



Introduction

If there's one thing that Insomniac wants to make a point of (other than the fact they truly know how to create an outstanding platformer), it's that we, as the general gaming public, are all closet furries. Absurd? Perhaps such a bold statement is not as ridiculous as you may think. Other than the engrossing gameplay, the outrageously fun storytelling, the lush visuals, the crazy arsenal of gravity-defying weapons, the expansive worlds, the gnawing sensation of needing to collect *even more* Bolts, what else could drive Insomniac to so vigorously invest their genius in the fuzzy hero and his metal sidekick time and time again? Simple. It is because we are all so enamored with Ratchet's long, pointy ears and swooshy tail. It's the truth.



The tag-team duo of Ratchet and Clank make a righteous foray into the next-gen, packing a bigger adventure and even bigger guns. And there's no question that the game looks freakin' gorgeous, as afforded by the incredible processing power of the Playstation 3. Whether you're caught with your socks rocked off or stuck in a less-than-desirable situation, your good friends at IGN Guides fly (in a jetpack) to your aid in authentic virtual superhero-in-tights-carrying-a-Gravitron-Faceblaster-5000(tm) fashion with this sweet strategy guide for the newest Ratchet and Clank adventure.

Inside this sexy Ratchet & Clank Future guide, you'll find:

- **BASICS** // Arm yourself with our Ratchet & Clank primer for newbies.
- **WALKTHROUGH** // Rejoice as we take you by the hand through all the gorgeous levels.
- **WEAPONS** // What does your weapon upgrade into? Seek the answers here.
- **SKILL POINTS** // Find out how to attain those Skill Points.
- **SECRETS** // There will be no more secrets kept from you.

Guide by: Stephanie Lee

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Ratchet & Clank Future: Tools of Destruction Basics

Ratchet & Clank isn't, by any stretch of the imagination, an intensely challenging game. However, we understand that sometimes, especially with the huge variety of weapons at your disposal, deciding how to go about things can be quite a quandary. Here are a few quick tips to help you get started. Keeping these things in mind will more often than not make any situation more manageable.

Health Packs for the Fuzzy

The health gauge in Ratchet & Clank is an awesome one. One of the most important facets of the health gauge (aside from the fact that it depletes as Ratchet receives damage) is that it features its own experience bar. This means the more Ratchet soaks up damage the more experience will be collected and eventually, Ratchet's maximum life is increased, fully restoring his health. If the situation becomes dire and you need health restoratives, search for blue orbs encased in metal boxes. These are called Nanotechs and replenish a certain percentage of Ratchet's health. Nanotechs are usually scattered throughout each level in ample supply.

Melee Combat

Before access to the Weapons Vendor opens for you, you pretty much have a very limited selection of weapons, chief among them is the Omniwrench with which Ratchet uses to smack things. This wrench is highly versatile in a variety of uses, including turning cranks, striking enemies at close-range and from afar, and generally just causing untold amounts of pain to the recipients of the blunt end of the weapon. To master it, you must learn of the different moves you can execute with the wrench:

Combo

SQUARE three times in a row

Hyper Strike

Cross to jump, then press SQUARE to slam down on the opponent.

Comet Strike

R2 to crouch and then SQUARE to fling the wrench out as a projectile.

Move List

You can access the full list of moves Ratchet is capable of performing by pausing the game and going into Options. Select Moves List and scroll down the list for a brief description and the button sequence for successful execution of the move. It'd be a good thing to know everything the long-tailed hero can do!

Smash Everything

Most of the objects within the environment are destructible. If you see something, hit it. Nearly a hundred percent of the time, the elicited response is the object breaking apart into a zillion pieces and Bolts or other things spilling all over the place. This is also the smart way to refill on ammunition, as many of the additional ammo can be freed from weapon crates, and find those hidden pieces of Holo-Plans.

Level Your Weapons

You'll find that your weapons possess a certain RPG element to them. The more use you get out of them, the more experience they will gain and thus grow more powerful. At level 5 (max), weapons will morph into something entirely different with a stronger hitting power and bonus aftereffects. Upgrading through continual use is automatic, although there is a way to manually upgrade your weapons. At the Weapons Vendor, you have the option to upgrade your weapons at the cost of a special ore called Raritanium. These shards of metal are not too difficult to come by, but as you unlock more and more weapon features maintenance can become quite a burden "financially" speaking.

The customization options are usually divided into several categories, including More Damage, More Ammo, More Bolts or Raritanium, etc. These upgrade options are positioned along what we'll call a "customization diagram. As you power up your weapons, you eventually are able to reach a question mark located somewhere on the diagram. This question mark usually turns out to be an intrinsic ability that you can add on to the weapon, such as a freeze or poison effect.



Invest some time in to building up your weapons, as the end results yield a bigger and badder kick with dazzling effects. Indeed, let your weapons do the talking and fry up some bad guys!

Weapon Crazy

You have that a massive number of armaments at your disposal for a reason. There's no sense of redundancy between them. An electrically-charged rabid dog thing unfazed by your Shock Ravager? Blast it with the Shard Reaper instead. Shielded enemies easily repelling your attacks? Not a problem. Force feed them a couple Fusion Grenades. Each weapon or gadget holds some tactical weight, some more effective and interestingly than others. (A disco ball distraction—genius.)

Bolt Crazy

The jingle jangle of the Bolts is alluring indeed. You might be excited to know that Bolt-collecting comprises a huge chunk of the gameplay. Bolts are the only acceptable form of currency in the Polaris Galaxy and are in abundance. As such, you need anywhere from a couple thousand Bolts to purchase a weapon early on to upwards of 200,000 Bolts. So, if you can't provide the jingle, you'd best keep on steppin' (and collect more Bolts).

Tip

Fastest ways to reap in Bolts are to play through shooter levels, finish Arena challenges, and sell Leviathan Souls to the Smugglers.

Air Ratchet

Can't quite reach that high ledge? No worries for Ratchet is always prepared. Crouch down with the R2 