 4** · Ride the lift after defeating the Bia. You must locate this statue before defeating the

boss. Face the boss and head towards it. On the right edge of the upper boss arena, there is a drop pod with a sniper rifle next to the concrete foot of the fortress. Check the gap of the fortress's "foot"; there is a statue in the corner of this gap.



Click to enlarge

? - **Statue 3 / 4** - Ride the lift after defeating the Bia. You must locate this statue before defeating the boss. Go underneath the beam-emitter tips for the boss; a large door should be in front of Sam, and the rest of the arena behind him. Look above this large door and you should see three black-and-yellow striped beams; two thin ones and a thick one. Just above the upper thin striped beam, there are two "breaks" (like a castle rampart); there is a statue just visible there. Naturally, you can use the nearby sniper rifle in the drop pod to shoot it (from Martin in the U.K.).



? - **Statue 4 / 4** - Ride the lift after defeating the Bia. You must locate this statue before defeating the boss. Go underneath the beam-emitter tips for the boss; a large door should be in front of Sam, and the rest of the arena behind him. There are two rampart spaces above the main door; the other statue is in the second space. See statue 3 for the details of this location (from Gillbo).

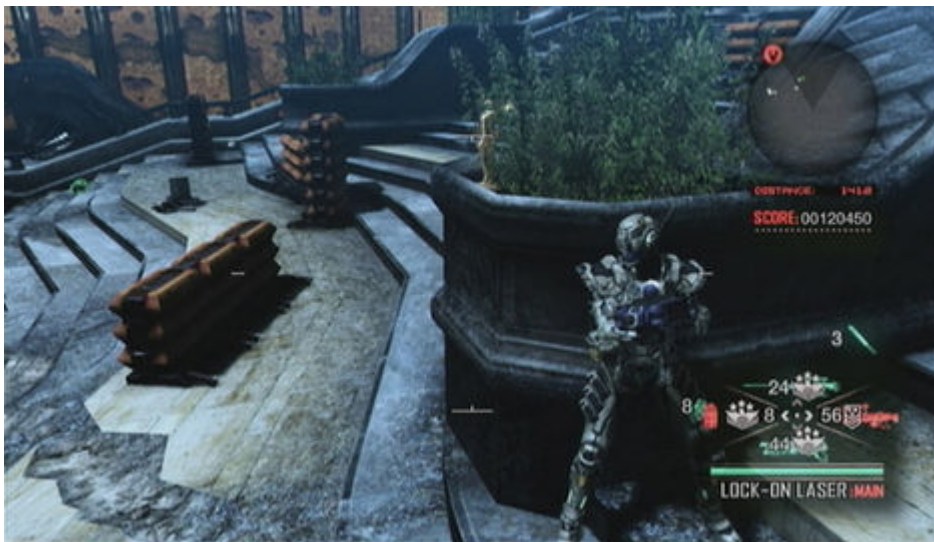
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? - **Statue 1 / 5** - The starting plaza. Put the marine dropships behind Sam and the fire in the distance to your front and left; walk towards the T-shaped drainage channel on the plaza ground. The statue is quite visible when following these directions.



? - **Statue 2 / 5** - The bottom of the wide stairs has a turret facing uphill next to a barricade; there are

two planters on the stairs in sight of the turret. The statue is on the right planter.



? - **Statue 3 / 5** - Past the barricade at the bottom of the wide stairs, there are three drop pods (assault rifle, heavy machinegun, sniper rifle). Put these pods directly behind Sam and walk forward; you should swerve slight around two pieces of immobile debris and encounter a green container next to a stack of grey containers. Break open the green container with a melee attack to reveal a statue.



? - **Statue 4 / 5** - Go past the barricade at the bottom of the wide stairs. At the weapon box where the two driller Romanov R.I. breach a wall to attack, there is a statue; stand where you can open the box and put the bottomless pit on Sam's left. Check the marquee of the theater where the R.I. marksmen and turret gunner previously attacked from for this statue.



? - **Statue 5 / 5** - *This statue counts for stage 3-2, but you must play through 3-1 to retrieve it.* Right after the intermission scene with Elena, but before you head out into the plaza to meet your EVAC, there is a statue to the right of the exit.

Remember when viewing the stats for Mission Select, this statue counts as one of the four statues in stage 3-2, but you need to be in stage 3-1 to get it, as using mission select will start Sam off at the cut-scene where the way back to the statue is blocked by rubble.

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? · **Statue from 3-1** · *This statue counts for stage 3-2, but you must play through 3-1 to retrieve it.* Right after the intermission scene with Elena, but before you head out into the plaza to meet your EVAC, there is a statue to the right of the exit.

Remember when viewing the stats for Mission Select, this statue counts as one of the four statues in stage 3-2, but you need to be in stage 3-1 to get it, as using mission select will start Sam off at the cut-scene where the way back to the statue is blocked by rubble.

For the purpose of IGN, this statue counts as statue #5 in stage 3-1 since you have to go through that stage to get it. Good job about placing that mission checkpoint, P*. If you can't smell the sarcasm, you have no nose.



? - **Statue 1 / 3** - When crossing the lowered bridge (you can do this before or after the saw-tank), eyeball the bridge's control panel then pan your view directly to the right. You should see a statue on the side of the plaza. Alternately, stand at the control booth, face the bridge, then turn left 90° and you should easily see the statue.



? - **Statue 2 / 3** - Destroy the saw-tank, but don't move on. Put the plaza behind Sam and there are three tunneling machines that dropped R.I.; locate the right-most tunneling machine and investigate the weapon box near it. There are some refuse/trashbins with this statue inside.

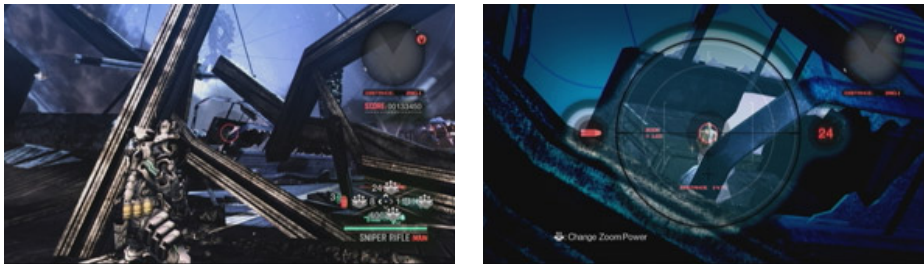


? - **Statue 3 / 3** - On the shopping mall causeway, you will pass a store called Cafecito Cuban Cafes; the statue is in a small pet-cage on the right side of that store-front. If you go into the lift with Burns and his buddies, you missed it.

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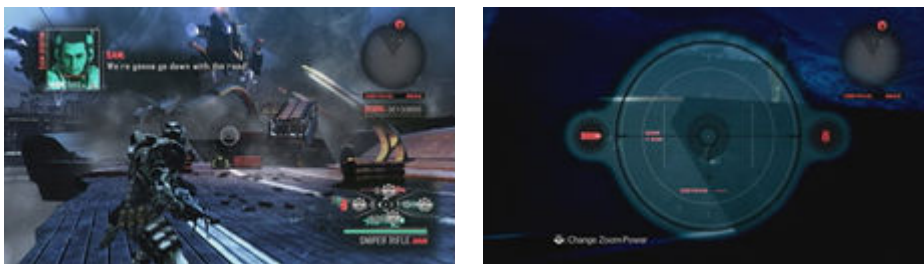
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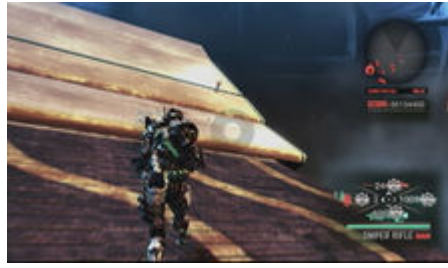
? - **Statue 1 / 4** - After the cut-scene of the first roadblock being destroyed (but before the highway starts collapsing), Sam starts at a checkpoint where a motor coach is next to some fallen girders. The statue is inside the coach's cabin, next to the driver's seat. You can easily hug the debris (this prevents the highway from collapsing prematurely) and melee it up close.



Click to enlarge

? - **Statue 2 / 4** - This statue appears as the highway starts collapsing. As you approach the first set of enemies on the highway, the road will start to crumble, and there will be a statue which briefly pops up. You need to shoot it before the road collapses completely, and drops the statue into the pit. Using AR mode and a sniper rifle is critical to this retrieval.

Using the above left illustration, you can see we placed Sam at the very left of the highway (a corner of broken road past the bus with the first statue) to give you an important spot for getting your bearings -- see the weapon box in the distance? Aim above the box (and a little to its left) as the highway breaks. You should be able to make out the statue as the road heaves upward.

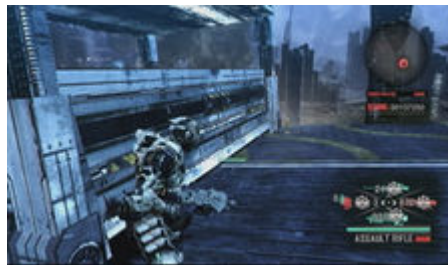


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? · **Statue 3 / 4** · This statue appears as the highway collapses. After defeating the first set of Romanovs, you will get a checkpoint and circle around a set of sandbags towards the roadblock (with the cannons and the second set of Romanovs).

As you round the curve of the falling highway, a horde of Gorgie-USNs will swarm forward to attack (you will also be in firing range of the units at the final roadblock). Follow the drop-off on Sam's right and curve to the right edge of the roadway. A statue will be on the raised shoulder/embankment where the road breaks off.

The illustration above left shows the embankment, and Sam will need to go around to get there. The right illustration shows the statue on the shoulder of the futuristic Japantastic highway.



Click to enlarge

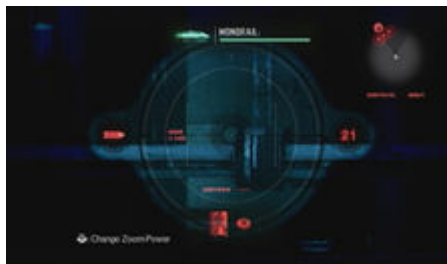
? · **Statue 4 / 4** · This statue appears as the highway collapses, and is just before the exit. If you cannot find it, reset the checkpoint until you do. Wait for the gate past the Romanovs to explode and fall (this happens when Burns touches the gate); once it does, go just past the gate, but no more (go too far forward and you end the mission).

Turn 90° left and there is an odd gray squarish shack. The statue is to the shack's right (if you face it and the gate/falling highway is to Sam's left). You can easily melee this with the heavy machinegun and move on.

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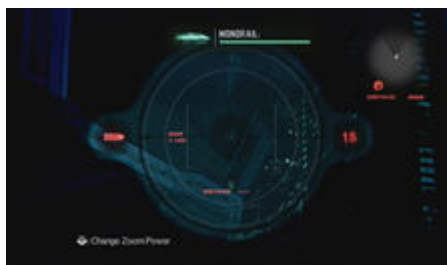
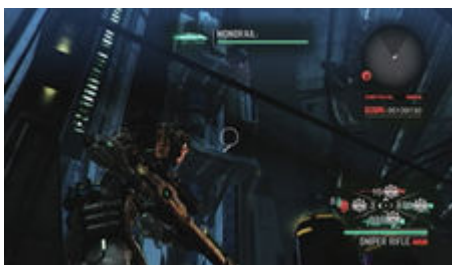
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Click to expand

? · **Statue 1 / 4** · You need to shoot this statue while the monorail (where mono means 'one' and rail means 'rail') is in motion. Restart the mission if you miss this statue.

There are some upward facing spotlights (these you can ignore as they don't swing down) when you start the gun-ride. Locate the right-most upwards-aimed spotlight and track downwards; the statue is on the edge of a blue road in the distance, next to the first support bustle on that road.

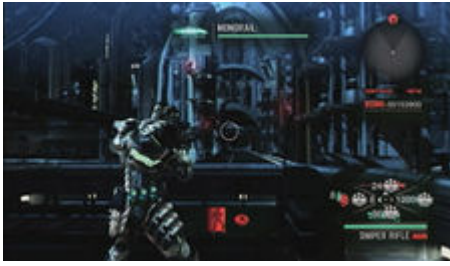


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? · **Statue 2 / 4** · You need to shoot this statue while the monorail (where mono means 'one' and rail means 'rail') is in motion. Restart the mission if you miss this statue.

Count the number of highways the monorail passes under; after you pass under two roads (their shadows are cast over the train, hard to miss), you will need to down a light transport as it approaches you. Do it quickly (and from afar), then turn around to face the rear of the train.

With this facing in mind, look for a tower with a missile turret to the left of the second highway the train just passed under; the statue is on the platform near that turret.



Click to expand

? · **Statue 3 / 4** · You need to shoot this statue while the monorail (where 'mono' means one and rail means 'rail') is in motion. Restart the mission if you miss this statue.

After taking down the light transport and allowing the enemy jetbikers to pass, the monorail plods steadily towards the exit. Zoom ahead with the sniper rifle and locate the girder supporting a pair of rocket turrets at the top of the exit arch/tunnel; the statue is to the left of that pair's left turret.



? · **Statue 4 / 4** · In the station, face the tunnel (in the direction the train will travel) and investigate the end of the left platform. The statue is on the corner of this described platform (the corner over the tracks).

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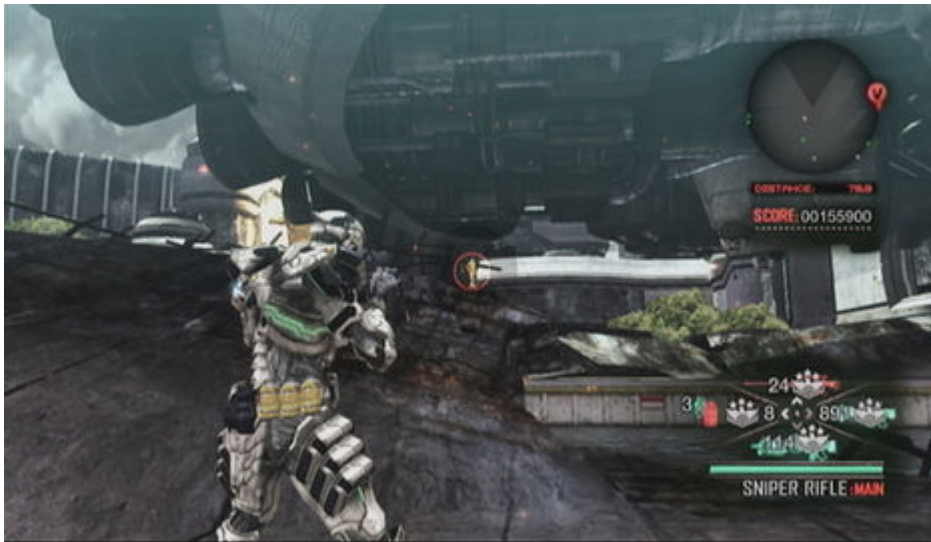
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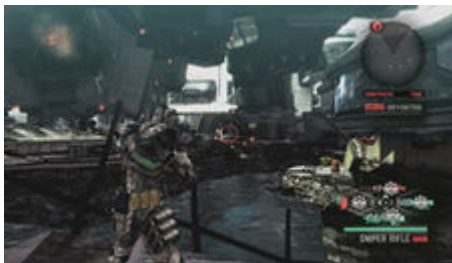
? · **Statue 1 / 4** · After defending the railgun APCs, but before destroying the Kreon's leg, there is a statue. From the checkpoint of this zone, look at the left ramp. A statue will be placed on the ramp's wall. Against the bright sky, it's rather hard to see, but you should be able to make it out.



? - **Statue 2 / 4** - In the same zone where you are trying to destroy the Kreon's footpad, locate the first debris pile as you march towards the fortress (the bridge where you started from should be behind Sam). Put the debris pile to Sam's left, then turn 90° right (likely towards a weapon box). Now walk forwards; the statue will be on the grunge of the battlefield, atop some rubble. Note that the Kreon will step on this spot, but it will not disturb the statue or the weapon box.



? - **Statue 3 / 4** - When you arrive in the zone where you are underneath the Kreon and need to infiltrate inside via the hole in its foot, locate the heavy machinegun drop pod near where you begin. Put the pod behind Sam and the water (or edge of the map) in front. The statue is straight ahead, on top of some debris.



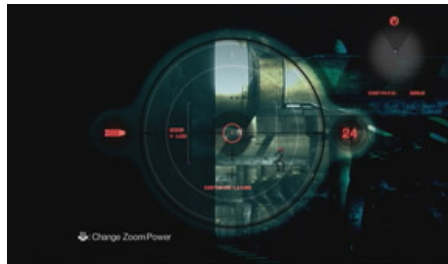
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? - **Statue 4 / 4** - In the same zone where you found #3 (underneath the Kreon and your engineers need to use the wire gun), locate the ramp of the walkway where you go down to reach the objective marker; there is a stall or something next to the bottom of this ramp (by the waterfront). A statue is on top of it. You can easily snipe it from where you start, or wait until you pass by the turret (and kill the Romanovs) before you shoot it. Either method works.

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? · **Statue 1 / 4** · Before you get on the tram, stand on the entry way between the traincar and the platform (next to the disc launcher drop pod). Zoom ahead with the sniper rifle and you should see an R.I. perched on a pipe.

Behind that enemy is a pipe; if you check out the top of it, and slightly to the left of the enemy, you should see a statue. While you can get it when the tram car is moving (with non-sniper rifles), it's far easier to shoot your target first, then worry about evading enemies while riding.



? · **Statue 2 / 4** · After defeating the first Unknown mini-boss, you will enter a large generator room where a squad of elite R.I. (Gorgi-USG) will teleport into. Defeat them and explore that room. There is

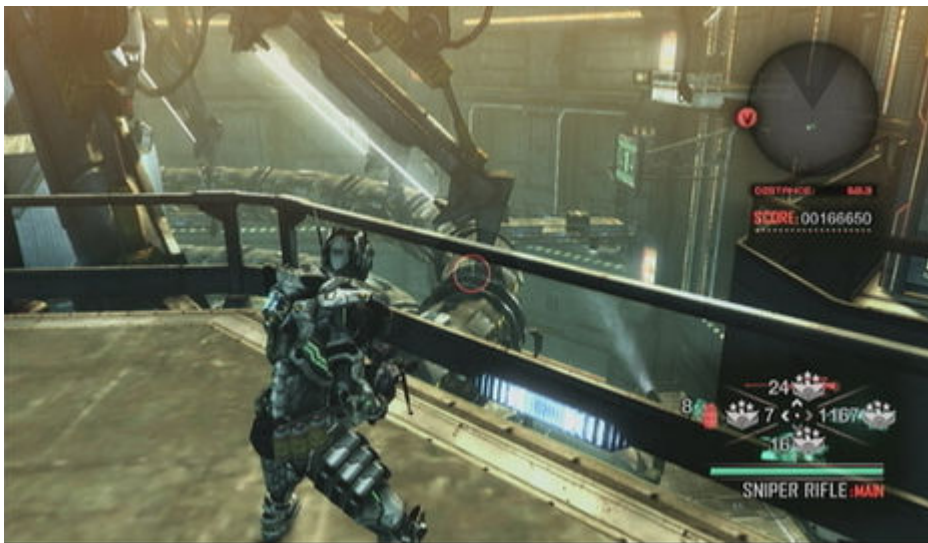
a statue between the generators on the room's sides.



Click to expand

? · **Statue 3 / 4** · In the zone after the Unknown, Sam passes through a power-coil that pulses deadly energy. Count the number of times Sam makes his way through the power coil; by the second time, he should encounter a platform with two curious looking mechanical "eggs" (these eggs hold Romanovs that are activated if the enemy spybot triggers the alert).

The eggs are next to two drop pods holding a rocket launcher and shotgun. Go past the two "eggs" and up the ramp, but pay attention to the height you attain. The statue is to your right, between the two power-coils of the reactor (it's on top of the lower coil).



? · **Statue 4 / 4** · You can get this before, during, or after destroying the final few enemies in the level. After riding the slow-moving, horizontally traveling lift, Sam will be find himself on a small (immobile) platform with a weapon box and an assault rifle in a drop pod.

A control panel nearby will bring down a cargo elevator (and spawn in the final waves of Romanovs and USGs). Put this control panel to Sam's back and put the power-coil to his front (it will also be below him). The statue is on the power-coil, near the bracket with the white laser "support".

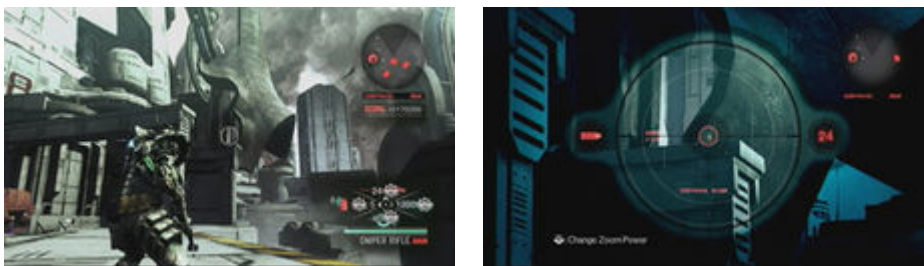
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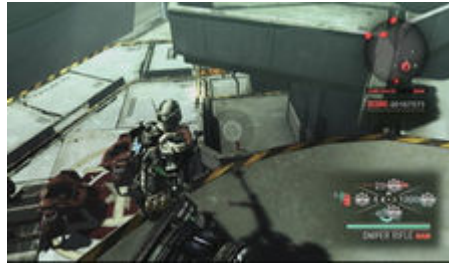
? · **Statue 1 / 4** · To Sam's left right when he starts the level. It's at the very edge of the moving fortress.



Click to expand

? · **Statue 2 / 4** · Right next to the previous statue (#1) and the starting elevator is a grey wall. Move back a bit and look at the tip of it to find another statue.

If you do not have a sniper rifle, you can shoot this statue after you ride the first lift (and after the Romanovs are all killed by the tumbling transport).



Click to expand

? · **Statue 3 / 4** · Ride the first lift up to the second level of the Kreon, and stay inside. If you position the camera so the edge the city-scape is on your right and the Kreon is mostly on your left, then look down, you can see a statue on the floor below yours. To get the angle to shoot it though, requires putting Sam next to a nearby emplaced turret, and then aiming down (from Andre Motley).



? · **Statue 4 / 4** · Inside the fortress, Sam rides three cargo crane-hoists to reach the battle with the second Unknown mini-boss. After riding the first cargo hoist, you can shoot the statue; it is across the platform with the weapon pods. Alternately, you can shoot the statue anytime before riding the final lift to the mini-boss's room.

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? - **Statue 1 / 4** - At the start of the mission, cross the bridge and follow the stream -- keep it to Sam's left -- and you will encounter a toppled park sign. The statue is in an unreachable area just past this sign.



? - **Statue 2 / 4** - Go past the fortified gate with the turret, and locate the stream again. There are

concrete micro-docks on the other side of the bank, and the right dock has a statue on it.



? - **Statue 3 / 4** - In the grassy field with the sniper perches, there is a statue on the tree in front of the platform where the turrets are. Look in the crook of the tree for this statue.



? - **Statue 4 / 4** - The final zone before the prolonged ambush and the exit elevator has a statue near the three drop pods (shotgun, assault rifle, rocket launcher). Go there and look for a rock between a tree (on the rock's left) and a metal girder (on the rock's right). The statue is on this rock.

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? · **Statue 1 / 4** · On the bridge where you first encounter the Buzzard, there is a statue to the right of Sam's starting point. Remember, it's the checkpoint right after clearing out the garage of the chooper-bots.

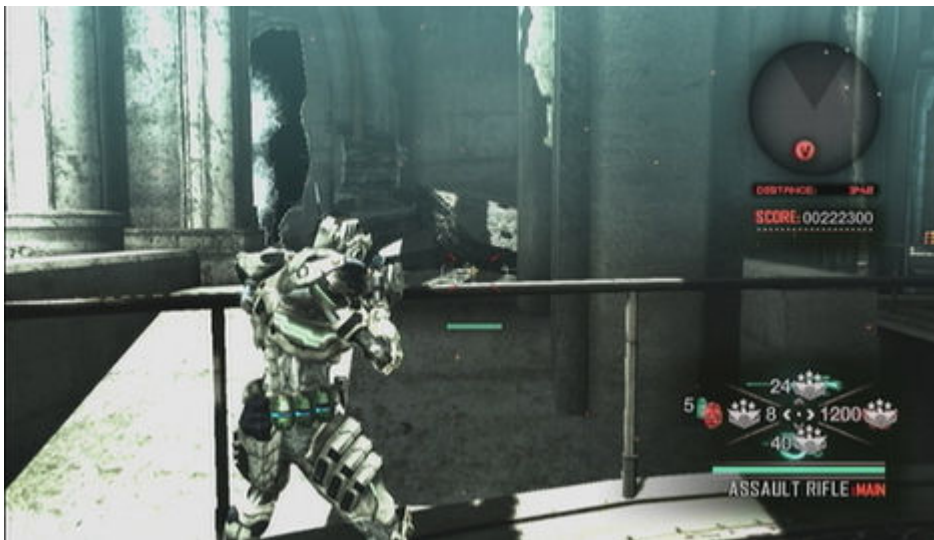


? · **Statue 2 / 4** · Defeat the Buzzard but don't go into the dam control building. Check out the APC

wreckage at the bridgehead where the Buzzard emerged first landed; there is a statue near the vehicular wreck.



? - **Statue 3 / 4** - Defeat the Buzzard but don't go into the dam control building. Check out the green container near the exit from the bridge where you started. A statue will be near this green container.



? - **Statue 4 / 4** - Destroy the Argus robot and get onto the metal catwalk past the boss' room. When you go past the weapons box and the stairs begin, stop and look back the way you came. A statue is on the slipway next to the one with the gushing water.

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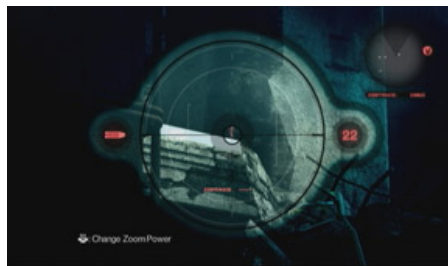
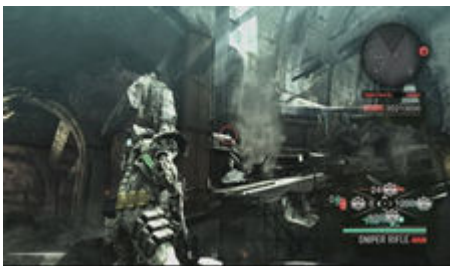
? · **Statue 1 / 4** · Sam starts in a tunnel guarded by a turret. An enemy Air Gatling will soon fly in from a break in the tunnel and attack. Locate this crack in the wall, as a statue is just past it. If you have no idea where the Air Gatling came in from, locate the big white "2" on the tunnel wall. The crack you're looking for is right next to it.



? - **Statue 2 / 4** - In the first corridor where the turret and Air Gatlings are, investigate the rubble behind the turret before heading outside.



? - **Statue 3 / 4 (more below)** - Amongst the debris to Sam's right as he descends. The best place to stop would be at the bottom of the stairs, after emerging from the tunnel, but before dropping into the pit. Start checking the debris to Sam's right, and at eye level. If you're looking for it, it's easily visible.



Click to expand

? - **Statue 3 / 4 (cont')** - If you miss it, you can still shoot it from the pit with the tank and Romanovs. Just make sure you have a good bead with a sniper rifle.



? - **Statue 4 / 4** - As you drop down the debris to the clearing where the Buzzsaw APC and Romanovs will attack, look across to the other side. You should see a statue to the left of a second-story fire. If you drop all the way down and battle the APC and Romanovs, you can still shoot this statue, but may require a sniper rifle for you to do so.

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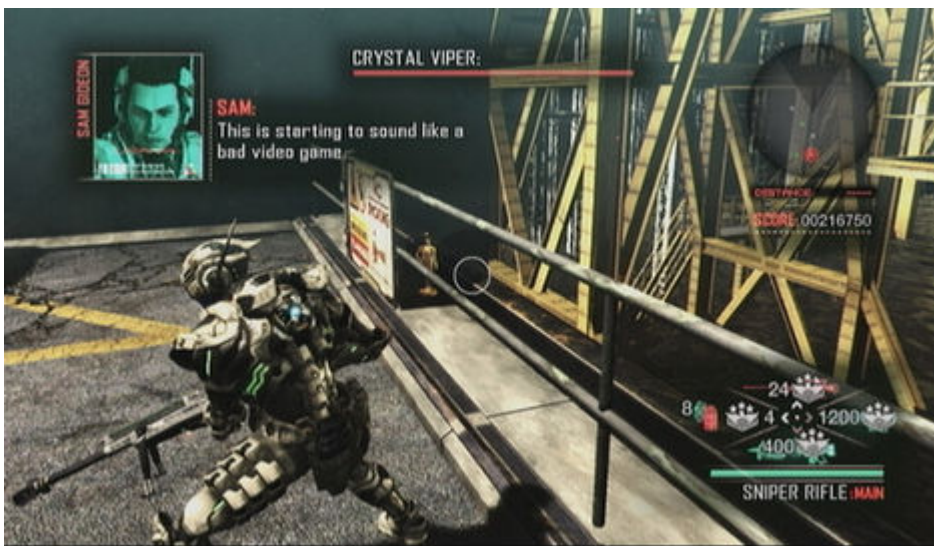
? · **Statue 1 / 4** · Find the control panel that opens the big door to leave the area. Stand next to it, then go left without passing through the door. When you get to the corner, look in the debris for this statue.



? - **Statue 2 / 4** - There is a statue behind the disc launcher drop pod at the start of the cat-walk.



? - **Statue 3 / 4** - When Sam starts following Burns and his merry men down the catwalk, you will go past a weapons box, then down a flight of stairs. Stop before you descend these stairs. From the top of those stairs, pan right and inspect the yellow support structure. A statue is near the center of that construction's X-brace.



? - **Statue 4 / 4** - This statue is found while you evade the Crystal Viper; note that killing it will end the level. Let the boss carve up your squishy buddies while you explore. The statue is in the corner of the room; when you first drop down from the catwalk, hug the right wall and head towards the corner. You should easily see it resting on the platform's edge, just beyond the safety railing.

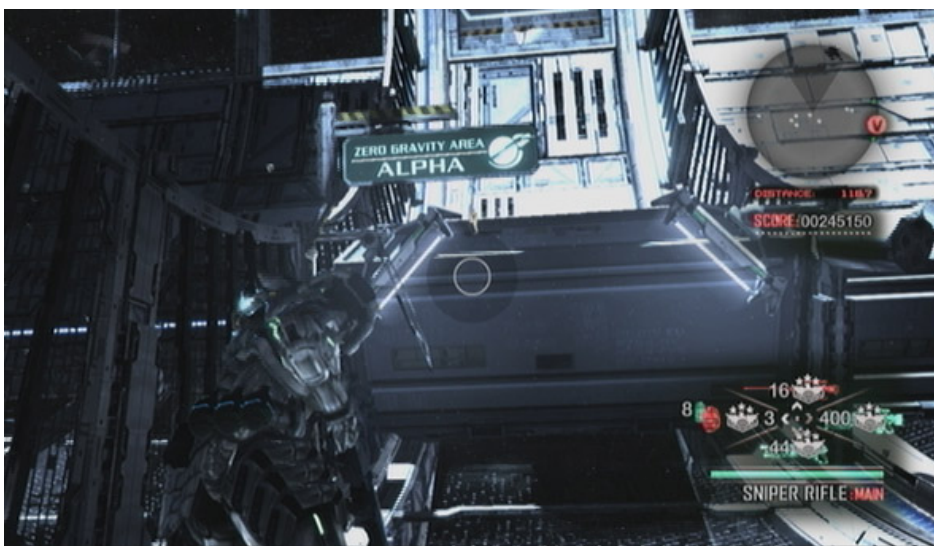
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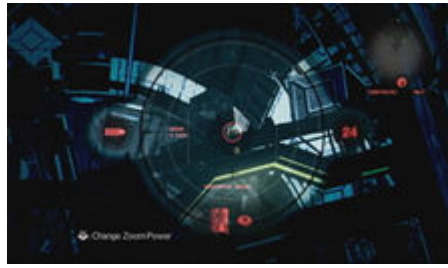


? · **Statue 1 / 4** · In the first zero-G space, stop at the first gate (don't go through it yet), face it and turn right 90°. The statue is on the raised wall of the tube.



? · **Statue 2 / 4** · At the start of the second zero-G room, locate the Lock-On Laser drop pod and look

for a neon sign saying "ZERO GRAVITY AREA ALPHA". The statue is on the wall past this described sign.



Click to expand

? · **Statue 3 / 4** · Atop the gate to the Unknown mini-boss -- this is before the checkpoint. If you stepped through, you can still get the statue. Just move far enough back so get the statue in your sights, and beware of the exit behind Sam.



? · **Statue 4 / 4** · In the small room where you fight the Unknown, there are two weapon boxes and a drop pod holding a heavy machinegun. Look past the drop pod and focus on the cylindrical windows of the space station. The statue is on one of the window pane supports.

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? - **Statue 1 / 4** - From the start of the mission (after the lock-down cut-scene), ignore D.Grassi and his marines standing at the door and locate the weapon box on your radar. The statue is next to this box.

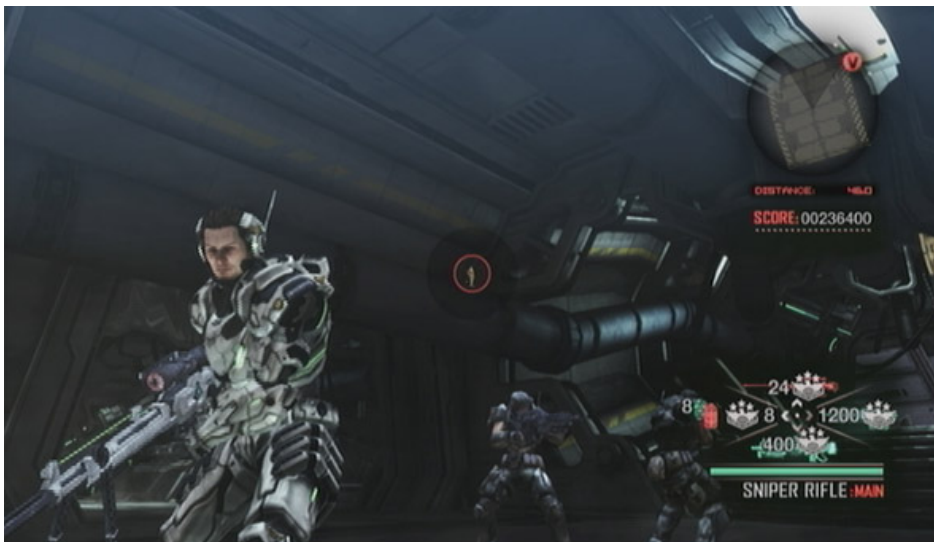


? - **Statue 2 / 4** - In the plaza where you battle the Buzzard, locate the sniper rifle drop pod. Near this drop pod is a futuristic airport cargo trolley. The statue is inside this vehicle. If you don't know where

the sniper rifle drop is, locate the two gates from the plaza to the enemy riddled bridge. Have Sam face the right entry ramp, then turn 90° right. The trolley will be right in front of you.



? · **Statue 3 / 4** · Past the bridge protected by the emplaced lasers, go right (instead of left). There is a statue in the enemy base's first floor. Despite being stuck between two control panels, some attacks can hit the statue (and save you some ammo).



? · **Statue 4 / 4** · In the long tunnel leading to the Crystal Viper's room, note a 90° right turn to the exit. Stop inside that turn and investigate the pipes on the ceiling. A statue is on one of them (from Andre Motley and Steffen Post).

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? - **Statue 1 / 4** - At the start of the mission, there is a statue in the vicinity of the big door where Sam dismisses D.Grassi to go back and help LTC Burns. Center Sam on the door (but do not go through it or you go right to the boss fight) and turn around so the door is behind him. Locate the two pipes running along the ceiling and follow them to the support bracket. The statue is floating above this support brace.



? · **Statue 2 / 4** · **Statue 3 / 4** · In the room where Professor Candide's corpse is, go down the stairs to the weapons box. There are two statues here. Corpse mutilation is optional, and only wastes ammunition.



? · **Statue 4 / 4** · After the tram ride, do not follow the boss into the boss room yet. Stay in the zone where the transports stopped, and investigate the area directly under the enemy transport. A statue is on its landing pad.

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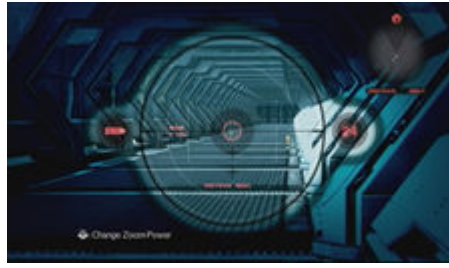


? · **Statue 1 / 4** · **Statue 2 / 4** · At the start of the mission, Sam is in a corridor with four weapon drop pods. Don't proceed further. Instead, turn around 180° and look up. You should see two statues.



Click to expand

? · **Statue 3 / 4** · The final two statues must be shot before Sam triggers the cut-scene. The cut-scene is tripped when you step over three white bands away from the drop pods at the start of the mission (hence you can move past two and still shoot the statues). Aim down the hall towards the objective, and you should see the two statues.



Click to expand

? · **Statue 4 / 4** · The second statue that's down the hall. See statue #3 for more details. A sniper rifle can be traded for a different weapon, if you intend to finish the game from here.

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This stage is literally three rooms long. Push up on the joystick, turn, and get the cut-scenes. This ain't hard at all. So, here's some official art of Elena, just because.



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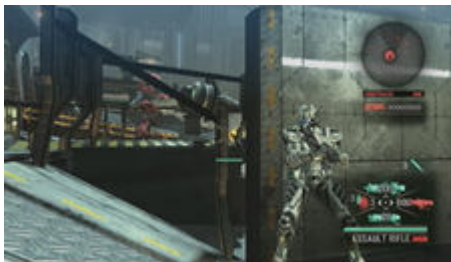
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Start the mission off by sailing through the door with the red smoke. Take a breather at the doorway (recharge the AR meter) and make it a habit. You will need to find cover for Sam as his AR meter recharges.



While the AR mode and dashing makes this game play more like a crazy Japanese shooter, the AR meter (and lack of ammunition) limits this amount of craziness; even Sam's melee is tied to his AR meter (thanks a lot a-holes), so you may want to think of the dash as the "sprint" function or the "roadie run". When you need to go somewhere in a hurry, dash.



The first enemy here (the R.I. or robot infantry/intelligence) can actually kill Sam easily on Hard/God Hard. If you can manage a melee kill, by all means do so (you can take the turret and blast the remaining enemies, saving ammunition). Otherwise, use a shotgun and vape the sucker.

IGN Strategize ? Begin Upgrading Weapons

From the start of this mission, you want to start upgrading your weapons by collecting the fully-loaded spare weapons if you can spare it (or make the weapon swap exploit). Starting early means you have that many extra experience chevrons more than if you decided to start later in the game (or like after stage 1-3).

Unless you are playing the game on God Hard, you should be able to get away with a melee hit here and there (even on Hard) on the common red R.I. and save yourself some ammo.

Once the allied spaceship crashes near your location, the enemy will swarm through the doors behind the gun turret. There will be an enemy MOA (giant walking mech) that tumbles out. If you can, snipe the robot pilot atop of it and take over the MOA. With it, you can easily clean up.



Just remember the MOA has limited ammo and can be destroyed; don't squander it but don't save up the ammunition either. Use the MOA wisely as you would any other weapon, or you will wind up wasting a lot more ammunition than you need to. Once all the enemies in the small hangar are destroyed, you can follow Burns and Bravo Company to the next stage.

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The mission picks up right from 1-2. Note that in most cases, Sam can loiter right after completing a stage to pick up weapons and manage his systems. In the instances where things abruptly jump from one place to another, IGN will alert you about it so you can prepare.



If you are not pressed for time (there are very few timed segments in Vanquish - where there are, IGN will notify you), you can let your allies fire on the first few enemies so you can jump in and claim the weapons dropped (if any) later.

Get to the top of the stairs, and locate the vista platform overlooking the plaza. A sniper rifle is available at the weapon pod and used primarily for sniping the enemies on the turrets and MOA walkers in the distance.

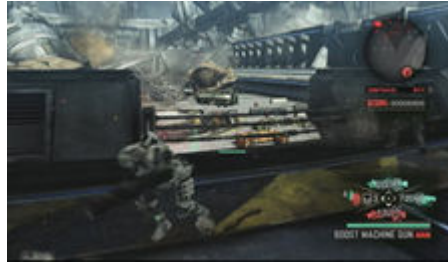
If you do stay here, be aware that three R.I. will spawn and attack the overlook from the wide stairs. You can trigger them by going upstairs and watching your mini-map; when you see the red dots appear, you can go back downstairs and attack them first.



Once you've sniped the two MOA walker pilots, you may be able to head down, take over the walkers and use them to clean up the enemies. Apart from the enemies on the turrets, there are two other concerns that will sap your MOA's ammunition.

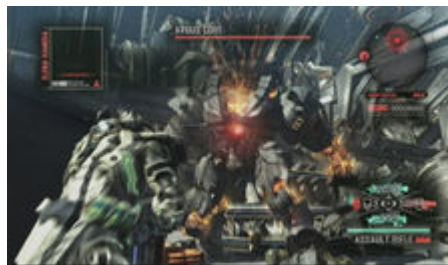
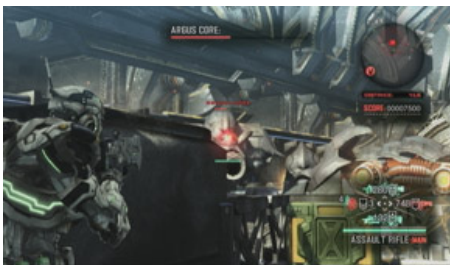
#1 - There will be a small band of R.I. who will teleport into the arena (note that a Romanov will appear on harder difficulties). Blast this small group of reinforcements to trigger the next wave of enemies.

#2 - A second group of enemies (more numerous) will come down from the stairs leading to the overlook with the turrets. A Romanov (or two, on Hard) will also appear with this group and attack. The MOA's guns quickly destroys the Romanov, and if you don't have an MOA available, you can expect to use up some precious ammo that's better used for the boss later (the MOAs are destroyed during the cut-scene).



After the gate opens, the show's not over yet. Stage 1-3 is possibly one of the harder (and more tedious) of stages since it subjects you to the rigors of the game so early on. Two large dropships will deploy common R.I. into the plaza. While you can use the turrets to destroy the dropships, the ships themselves will eventually depart, and the enemies they add to the mix don't really pose much of a threat (except on Hard/God Hard).

Play it cool by staying near the top of the stairs. Sam can cover and choke point the enemies if they decide to rush up. If they don't, you can take your time to snipe the enemies that are threatening you. This won't last too long, as there is a timer (not a kill count) before the what-cha-ma-call-it (Argus warbot) appears and blasts everything to hell.



The boss battle for stage 1-3 is best described as "total B.S." At this point, you have few weapons, and those that you do have are under-powered. This is offset by having two more turrets on the platform where you battle the Argus robot, but they can be easily destroyed (or run out of ammunition) making their usage dicey at best.

View Boss Battle Video ? Act 1-3 KNRB-0 Argus #1

For the most part, you can use a combination of the turrets and blind spots so you can slowly pick apart the boss' weak spot (the red bulb on the head) while it's in spider form. Once it transforms into a humanoid robot, you need to be quick about blasting the glowing joints, then the core when it opens up. Waiting for the core to fire (hence exposing it to damage) is a less than ideal option.

Bonus » Piece by Piece

Although you can do this with a few of the other Argus warbots, you can complete this task here. Destroy the head, both glowing elbow joints, and the backpack (shoot the red dot on the pack's ventral facing, or underside) and then destroy the Argus core.

When you are done, check the plaza for left over weapons (white dots) or weapon boxes (green dots). Do your swaps and try to power up your weapons (as opposed to just refilling them).

Unless you have a preference, take along the three default weapons (assault rifle, heavy machinegun, shotgun) and don't bother with anything else. IGN has the Boosted Machinegun (in lieu of the shotgun) but the lack of ammo for that weapon means you will not be using it much if you were playing regularly.

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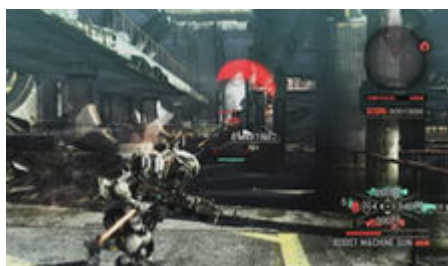
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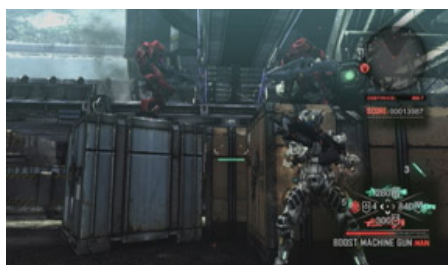
Sam starts off in a long hallway with a few weapon boxes. The area here can be revisited after you beat the mission, so don't be afraid to backtrack all the way back to get more ammunition (or swap weapons for power-ups).

Bonus » 40 Yard Dash

The very long (and empty) hallway at the start of the mission can let you (barely) do the AR dash. Remember to stop just a shade before the blue energy meter disappears, and you will get your accolade.



Past the empty hallway, the enemies gather, so be on your guard. The initial enemies are common R.I., but they are quickly augmented by more reinforcements once Sam reaches top-side. Use the time you have now to clear the upper area of enemies before proceeding.



Dash past the bridge to get behind the enemy turret; you can take down the R.I. slowly from there. While you can shoot them, if the enemies are not alerted to Sam, you can use the Heavy Machinegun's flipkick melee to destroy the robots on the large crate.

IGN Strategize ? Keep the Disc Launcher

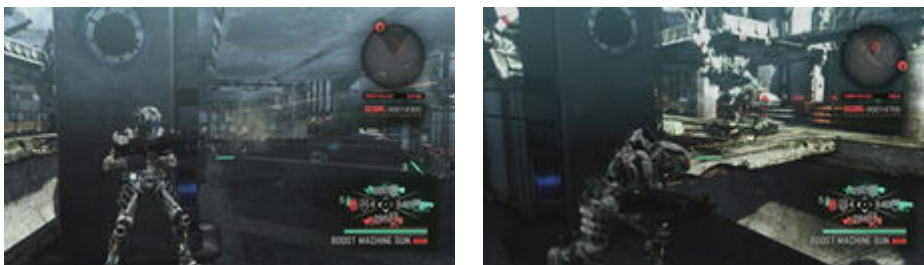
If you've been bitching about the inability to do melee attacks as you need them, then there's a weapon you want to pick up and keep (for a little while -- the weapon does nothing against Argus warbots).

The Disc Launcher expends ammunition (not AR meter) for melee attacks. While the disc gun can shoot in a pinch (the shot is wildly inaccurate) using it as a melee weapon means you can fight R.I. up close (almost all enemies except the Bia and bosses).

Use the upgrade chips to refill/power-up the Disc Launcher, and you can use the weapon swap trick to increase the power of your Shotgun, Assault Rifle, and Heavy Machinegun. At this point, you should know the other weapons (except the LFE Gun) are total crap or should be left un-powered.

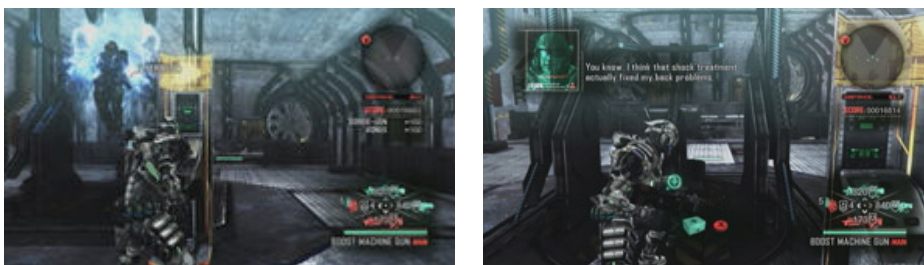
In case you cannot locate the Disc Launcher, it's the white dot near the enemy turret on the lower floor (the disc launcher is in a drop pod).

The first disc launcher in the game is also nearby. If you can start upgrading it, you will have a potent melee weapon (even on Hard, although it may not be as powered up as on Normal due to the decrease of weapon drops).



Remember to use cover. This is a cover-based shooting game, and not (repeat *not*, Kiera2) a game like Bayonetta where the protagonist can melee without abandon. Sam cannot melee for about 20 seconds after the first successful hit, and must rely on his firearms for defence.

Playing this game like it was some fantasy beat 'em-up will get you whacked. You have guns, so play the range game and juke the enemy so that they cannot hit you. For the Romanov on the bridge, EM Emitters will let you stun the R.I. long enough for some good shots, but the column will protect you from all but the Romanov's mega-chest shot (goes through walls).



The final two battles top-side involves rescuing the three soldiers being held in electro-stasis. Work off the red-dots, but have the Heavy Machinegun (or Anti-Armor Pistol; both have the backflip move so you can transition to AR mode quickly) and Assault Rifle ready. This pairing lets you slow down time and destroy the pilot of the light transports shuttling in reinforcements.

If you manage to down the transport, then you need not deal with the enemies who rappel in.

The second battle involves elite R.I. (they look gold and have sharp horns on their armor) and a Romanov from the exit door. Simply clear the way forward and you will win. Before leaving, be sure that you've collected or swapped all the weapons in the stage (from the beginning - yeah, start walking back chump).

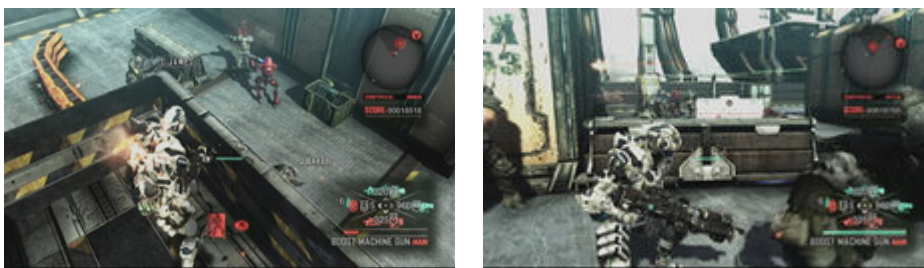
The standard trio will work for now; the disc launcher isn't useful in the next stage, but it will be in the one after. Stage 1-5 doesn't have preset disc launchers, so you may want to keep one, just in case.

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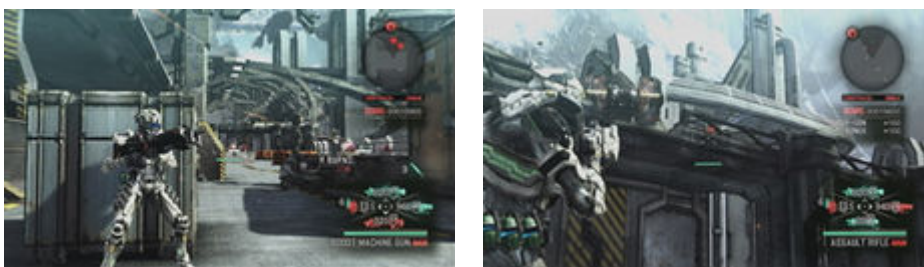
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Sam starts off against a small group of R.I. across a small clearing, then battles a Chicane (wall-making robot) or three while under the defence umbrella of a gun turret.



If you want, you can dash forward, clamber up the ladder where that damn robot sniper is, and rain fire down on the enemy. Alternately, you can always selectively down the enemies until your allies get close enough to do the damage themselves (occurs infrequently on Normal and Hard).

Get by this initial group, round the bend, and take down the next squad of R.I. with the Chicane. Except for that first weapons box, you should be able to backtrack to the scaffolding, at least until the next gate closes.



The next yard is overseen by the gate turret. You can take down the turret gunner first, but you will risk being destroyed by the R.I. on the ground. Toss a grenade (or two) behind the barricade bots (the Chicane)

Bonus » Hole-In-One

Destroy a barricade robot (Chicane) with a hand grenade. Easily done if you toss two or three behind the first Chicane you see. The explosion should catch the bot's body, as there's enough obstruction to prevent the explosive from moving too far away.

For the turret, it's possible for Sam to dash up to the wall, past the turret's depression limit, and take out the gunner from there. The gunner's legs and a bit of the head is exposed, so sprinkle some shots

over the turret's faceplate until you hit something. Once you do, deliver your wallop and take out the enemy bot.



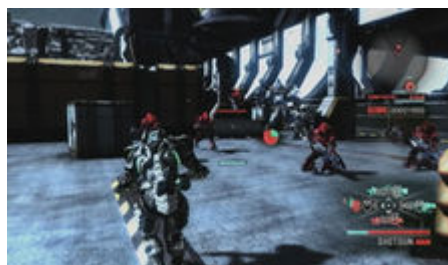
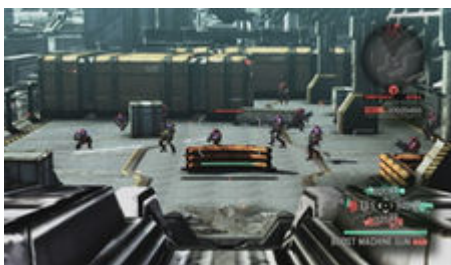
Before you pass the threshold of the cleared gate, you can "migrate" all the extra weapons over the gate's door. This way, if you find new weapons later, you can come back. The gate will close on you after a certain event, but until then, Sam can move freely back and forth.

IGN Strategize ? Weapon Mover

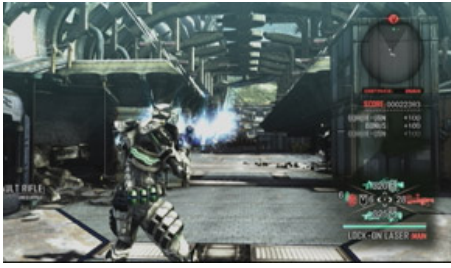
If you've played this game through several times, you will likely have some of the preset weapons memorized (the white dots placed in the drop pods). That said, sometimes you want to have weapons you found earlier accessible in the next area (unless there's a deliberate jump in the story, such as between Stages 4-4 and 4-5).

Since Sam (like Isaac Clarke) is a reee-tard and cannot pick-up weapons (even a single one, as inert cargo) to move it from one spot to another, you will have to hold the Reload/Weapon Swap button to constantly pick-up and drop-swap two weapons (this requires you picking up a weapon different from the three you have equipped). Hold the button down as you move Sam slowly forwards and you can "migrate" a weapon where you want.

When you pass by the gate far enough, a cut-scene will trigger and you will need to rescue two sets of marines. One from a large group of common R.I., and a second from a new group of R.I. and Romanovs. When the flashing enemies are destroyed, the game moves on. Note the flashing enemies refer to the ones that blink red on your mini-map, not in the main playfield.



You can take out the enemies using the turret on the gate, but you may want to save that for the Romanov instead. On the other hand, Hard and God Hard may not be so favorable to Sam if you decide to take a stroll out into the yard to pick-up rarely dropped weapons (and on Hard, there are almost never any dropped weapons). Destroying enough of the enemies will let your marines catch-up and trigger a final cut-scene of the gate closing (finally).



Use the Lock-On Laser from the drop pod on the enemies ahead. The weapon is only handy a few times (and it is uncommonly found) in the game, so when you find one, use it up in that battle. Most of IGN's strategies will not be using the Lock-On laser for anything except as peon enemy killers. Move ahead when you clear the way, and note that Burns only clears one side of the corridor, not both.

Bonus » Flash! King of the Impossible

A Lock-On Laser is in the weapon decenter (drop pod) past the gate with the turret. Sam can use this weapon, target four enemies in the distance, and continually fire shots until all four enemies are destroyed.

Battle through the remaining R.I. in the corridor and Sam arrives in a large artificial plaza. Here is where you will battle the mini-boss, a Saw-Tank. The tank explodes onto the scene when you approach the highway sign,

IGN Strategize ? The Saw-Tank

The Saw-Tank is a mini-boss of sorts (it's not a full boss). The AP guns and R.I. gunners on the sides are a danger, and should be destroyed before you attack the tank's vulnerable rear core.

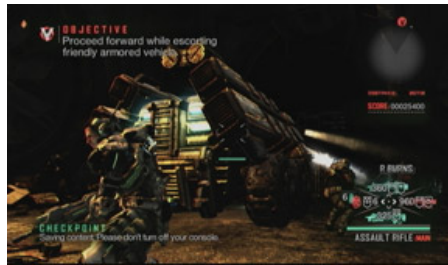
After destroying the enemies, swap and arrange your weapons before going down the exit ramp to the next stage. You will want a fully loaded Assault Rifle and Heavy Machinegun. Anything with a large volume of fire. There is an LFE Gun in the next stage that's pretty vital to your survival.

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The stage starts with Sam doing demo-work and blasting a wall. If you have Elena's CODEC function on (see Options), be sure to back away from the explosive until her CODEC pop-up appears before you detonate, or Sam gets blasted.



Past the wall, you will hook up with one of the railgun trucks sent your way. The goal of this mission is to defend the APC from the spidermines (pretty much the same ones as the Vulture-laid ones in StarCraft)

Here, the LFE Gun found in the weapon drop pod right after encountering the APC is handy. The big ball of energy will push back the mines and detonate a swatch of them. Apart from the default three weapons and disc launcher, the LFE Gun is perhaps the most useful weapon against R.I. since its shot naturally penetrates obstacles, floors and walls.



The principal dangers for the defence target are the "Jellyfish" robots that glow green and slowly waddle their giant metallic asses towards your armored car. When they get in range, the Jellyfish will explode.

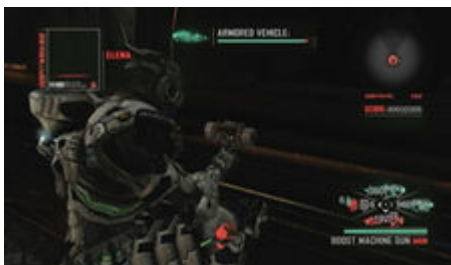
If the Jellyfish 'bot is terminally damaged, the lights on its surface will go from green to red and explode (on the spot). Naturally, you want to cause them to detonate well before the APC is in range of the explosion.



The stage has a small barricade in the middle. The APC will not fire, but the enemies will. A Romanov will teleport into the yard (in front of the turret) and attack. This particular Romanov (the flamethrower type) dies when both the fuel tanks on its back are destroyed. Otherwise, you can spend ammunition to damage it normally.



While battling the Romanov, you may want to take out the enemies on the mid-level of the barricade so you have some high ground to shoot down from (the box and floor also make great cover). Multiple light transports will appear and land in front of the wall -- if you have the Heavy Machinegun, you can melee and hold AIM to trigger AR mode. This is enough time to shoot the pilot and destroy the transport and the enemies within.



The final part of the stage involves battling Romanovs with the Jellyfish; if you look ahead, you should be able to gun down the Romanovs from afar, then turn your attention to the jellyfish. The reason to down the Romanovs first is because they can fire back, while the jellyfish 'bots have to crawl up close to detonate.

IGN Strategize ? Beware of Debris

While Sam can backtrack all the way back to the start of the tunnel, weapons on the barricade's structure will be destroyed when the bombs go off. Use the weapon migration exploit to move weapons onto the mid-level side of the wall, or simply scoop them all up before you blow the mini-fort.

When you reach the end of the tunnel, don't step past the weapon drop pod with the Assault Rifle yet (ends the stage and boots you to the next one, and cuts you off). Go back through the tunnel and do your swap and change strategy.

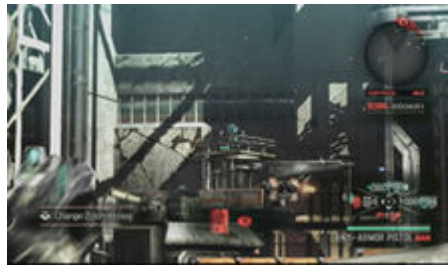
You want the Assault Rifle (for sure), Heavy Machinegun, and perhaps the LFE Gun (depends if you want to start upgrading that weapon in lieu of the Disc Launcher for a little while). The Disc Launcher is handy for stage 1-7, but not so much for stage 1-8 (which comes up about 5 minutes after stage 1-7).

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The mission starts with Sam across a large pit. You may want to stay there and let the railgun truck take out the Romanovs. In the meantime, you can take cover and snipe at the smaller enemies without getting close.

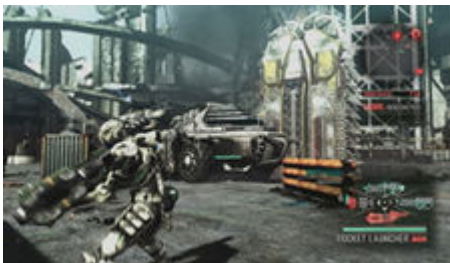


The three Romanovs across the pit will not move, and simply try to bombard you from afar. The APC is invulnerable (until it's destroyed by the enemy Subterranean APC). Use this window of time to quickly kill the opposition on your side of the pit.

IGN Strategize ? Picking and Choosing

Boss fights occur in Vanquish in crazy spurts. Because there's a boss fight in the next stage, prepare adequately in this one by swapping and selecting the correct weapons.

Note there are weapons galore here, but the Rocket Launcher in the weapon drop pod near the APC is critical to surviving the moments immediately after the enemy Subterranean APC appears. Save the rockets for then.



When that giant saw-penis-machine rips up through the pit, the APC will be doomed. Use this time to swap in that Rocket Launcher sitting in that drop pod and arm it. Stand to the side of the APC and get ready to trigger AR mode, get the lock-on and fire on the R.I. who are going to be deployed.

The splash from the rocket should destroy most of the common R.I. (leaving the Romanovs). At that point, you can use the nearby container as cover, expend the last of the rockets on the Romanovs and destroy them. When you do a clean sweep of the loading dock, loiter and do your weapon swap/change.



Be sure to check out the space where the Subterranean APC deploys -- you can walk across the platform it creates. For the next mission, you will want either the LFE Gun or Sniper Rifle, but the Assault Rifle and Heavy Machinegun are good stand-by weapons. The shotgun is also good, but only works if the boss closes in to try and melee Sam (beware).

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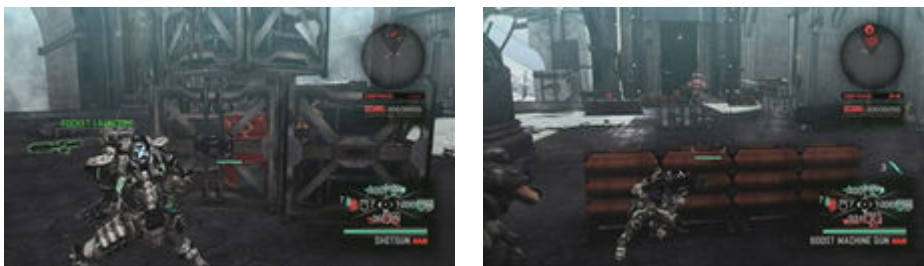
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Notice the considerable overlap this stage has (unless you start from Mission Select, which dumps you at the top right away) with the last. This seamless transition will sometimes work in your favor, as you can (sometimes, not always) go back to a previous area and pick up weapons.



Take cover in the elevator and either wait for the enemy lift to smash itself into the ceiling, or you can wait it out for your allies to take down the R.I. Elena will call in once the lift can be activated once more. Do so and reach the start of this stage.



At the top of the lift, the battle begins. Sam starts off facing a Romanov backed with common R.I., but things will be interesting once the first cut-scene with Professor Candide is done. Should Sam destroy Candide's escorting robots, it will trigger the boss fight (and yea, you can fight the boss and the Romanov at the same time if you're careless).

Before you commit yourself to suicide, let's clear out the platform. Strewn about the landing pad are crates that can serve as cover - the only problem is almost all the crates contain an explosive red fuel barrel. It may be to your advantage to detonate these hazards before you begin the battle in earnest.



Once you've cleaned up the hazards, you can start fighting the enemy R.I. Note the elevated walkways around this arena. The boss will make use of them later. When Zaitsev (as the Bogey) steps into the ring, get ready to take cover or use that corner spot (behind the container near Cnadide's elevator) to hide from the boss if needed.

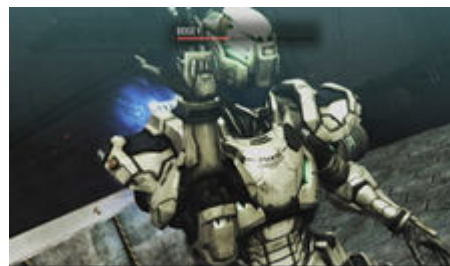
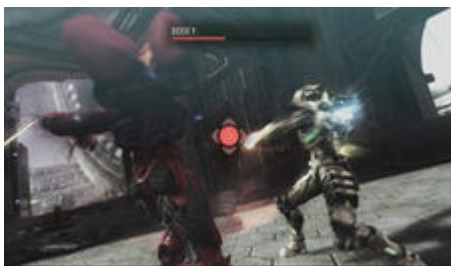
Here, you can see the Bogey being a dips— and firing sniper beams from a catwalk. Sam can use the debris in the room to block the shots, but the obstacles are ablative and will vanish under repeated attacks.



Occasionally, a rocket launcher will be available (not always, since it'd be from a weapon box), Use what weapons you have available and prick the enemy boss to death. If you have primarily short-ranged weapons (Shotgun, Disc Launcher, LFE Gun), you will have to wait for the boss to dive attack Sam before countering. It's not recommended, but you can get away with using the Disc Launcher as a melee weapon (not a good idea on Normal or Hard).

View Boss Battle Video ? Act 1-8 Bogey

Otherwise, engage the Bogey with medium and long range weapons. Shoot from cover, but get ready to dash away if the boss gets close. Watch for the EMP bomb the boss throws out as well. It generates a warm blast of air that disables the AR suit (basically drains your AR meter) and prevents Sam from doing melee or dashing.



When you wear down the Bogey (to about ¼ or less life), a Quick Time Event will trigger, and Sam will engage it in a melee contest. Win it by spamming the COVER button (Square or X/BLUE) and you win. Before moving on, change your weapons to medium and long distance (Sniper Rifle is handy, but not necessary). For sure, keep the Heavy Machinegun (or Anti-Armor Pistol) so you can do the melee

and enter AR mode quickly.

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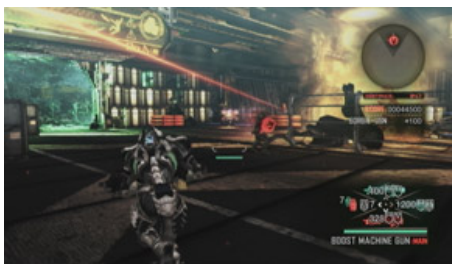
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The next act takes place at a monorail station (with conveyor belts). As soon as you enter the lift with Burns, the weapons from stage 1-8 are no more, so take (or swap out) what you can.

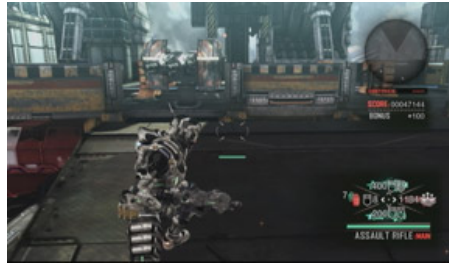


Have Sam dash to the side of the truck with the turret on top. From there, the R.I. generally ignore Sam, leaving you free to pick and choose your targets. IGN used a Boosted Machinegun (it had reach the penetration-enabled level) to cut through the Chicane (barricade bots) and R.I., but you can also use grenades and blast everyone in range.



There's not much to see outside until you head inside (past the airlock). Once you have, fight around the center zones (with enemies) and pay attention to the conveyor belts. If you ride the conveyor belts to the very end, the disintegrator fields will kill you instantly. Try to get onto the central safe zone before this occurs.

Note that the second conveyor section has two MOAs that work with the f—ing turrets. On Normal, this isn't a huge issue, but on Hard, staying on the moving cover on the belts puts you in danger. Be ready to dash from box to box away from the forcefield, and retaliate with gunfire as best you can. Once you shoot yourself up the stairs, you're practically home-free.



The final zone has Sam fighting several Romanovs and some common R.I. It would be to your advantage to destroy the MOA pilot and then take the walker to clean up the rest of the garbage. Leave the R.I. on the train turret alone, as clearing all enemies on the platform will warp you to the next zone.

You cannot prepare once the zone is cleared, so keep all the weapons you want to before destroying the last enemy. Surprise escapes like this are always a downer in Vanquish.

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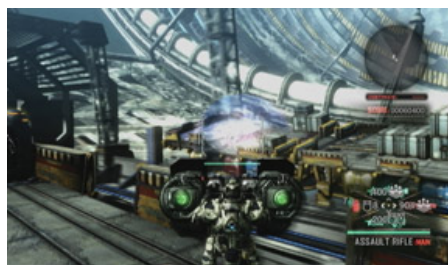
The stage starts on the train that was hijacked by Burns and the crew from the last stage. There is a rocket launcher, heavy machinegun, shotgun, and a sniper rifle on the train (Normal). Apart from the turrets, that's all the weapons you have for this stage.



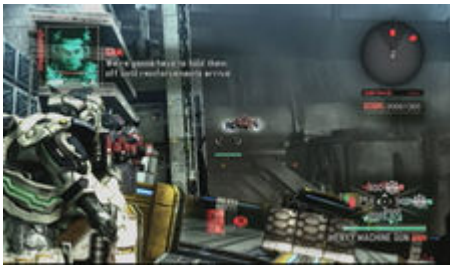
Start off by mounting the left or right rear turret. You can use up the turret ammunition hosing the flying robots, and blasting the transport pilots to crash their vehicles. Should any of the enemies get past Sam, disembark from the turret and battle the enemies on the train.



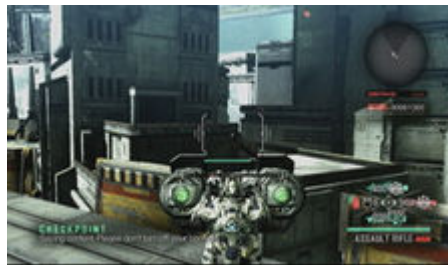
Eventually, Sam needs to remain free from the turrets in order to battle the enemies on the other train. The goal now is to destroy the enemies on the opposite train. With the Heavy Machinegun, a melee into AIM will give Sam the height needed to fire over the side barriers in AR mode.



After the enemy train flips upside down (regular AR mode works here), use the gun turret on the train's side to destroy the final enemy Romanov that teleports in. Once it's dead, you will have to deal with a new threat.

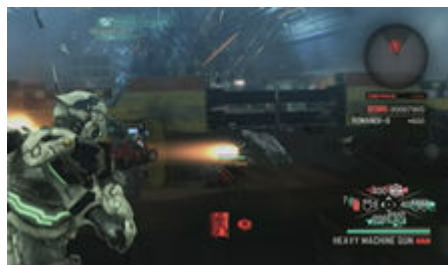


After your train crashes, get ready to flip/slow/shoot the incoming transports. Like before, the flipkick and AR mode will give Sam the clearance to shoot the pilots. Should any transports manage to disgorge their cargo, then you will need to deal with Romanovs and R.I. on your train.



Shortly after this, R.I. will attack the train from the buildings on the side. Aside from the turret and three MOAs, the enemies will simply fire down into the train. Survive as best you can, as the train will be bombarded by the large transports (the bigger ones that shoot back).

Sam will take on a button smashing sequence; spam the X/BLOCK or Square button quickly and you will transition to the next zone. Naturally, you will want to fill/stock your weapons before the air raid on your train.



Bonus » That Worked Out Nicely

While riding the automated transport with the corner guns, destroy the enemies on the fleeing train. If all of them are destroyed, you satisfy this condition.

For the final part of the stage, simply aim in the direction you want to shoot, and the transport's guns will automatically fire. Hose the final train (or duck and avoid enemy fire, esp. handy on Hard and God Hard) and you finish the mission.

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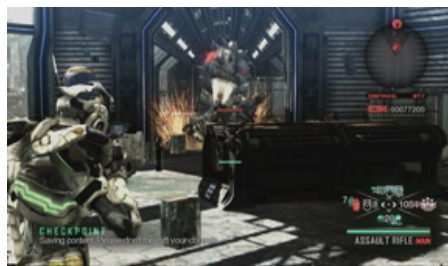
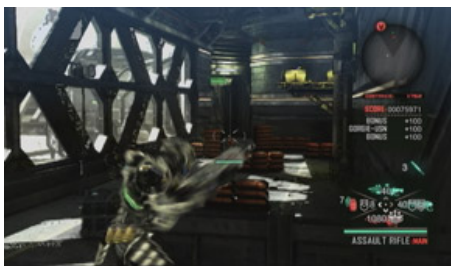
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Check the weapons box before going down the stairs; there's a shotgun (placed) at the landing, but the ball robots respond better to melee attacks (when they are open). Penetrating weapons (like LFE Gun and Boost Machinegun) will destroy the ball bot in either form.

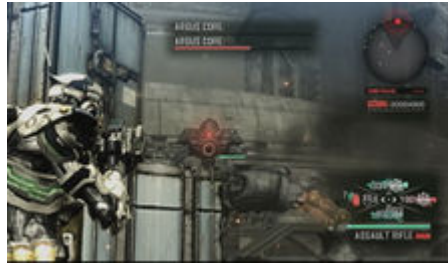
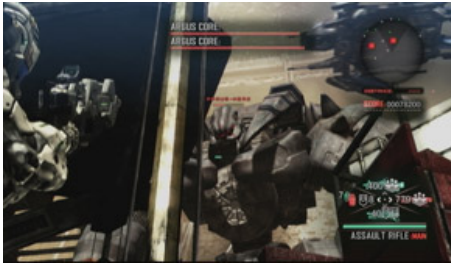


The rolling ball robots are dangerous since they can only be damaged when they are open (and hence, firing on Sam). Destroy the two sentries and then focus on the next task.



Take out the R.I. in the next room, and watch out for the rocket launcher enemy on the raised platform. Swap/change Sam's weapons to something with incredible short-range firepower (shotgun is ideal), and enter the next room with caution.

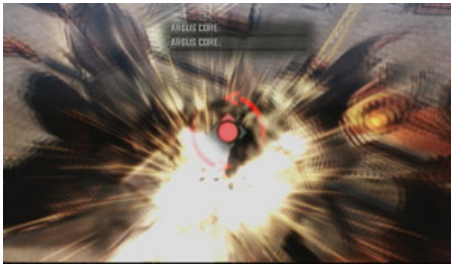
A Romanov will charge in through the small room - get out of its way unless you fire an LFE Gun - and counter attack it. You can force the battle further back the way you came, if only to avoid tangling with the common R.I. that appear and attack. Once the Romanov is dead, you can easily mop up the remaining R.I. (the red shirts) with a little ammo.



Outside, Sam fights two KNRB-0 Argus bots, but only in their single forms (unless you deliberately mess up the Quick Time Events) - spider and humanoid. While there's some cover here and there, the luggage carts and boxes near them are good cover.

View Boss Battle Video ? Act 2-3 KNRB-0 Argus #2 and #3

Note that the extra task is optional, but this is the only place to do it (you can also disable the elbows, destroy the head and backpack on the humanoid Argus for the "Piece by Piece" condition). Once both bosses are destroyed, do your swap/change for weapons.



Bonus » Failure Breeds Success

Destroy both Argus warbots in 2-3 while they are in humanoid form. While the QTEs (quick time events) are obvious in how to defeat each of the Argus warbots, tricking the spider bot into transforming may not be obvious.

Sam can destroy the humanoid Argus without any issues (it's suggested you do so). For the spider Argus, carry on the fight as if you intend to defeat it.

- **STOP** - doing anything when Sam is given the option to drill his body through the boss. If you leave the joystick alone, the Argus robot recovers, knocks Sam off, and transforms into a humanoid robot.

From thereon out, it's fairly obvious that you just expend the necessary ammunition to destroy the core, and you will satisfy this task's condition.

For the next stage, you will want to continue powering up the Assault Rifle and Heavy Machinegun. If you can, take the LFE Gun (not the shotgun or Disc Launcher) since the energy bubble shot will be useful against the enemies in the next stage.

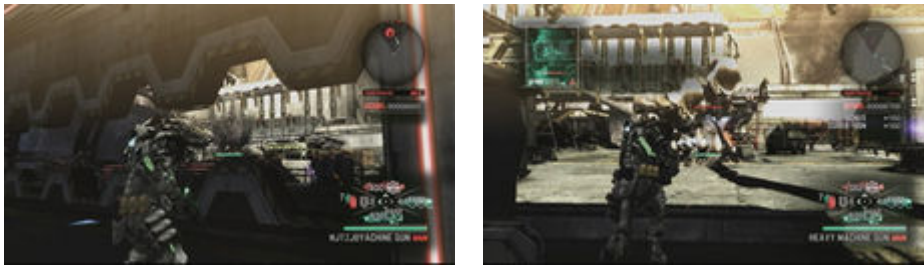
Naturally, you should still take time out to swap weapons out and power them up with the experience chevron when you have the opportunity.

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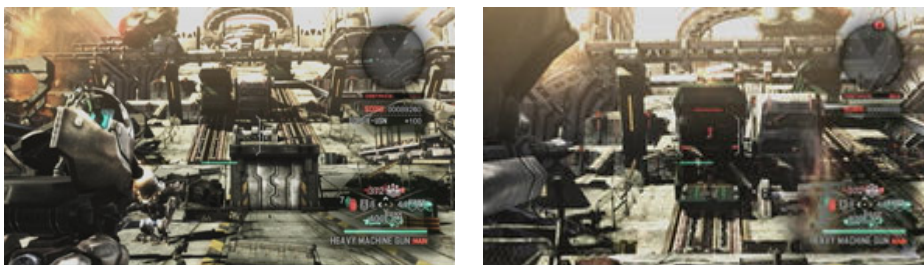
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There is a long climb to the next objective, and the gray zone between stages only has a few weapons. Make the most of them and move on.



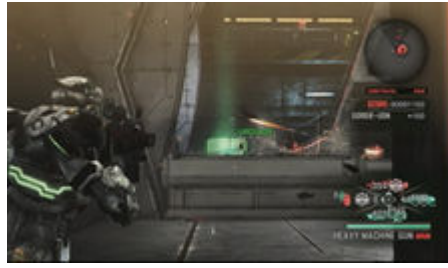
See if you can migrate all the weapons you find past the big gate that opens up onto the artificial hill (for a space colony, this is pretty ostentatious). The gate closes shut after Sam goes past it and approaches the trio of weapon pods (if you have the DLC weapons pack, there will be more weapons).

In the first clearing, battle the MOA and use them against their R.I. Don't go nuts with the ammo yet -- you can use the shots left in the two MOAs for later.



When the first yard is cleared, the gate to the hill opens. Don't go through yet. Opt to use the MOA and fire on the enemies inside the green mobile bunkers. The red rocket towers inside the bunker are what delivers the mega-hurt if you step past the gate without seeing them.

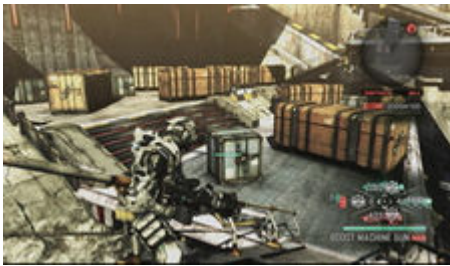
Besides the rocket towers, there is a R.I. sniper on the walkway between the two mobile bunkers. If you can, destroy the sniper with the MOA's shots (note that if you aim, the MOA lowers slightly, and the shot may hit the busted fence instead). Otherwise beware of this threat when proceeding.



Once Sam heads up the hill, he's exposed to a lot of fire. Make a dash to the nearest cover and try to get under (or next to) the right bunker you need to attack. The turrets cannot depress low enough to aim at Sam at that point.

The LFE Gun is handy for firing through walls and stuff, but the Disc Launcher is also handy for this one section of the level where you need to do some sci-fi urban warfare. Enemies do get close in the bunker, and on Hard, that's not a laughing matter.

Sam can backtrack all the way back to the gate at the foot of the artificial hill (up to the point where he operates the switch to the exit). Don't be afraid to take the extra time swapping and upgrading your weapons on the BLADE.



The Disc Launcher and LFE Gun (or Shotgun) comes in handy again as Sam goes through the container section above the bunker. Enemies here don't simply teleport in, they simply (and silently) spawn as you approach. At some camera angles, you can see the robot appear out of thin air as you approach.

Be aware that as you pass containers, R.I. may appear and attack. Here, the Disc Launcher or Shotgun is very handy (the Disc Launcher is probably better).



Towards the end of the stage, Sam fights uphill once more (this time against some snipers and a turret). Make do with your weapons (or the dash) and take down the remaining R.I. Watch for the elite R.I. in the control booth -- one pops out to surprise you while the other (already in plain sight past the door) will lob grenades.

After the control console is activated, Burns and his demo squad will attack the remaining enemies and the stage will end (once all the enemies are dead, or if one of the marines touches the door to set the charge).

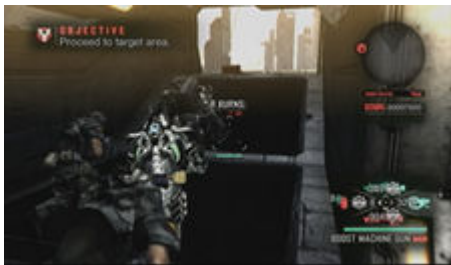
Since you cannot loiter after the demo-charge is placed, you need to prepare your weapons **BEFORE** using the control panel to move the mobile bunker. There are plenty of weapons in the next stage, but take standard two guns (assault and heavy) and the LFE Gun (all as fully loaded as possible).

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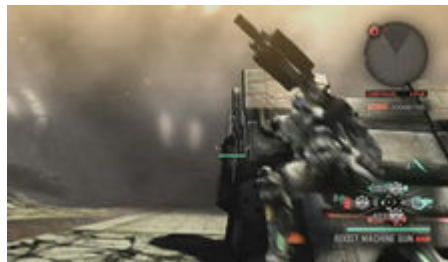
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This is a fairly quick stage if you're not into looting weapons or exploring. You can skip the Disc Launcher at the start of the level unless you have nothing better (or if a weapon box pops out a duplicate you can collect for experience). It's chiefly about shooting here.

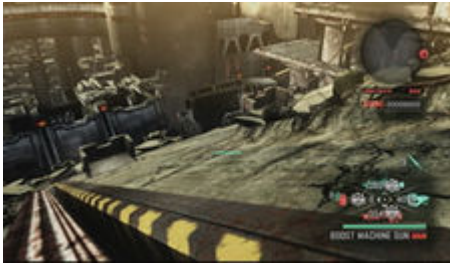


Ride the lift up and try to ignore the enemy R.I. transports. In fact, if you couple the dash with a few forward rolls, you can clear the giant curved track before the enemies even manage to deploy themselves. Just duck into the next lift. The next section is where the action really starts.



Go up the left side of the derbis-strewn hill unless you want to explore for weapons on the hillside (not recommended, even on Normal). Remember it only takes a single chunk of falling debris to kill Sam, so it's best not to f— around and just depart this zone as soon as permissible.

The safest spot to be (barring the presence of enemy robots) is against the small protrusions on the slope. Debris will always fall past (or around) Sam in suck spots. Naturally, these are there to provide you with an AR meter charging spot, as one dash cannot let Sam clear the distance between the foot of the hill and the exit.



There's another safe haven, an empty cargo container in the middle of the climb with a weapon box inside. Use it as a resting spot and a place to mark your progress.

From there, a few rolls and a maximum slide should let Sam reach the exit. Destroy the enemies who appear, and you're on the way out. Don't worry too much about weapons; the next stage has plenty.



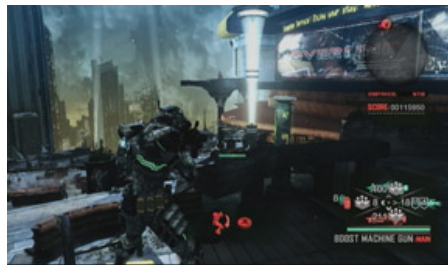
Here's some left-over influence from Bayonetta from a Vanquish cut-scene. The craziest idea would've been to have Elena dressed in a Bayonetta costume giving Sam directions.

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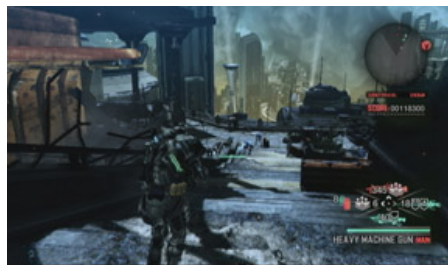
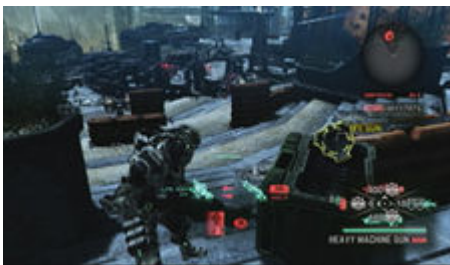
There's an LFE Gun at the start of this level; while you're going to need a Disc Launcher in two stages, the LFE Gun is too good to pass up. Capitalize on its presence and use it on batches of enemies (kills them) or on Romanovs (stuns them by knocking them over).



The top of the stairs is a good spot to do a little defence work against the Romanovs and snipers before heading down; do so puts Sam under fire from the marksmen, the Romanovs, and common R.I.

Begin by taking down the snipers with a few bursts from the Assault Rifle or similar weapon. Snipers are weaker than Romanovs, but pose as great a threat. Neutralizing them quickly removes the threat.

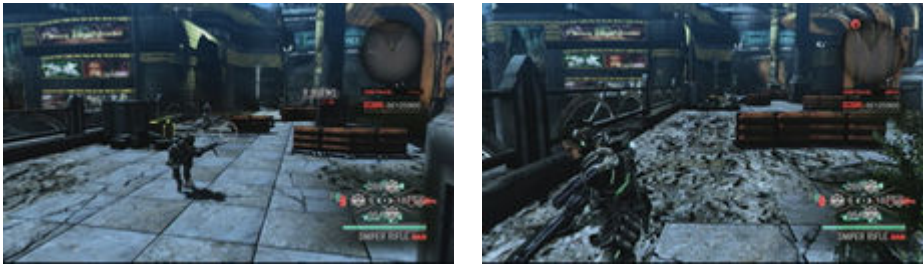
Focus on the Romanovs next, and keep in mind that even if they cannot climb ladders, their core shot (chest plasmaball) can penetrate matter (consider it their version of the LFE Gun) and they have access to the upper level via the side stairs.



The battle on the wide stairs is chiefly against the R.I. and elite R.I. past the barricade. String out the encounter by retreating back upstairs and putting allied marines in their way.

That's what marines are for anyway -- expendable assets. And so long as they respawn, the marines

are cheaper than ammunition, as there never seems to be enough ammo. As you can guess, battling the elite R.I. and Romanovs in the cluttered middle area isn't a good idea.



Past the barricade, snipe the R.I. gunners at the theater, and see if you can have Sam do a flipkick/AR shot on the pilots of the incoming transports.

That simple shooting exercise aside, you have to deal with two drill-arm Romanovs (they can tunnel underground and dash at your position). If you still have the LFE Gun (and some ammunition), you can make short work of stunning each 'bot, then dash kicking them. Otherwise, plain old bullets work.

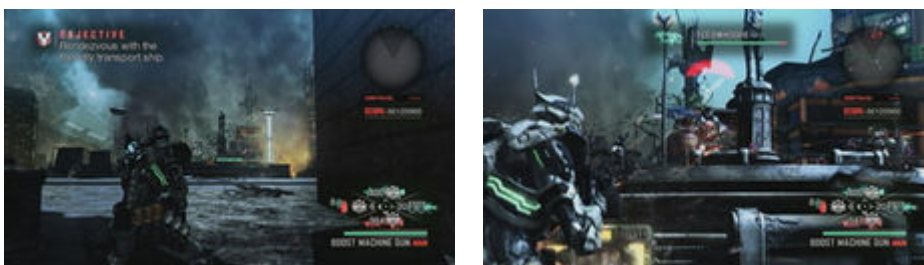
After destroying all the enemies past the barricade, the barriers will open once more. Sam can head back to the start of the plaza for swapping/changing any leftover weapons. You will want something for medium range suppression/rapid-fire for stage 3-2.

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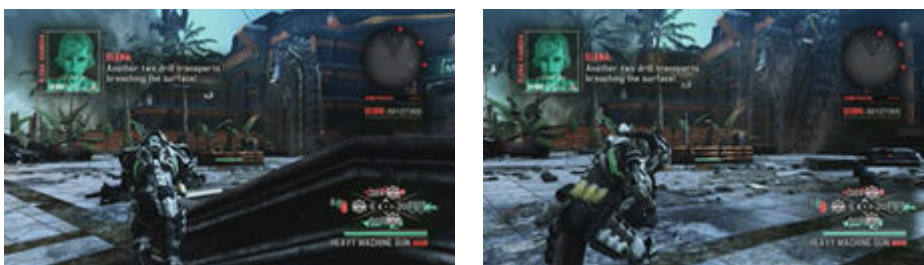
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Be aware of the Pangloss state glitch/miscount for stages 3-1 and 3-2. You can read about it on the Pangloss Statues section. Otherwise, there's little else to be said save that this stage is a short, but furious battle.

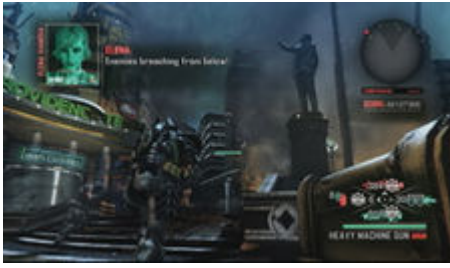


The dropship will try to attack enemies, but since it's in danger of being shot down, Sam, Burns, and you need to insure that the enemies in the plaza are destroyed before the dropship is.

Use what you find in the weapons boxes to rack up the damage on the enemies, and clear the zone. If the dropship is destroyed, so is your mission.



Enemy subterranean APCs will appear once Sam crosses the bridge. There should be plenty of weapons scattered about to take care of the R.I. (and Romanovs). Note that unlike that time in stage 1-8, Sam cannot board the subterranean APCs, hence destroying enemies once they're on the ground (in hopes they drop a weapon) is recommended.



Bonus » Leibniz Defence Agency

Prevent the large Pangloss statue in the plaza from being destroyed. The enemy Saw-Tank seems to be the only enemy that can do this; hence if you manage to destroy the tank before it reaches the statue, you satisfy this condition. Remember you can accomplish this on Casual difficulty.

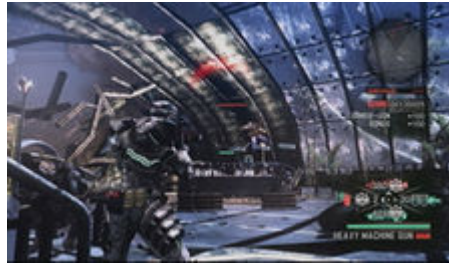
The Saw-Tank is hard chiefly because the game pops it up as soon as the last enemy from the Subterranean APCs is destroyed. If you can work this condition, you can go around swapping weapons to let you freeze the tank (EM Emitter) and blast its vulnerable weak spot.

Once the tank is destroyed, feel free to manage your weapons, then move to the next stage.

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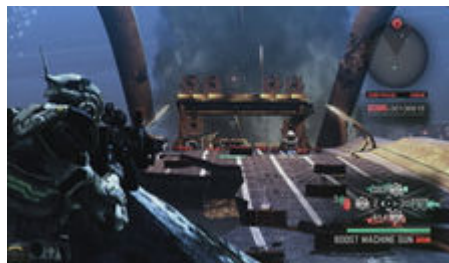
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The initial area is fairly easy, and plagued only by an Air Gatling (R.I. hover bike). Waste the enemies and a cut-scene will remove the blockade so you can continue.



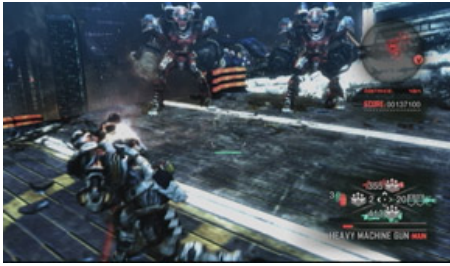
The stage will collapse on a timer, meaning you have a limited amount of time to destroy enemies so your allies can move forward and open the way on. If Sam falls from a collapsing section, the mission is failed.



Bonus » Tightrope Walker

Destroy 4 turrets and then complete this level without dying. This task is easy, but you can make things much easier by putting the game on Casual and powering up the sniper rifle from a few stages back. Before the highway starts collapsing, Sam can zoom in and destroy three or four turrets with the sniper rifle. Afterwards, it's just a matter of finishing the level without dying. An easy task on Casual.

You will need to balance the need for moving forward with the danger of getting Sam killed by enemy fire. Hopefully, you'll have the Heavy Machinegun and enough ammunition from other weapons to neutralize or stun (EM Emitter or LFE Gun) the enemy.



The Romanovs at the gate are only a threat if you let them fire on you. The MOA on the side doesn't help (it's a MOA you cannot get to, but can shoot down). Spend a little time racking up the damage, then make a dash towards the gate when the section behind Sam crumbles.

With some luck, and a lot of firepower, you should be able to pass through the gate and head for the level exit. Don't bother check/swapping weapons during this section. Just take what you think you need, and get out.

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Bonus » Fisher is the other Sam

Shooting out all the searchlights (and one enemy) without causing any alerts will satisfy this condition. With 30 shots (base model) of the sniper rifle in drop pods on the monorail, there's no reason to fail this endeavor.



The first part of the stage is easy. When the spotlights are highlighted by Elena, go into AR mode and snipe them using the sniper rifle. Exit AR mode if you need to reload (unless you have a max level sniper rifle, which reloads nearly instantly), reacquire and re-shoot.



There is a heavy machinegun in the train car. It's not for shooting, but for letting Sam do the flipkick and entering AR mode in mid-air. This lets you select the sniper rifle and make a shot with the necessary vertical clearance. You need it to take down the pilot of the light transport after you pass under the highway.

Bonus » Clean Sweep

After passing under the vehicle thru-way, one of the marines will alert Sam to "Enemies dead ahead!" Destroying the pilots of both Air Gatlings will satisfy this condition. Because of the distance, you will need to fire a little ahead of the target. Use a flipkick AR-slowdown to get the height needed for your shot.



After arriving into the station, have Sam take out the R.I. (all common, shouldn't be much trouble). Before setting the explosives though, you should know that you can migrate weapons back into the train car for use later. After you've moved all the weapons that you care to move, set the two bombs, blow them, and get back aboard.



On board the train, use the drop pods in the corner to avoid the Buzzard's blasts -- the cover provided is too low and the robot can shoot Sam. Take down the Buzzard before it wrecks your train, and you will head to the next stage. There's not much preparation, but start looking out for a Disc Launcher to power-up (if you haven't done so already).

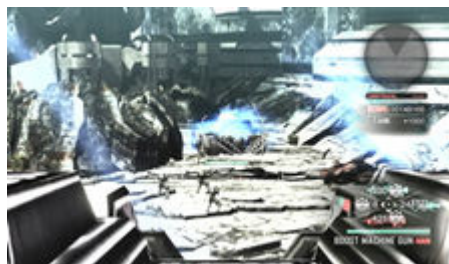
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Avoid the beam from the Kreon battle-bot, or Sam dies. The R.I. here are common - the only big enemy in the first section would be the Saw-Tank. Bust it down using the APCs as cover (even at the cost of one or two) and take out the AP guns so you can hose either the turret stem or the rear weak spot.



The game changes temporarily at the top of the ramp. Sam will have to use the two turrets to destroy the half dozen Saw-Tanks advancing on your railguns. Zoom ahead on the pile of junk ahead and keep an eye out on the tankfire; if there's an explosion on one side, a Saw-Tank will soon be rounding the corner to attack.

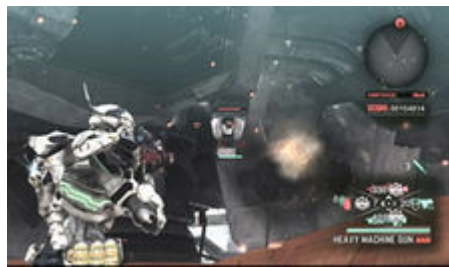
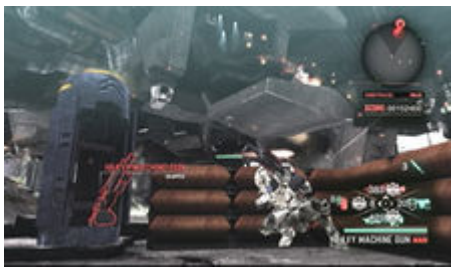


It takes only a few seconds of concentrated gunfire on the turret stem to down a Saw-Tank. Do this

for each tank, and switch to the other turret when you have exhausted 2/3 of your ammunition. The final few waves of tanks will make straight for your railguns, so you need to be quick on the trigger.

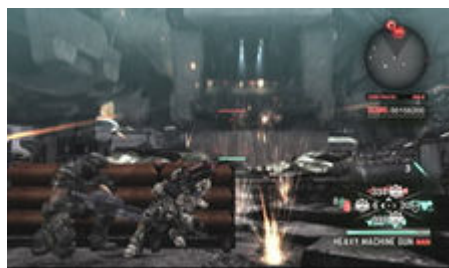


Once the railguns have disabled the Kreon's laser, Sam will need to get close and blast the footpad of the machine. Shoot the red thruster port. When enough damage is done, the game will move Sam to a new zone.



For the assault on the underbelly, take the weapons lying around and take your time. If you have power-upped a Disc Launcher, you needn't take one now. If you haven't gotten the Disc Launcher powered up, you might want to hang onto one (or come back for it just before hitting the exit).

Take the time to destroy the enemy R.I. and the turrets on the Kreon, otherwise, you get shot at (and likely killed) as you waddle across the battlefield. Sure, you can dash, but the Kreon will make sure Sam can't.



The heat from the Kreon's thrusters will drain the AR meter to nothing, so you'd best move around carefully. The Romanovs at the walkway won't make things easier, so you'd best take out the two "shelves" of R.I./Romanovs that get lowered from the Kreon before approaching the bridge.



The final walkway is populated by two Romanovs (moving), but since they are flamethrowing bots, destroying the fuel tanks on their backs will be sufficient to destroy them. Once Sam touches the objective marker, the game will start to move him to the next stage whether he's ready or not.

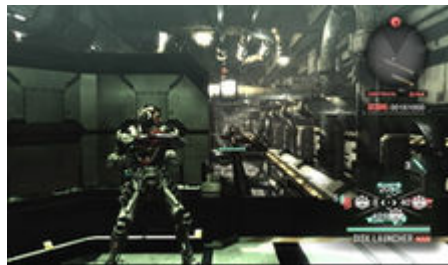
Best clear out enemies to the walkway, then go back and look for weapons. You want a Assault Rifle and Heavy Machinegun. If you cannot locate a Disc Launcher, there's one in the next stage; the reason why you hung onto one was to power it up.

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The mini-boss here isn't difficult, but since it is one of the few bosses that can kill Sam instantly (even on Casual difficulty), you need to exercise some caution when fighting it. Nothing is more frustrating than breezing through for the *Living Legend* accolade, and then dying in less time to say it.



The vital Disc Launcher is in a drop pod right before the cart ride. Take it and use the Heavy Machinegun against the R.I. (there's one later to refill the ammo). Have Sam take cover against the side (right, not left as shown) and use the mini-map to locate enemies.



Stay in cover on the right side so that the Unknown R.I. cannot detect and fire on Sam. That's the mini-boss, but you fight it at the end of the tram ride. For now, just save ammo, unless you're destroying the common enemy R.I.



The mini-boss is susceptible to the Disc Launcher's melee attack (you keep stunning/freezing it to attack over and over). However, you need to time your dashes to avoid doing the dashing melee kick, or you will not be able to recharge the AR meter in time to catch the enemy again.

View Boss Battle Video ? Act 3-6 Unknown #1

While the melee is dangerous (esp. if the core is lifted above the ground while the boss moves around, thus letting it counter-attack and kill you), the disc attack is far more effective than shooting it (and wasting ammo) on most difficulty levels.

Remember you can use the obstacles in the room to keep the boss away from Sam as your AR meter recharges, and lets you do either a dashing melee, or to escape.

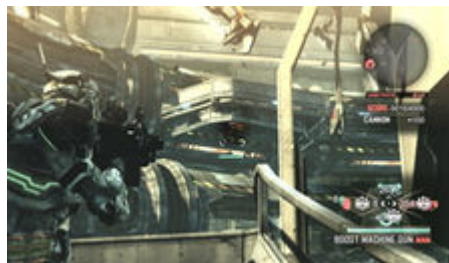
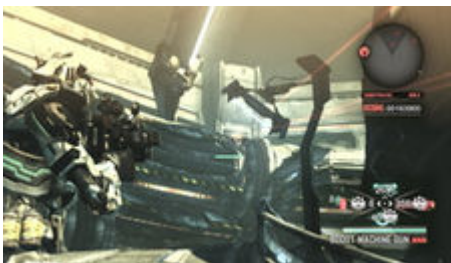


Right after the Unknown fight, there's a squad of elite R.I. that teleports in. If you have a spare EM emitter, it would be a good idea to use one, followed by a frag (or AR mode with weapons) and blast them the f— up.



In the power coil room, the fights spread out (weaker R.I. except for that damn Romanov) and ends in a battle against several Romanovs. However, the stage itself is now littered with deadly energy pulses in the tubes you have Sam travel through. Head up slowly, and deal with the enemies as they come.

The Disc Launcher is handy for the mini-boss in the next level (another Unknown), but the LFE Gun is also handy. If you want, you can ditch the Assault Rifle (for now) since there is one final Assault Rifle at the very end of this level.

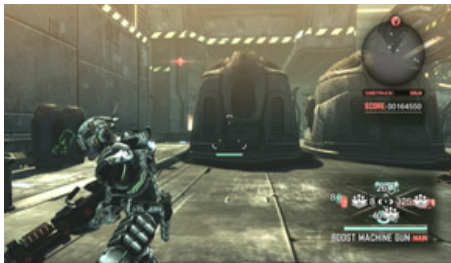


There are two Spy-Bots (surveillance robots) you need to be careful about. If an alarm is sounded, extra enemies are activated. Simply keep an eye on your mini-map for a fast moving red dot. The flying spy-bots will move speedily through the air and instantly alert you to their presence.

The first spy-bot activates rocket turrets around the power-ring. Even if the rockets activate, there's sufficient bulk (the power core) to shield Sam for you to return fire. Of course, the best solution is to destroy the spy and never activate the alarm.



Continue along the power coils and watch for enemies who appear in the tubes. Sometimes, you can catch them in the tube and let the energy pulse do the talking. If not, then you need to do some fast close quarters combat. CQC, considering Sam's handicap, isn't the ideal solution. If you have a spare EM emitter or the LFE Gun (from the bottom part of the power-coil section), you can stun enemies in the tube and watch 'em fry.



The second spy-bot isn't as lenient. If the second alarm is activated, a Romanov will emerge from the capsule on this level. The problem here isn't the Romanov (which succumbs quickly to the nearby Shotgun), but the common R.I. who attack with the Spy-bot, then harass you while you fight the Romanov.

Sam be nimble, Sam be quick, use AR mode on the Spy-Bot once it enters the screen, then hose the rest of the common R.I. if they are in range and attacking you. Stun grenades (or LFE Gun) will also keep the R.I. as you deal with the Spy-Bot.

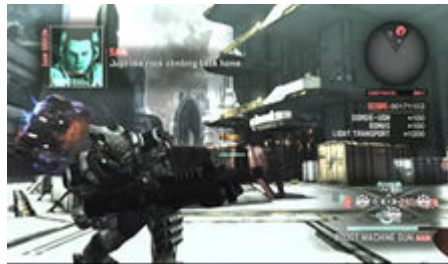


The final battle occurs once Sam goes up and across the chasm (note that up until Sam takes the lift, he can backtrack to the bottom of the power coil section). The final two waves are R.I. with Romanovs. Use what little cover is available at the lift and toss some grenades towards the Romanov. The weapon box and single Assault Rifle is all you can rely on for the harder difficulties.

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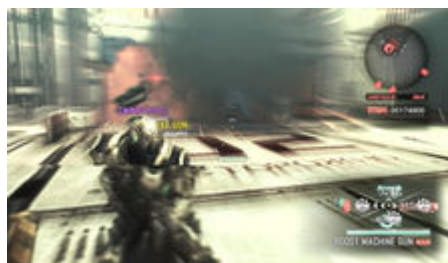


The top of the Kreon has some more enemies (at different levels). Begin by throwing a few grenades down the pit ahead of you. Sam may want to flipkick (Heavy Machinegun or Anti-Armor Pistol) and hose the enemies in the pit before proceeding.

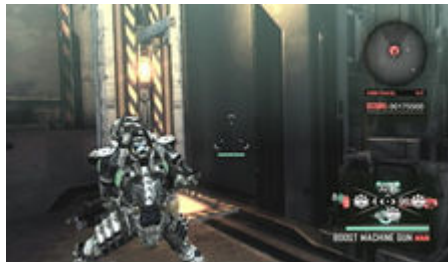


On the next level, deal with the R.I. coming out of the garage closest to Sam; your allied dropships should keep the enemies busy so you can move around relatively unmolested (unless you were dumb enough to fire on them and attract attention).

The first garage has some handy weapons (LFE Gun, Heavy Machinegun and a weapons box) to help you take down the Romanov and some enemies. This is a somewhat good place to head back if the next event turns out to be against your favor.



An allied marine dropship should ideally crash and tumble into the second garage (filled with three Romanovs of different types). Sometimes, the scripted crash doesn't kill all the Romanovs (in that case, you have a hard fight) but it does in most instances. After the explosion, check the wreckage for dropped weapons (rare on Normal and Hard) and, at the least, check the contents of the weapons box.



Head for the lift between both garages and head for the next floor. Slide, or better yet, cover and scoot around the perimeter of the Kreon to the next objective marker. You are looking for a cargo hook in the back of the transport landing pad. Once you use it, all the R.I. below cannot follow (although they can shoot). Try to check the weapon boxes before leaving, or you may be sorry you missed some valuable ammo.

As you navigate the cargo hooks (it's all one way), keep your Disc Launcher in your inventory, refill your Assault Rifle and Heavy Machinegun, and keep on truckin' If you get the chance, power-up the Shotgun (you'll need it later), but stick with what you have for now.



The lift should dump Sam in a storage room in the Kreon. Some R.I. will be "easter egging" and dancing to a Chicane transformed into a boombox (like Soundwave). Ready a grenade to stun/detonate all the enemies in one go. If you have to use weapons to take out the R.I., reload and switch to the Disc Launcher, because the Unknown spawns once all the R.I. in the room are dead.



Position Sam right below the black square hole in the ceiling to catch the damn Unknown as soon as it drops. If you aren't there, you may be too far away to lock the enemy down. If it gets away, the

Unknown will start to attack, and in the confines of the room, it can be deadly.



The Disc Launcher works even better in this small room than in the previous stage, since the boss cannot escape too far before you can roll (or dash) and catch up to kill it.

View Boss Battle Video ? Act 3-7 Unknown #2

Spam the Disc Launcher until you exhaust the disc supply (you have plenty) and opt to put in a few dashing melee attacks to put the hurt on. The boss will be dead in no time.



Bonus » Hurry the @\$% up!

You can destroy the quota of light transports starting here. If you have the ammunition (or playing on Casual), you definitely have the ammo to spare. Use the turret and the weapons box atop the Kreon to get your half dozen (plus one) transport and then turn your attention to the coolant tube.

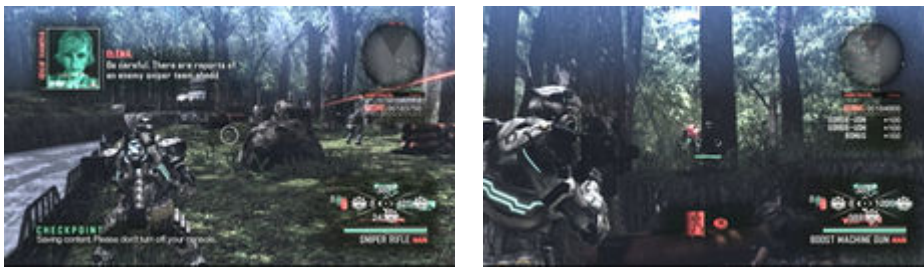
The boss of this level is a harmless coolant tube. When the enemy transports are neutralized, you can start your quick time event button pressing bullstuff. Spam the COVER button and take out the Kreon.

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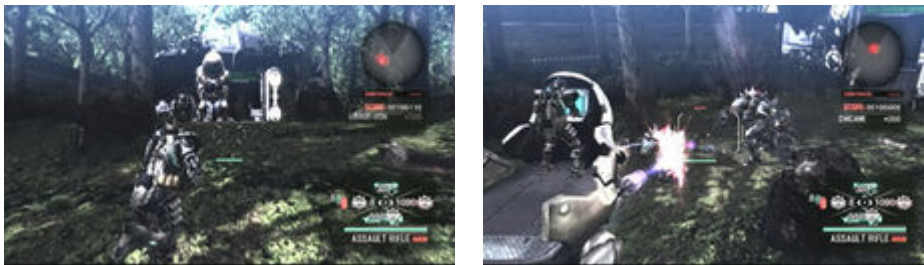
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The level starts off rather mildly, with snipers on the edges, and a turret above the park gate. Spend the time to manage the weapons from the pods and boxes here.



The snipers are annoying, but you can track them using both the mini-map and the flash from the bullet. With the Assault Rifle or Heavy Machinegun, you can do some hunting on the edge of the map. Alternately, you can fire the LFE Gun right through the trees, and see if any of the R.I. can take a volatile energy bubble up the scrap-can.



Bonus » Hand of God & Romanov This

If you have the game set to casual, the two Driller Romanovs here are good targets for Sam's melee only attacks. Destroying both with melee only attacks (meaning no Disc Launcher!) satisfies both conditions.

If you modify your approach and use a Disc Launcher (for melee), you may get the Brutality Bonus accolade.

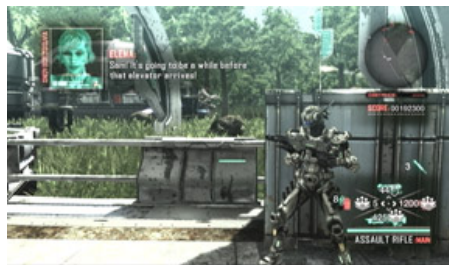
For the next section, Sam should ideally knock out the MOA pilots and take their walking machines. The MOA shots will conserve your ammunition, and are ideal for usage on the Romanovs who appear. If you do not have the MOA (or destroyed them) before the Romanovs appear, you will have to fight close. Get used to this, as one of the Tactical Challenges is far, far worse (and in this stage).



The next clearing has two ways of approaching them. If Sam has a few EM emitters and grenades, you can make the battle end quickly by tossing a few down onto the platform where the turret is emplaced. The metal guardplate on the towers through, are ablative and get destroyed if too much damage is dealt.



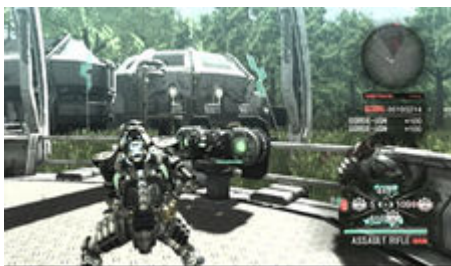
If you want to play it safe, approach the platform on the side and use the indestructible trees to block shots and missiles. Sam should be able to get his shots in on the Romanovs and common R.I. alike.



Bonus » Civil Disobedience

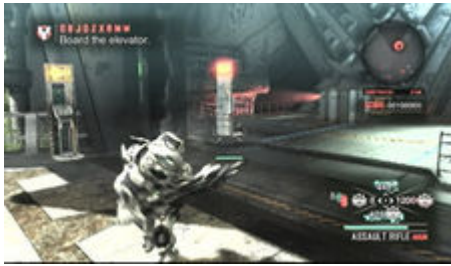
Stick around and destroy all the R.I. (there are a limited number of them) after Burns gives the order to depart on the elevator. It's best done on Casual (or Casual Auto) since you don't really need to sweat it.

Sam and company will arrive at the final defence zone in the park. This is a cross between a waiting game and a kill quota game; defeat enough R.I. to trigger the next event, then race to the elevator and activate it.



The turret is enticing for taking down the heavy transports, but the R.I. will jump on top of the turret, aim down, and fire. Try to hose/stun/explode the R.I. before using the turret, but barring that, you can

always let the enemies disembark, then kill them all the old fashioned way.



Once the elevator does arrive, you can dash past the R.I. and hide in the big lift. Wait until Burns (who is invulnerable) to waddle his giant fat ass onto the elevator so you can activate it from the control panel. This effectively ends this level and starts the next.

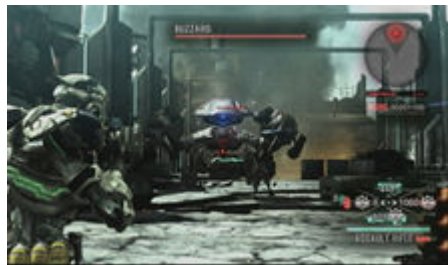
Although it's not recommended to loiter and do swap/change on Normal or Hard, you can still get away with some of the weapons being topped before leaving (provided you didn't use them for experience). Enemies won't appear until the control panel for the doors are activated, so you can go ahead and do some swap/changes before the battle. Just don't overdo it, or you won't have squat for the actual fight.

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The rounds starts off where Sam and Burns last left -- at the top of the lift from the park. Don't leave any of the weapons in this room -- either take them all, or use them to refill your ammunition. You cannot revisit this garage after the battle with the flying enemies.



On the bridge, Sam battles a squad of elite R.I. who gets supported from the Buzzard bot. Use the LFE Gun, or something with massive kill-range to destroy the smaller R.I. so you won't be distracted against the large R.I. (the Buzzard). You will be repeating this tactic for the boss.

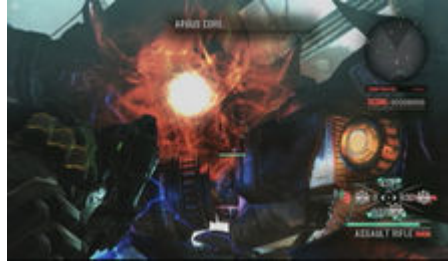


Head through the red control room, do your weapon swaps (you can backtrack to the start of the level up until you reach the exterior of the dam). The boss room has plenty of weapons, so don't feel pressured into sticking with one weapon or another. Clearly, the old rifle/machinegun standby are a good pairing.

The LFE Gun would be handy from this point onward (as opposed to the Disc Launcher, though you will likely use it once more in stage 4-5) since the enemies are chiefly Romanovs, Buzzards and Bia.



There are two pods -- one with an Assault Rifle, and one with the Heavy Machinegun -- which awaits you past the control room, and before you're thrust into a battle with the last Argus warbot in the game. Take both weapons (either experience or refill) and get ready for an intense firefight.



The boss here is supported by some common R.I. You will do well to use all your power to destroy the peon enemies before the boss catches up and kills Sam. Once the threat of the little R.I. are gone, simply watch the Argus warbot for it to telegraph its attacks, and evade or counter it in kind.

View Boss Battle Video ? Act 4-2 KNRB-0 Argus #4

The Argus is simply a little faster, and the stage not withstanding, more deadly due to the lack of cover. Save up the AR meter for dash escapes, and don't use AR mode to drain the meter completely. Be sure to inspect, swap/change all weapons before leaving the boss room.

Once the boss is defeated, stand directly under its crotch. This will prevent you from dying. If you think IGN is lying about this, just stand in front of it and see what happens.



The final zone for this level is a brief firefight with the common R.I. (and a turret) followed by a pair of Bia (past the gate). The Bia are easily bowled over with the LFE Gun so you can hammer them with another weapon.

There's more than enough weapons to take out one Bia, and the ammo is a bit of a stretch with two. However, the key to coming out a winner is to defeat both Bia (and the enemies before) with some ammunition left over for the next level. Switch in a melee dash to rack up some damage, but don't scrimp either. Ammo is meant to be used.

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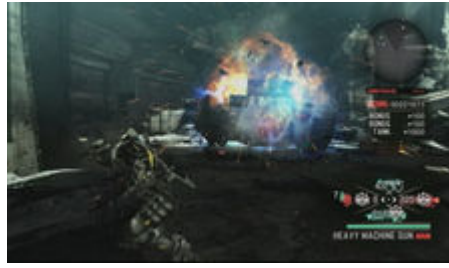
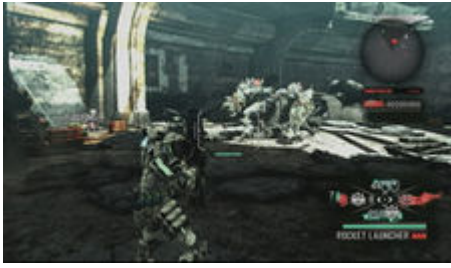


The long tunnel past the dam is mostly filled with common R.I. The surprise would be the Air Gatling that appears from the crack in the wall (where the Pangloss statue is). Simply enter AR mode and whack that s.o.b. before Sam gets killed. The rest of the R.I. are simply an exercise in firing from cover.



Before heading outside, make sure to shoot out the enemies. A sniper rifle (or LFE Gun up close) helps here, as there are a few snipers around the ring of the pit. You will need to deal with a pair of Romanovs down in the pit; if you have one chasing you, you'll have a hard time with the marksmen on the perimeter.

By eliminating what snipers are already there, you can make your task of pacifying the whole area much, much faster. Remember, there will be more snipers (and the damn turret gunner) who spawn in once Sam arrives at the pit.



You'll have access to a sniper rifle and some assorted firepower at the pit. Deal with the Romanovs (you can cripple their legs and deal with just their drill rush attacks) while you secure the pit from snipers and the turret gunner.

This is important, as you don't want those enemies around when the Saw-Tank appears.

The Saw-Tank appears when the Romanovs are destroyed. It would be a good idea to dash past the tank and hide near the exit console. Not only will the tank not be able to fit back into the L-shaped corridor, you may be able to use it as cover while the tank kills the marines.

Clear the area, do your swaps and head for the level exit.

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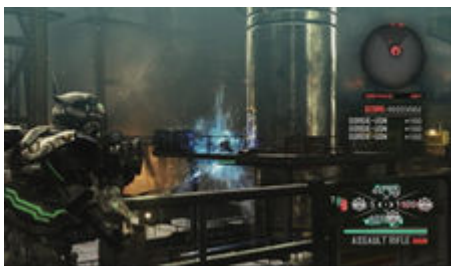
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This is a short level, but the end of it will be abrupt. Once the boss is killed, the level ends, so set up your weapons before you enter the battle.



The LFE Gun is handy for the battle on the catwalk. Just don't use it against the boss. The energy bubble can penetrate the metal structures and kill all the common R.I. easily, but it won't do much against the Crystal Viper (no relation to C.Viper).



Before dropping into the boss pit, use the Assault Rifle (the one you have and the one at the drop pod at the start of the catwalk) to clean the place of R.I. If any of them are around when you fight the boss, they can be annoying.

View Boss Battle Video ? Act 4-4 Crystal Viper #1

The boss is best blasted with a full load of Shotgun (which, if you've been powering up, should have considerably more than 20 rounds of ammo now). Upon destroying the boss, you will end the level, so try not to splurge ammo -- you'll need it for later.

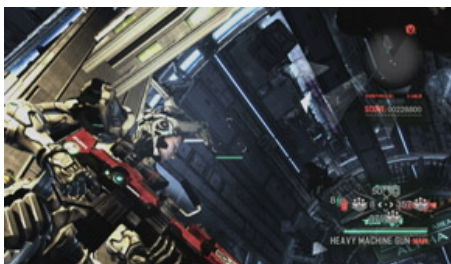
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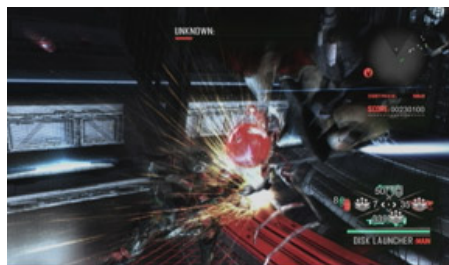
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This is a fake zero-G zone, as Sam will be firmly attached to the ground (like Isaac Clarke) and only destroyed items (and weapons dropped from enemies) float in the air. There's not many surprises here, apart from the occasional elite R.I. who appears when the Romanovs do. If you locate a Disc Launcher, you'd better keep it in lieu of the LFE Gun for now.



Notice Sam can look up and see where he's going to go next (since this is a large cylinder). If you need to, you can dash-retreat, and if enemies don't follow (i.e., fighting your marines), you can aim up and blast them. In rare cases, you may be able to trigger the R.I. teleporting in, then dash retreat so you fire on them from "above".



[View Boss Battle](#)

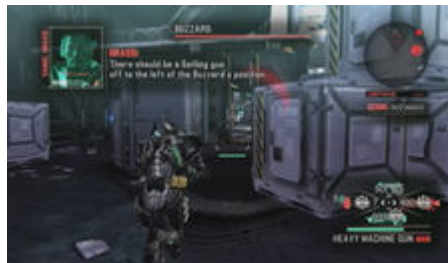
Video ? Act 4-5 Unknown #3

This boss is best take out with the Disc Launcher. Barring that, you will have very little area with work with. Just remember that if the core is above the ground, or elevated by the junk, you cannot melee the thing. A Heavy Machinegun is in the drop pod, hence IGN's preference for ditching the weapon back in stage 4-4. However, you should retain the weapons you prefer; our recommendations are simply ours.

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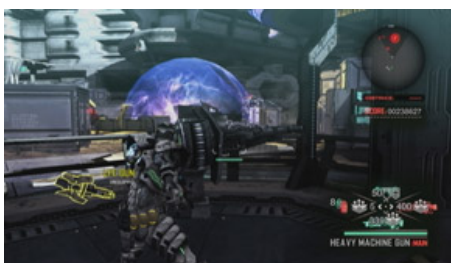
The initial few seconds of the stage aren't exciting, but the moment you step past the door starts a countdown timer. If you are looking to complete the Buzzard Beater condition, you need to have Sam dash to the bunker, take out most of the R.I., and kill the Buzzard bot before it jumps down.



Bonus » Buzzard Beater

Destroy the Buzzard robot before it jumps off the container and onto the ground (you can destroy it when it is in mid-air and still satisfy this condition).

The problem isn't the Buzzard being tough, but rather, the R.I. in the bunker that attack Sam when you want him on the turret and hosing the Buzzard with super-heated hiveloc projectiles. You'd best attempt the bonus task on Casual (enemies take less damage), and stick with a slow approach on Normal and Hard (and miss out on the task).



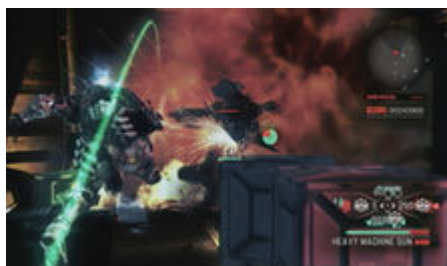
Secure the bunker and you can use the two turrets on the Buzzard (if it's still functional) and the

incoming Romanovs. Note that the Romanovs are the drill type, and will dig underground to attack Sam (in the bunker). Be wary of this.



The bridge to the control room is watched by two super-laser-deathray-machineguns which periodically fire. Sam will have to make a dash past the bridge as soon as the weapons are done firing.

Naturally, clear the way before you do. Use the weapons at the bridgehead to do that. Note that Sam can revisit the whole area up to the start of the bridge when the stage is completed. Be sure to take out the turret operator on the balcony as well.



Cross the bridge, set the charge and deal with the Bia in the mini-fort. The Bia is only intimidating up close, but a few rounds of the shotgun (or LFE Gun) and two melee dashes will put it down quick (normal). On Hard, you may want to back off more (not much, since you're locked in) and do the best you can.



Once the charges are set, head to the balcony on the side of the fortress (the one with the turret) and detonate. From there, just destroy the enemies pursuing D.Grassi and the team and you're going to the boss fight.

Prepare by reloading and swap/changing your weapons. The LFE Gun is handy in the next stage (right after this boss), but only for stage 5-2. The three weapons Sam started the game with (Shotgun, Heavy Machinegun, and Assault Rifle) are your best allies now.



[View Boss Battle](#)

Video ? Act 5-1 Crystal Viper #2

The boss is a Crystal Viper. Take the Shotgun in the room and polish its face off. Unlike the previous Viper bot, this one can cloak and reappear to attack so suddenly, the QTE counter may not work. Distance is your best friend, followed by a dash away from the boss.



When the boss is killed, it drops a grenade core. Put distance between it and Sam, or you can expect the explosion to kill Sam instantly.

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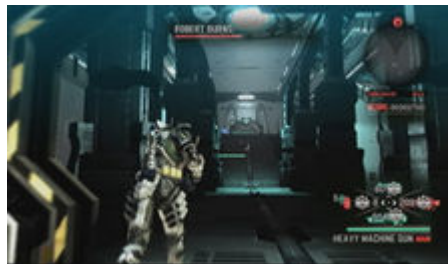
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The whole stage is a boss battle, so you will have to "deal with it". Work over the boss slowly, but spare the time to take out the enemies with what weapons are available (stay away from the Disc Launcher).

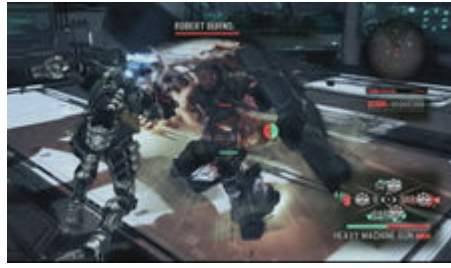
Melee on the boss won't work very well, so use distance weapons. The Assault Rifle, Heavy Machinegun, and LFE Gun are good, but you need the Shotgun for close up engagements. Despite how the boss moves, it will get close and attack eventually (in the last phase of the fight).



The first half of the fight is about preserving ammo. Shoot only if you can get the hits in and be ready to refill ammo when weapons are low on ammo. The boss will force Sam to a new area once its life is around half or so.

[View Boss Battle Video ?](#) Act 5-2 The Boss (entire stage)

On the train tram, it's best to avoid being damaged and save ammo. Opt to stay under cover and fight out the button smashing quick time event. Sam will arrive at the station and fight some more.

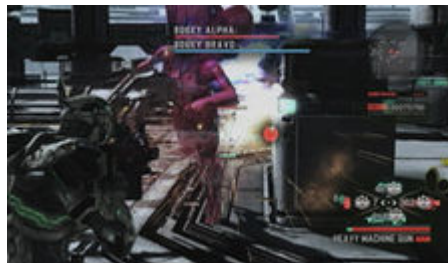


The final room is where things get serious. While you can use the LFE Gun to bowl over the boss after delivering a dashing melee hit, chances are you will be constantly barraged by the enemies flying around the room. Do your best to kill them all (they don't respawn, but there are a lot of them), and watch the boss taking a drink from its flask. If it does, it recovers health.

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The level starts off with the three weapons you need to beat the last boss -- Assault Rifle, Heavy Machinegun and Shotgun. The EM Emitters will be useful for stunning the boss so you can get close and hose it.

View Boss Battle Videos ? Act 5-3 Bogey #1 and #2

At this point, just grab and use the weapons. There's no point in being stingy and powering them up. Fire away and don't worry about levelling up or any of the business anymore.



Sam's AR Meter is extended once the battle gets down to one Bogey. Use this extended meter to slam/melee the boss if you have a chance, as a single dashing melee may not completely drain the whole AR Meter.

For the final quick time event, mash the COVER button to stand up, then tilt the joystick to evade the attacks. After that, simply aim true and fire on the approaching boss to finally kill it.

The credits mini-game (where you shoot the asteroids with the programmer portraits on them) counts a bit towards the final score. Since you cannot skip it, you can either do your best or leave it alone (Sam cannot die).

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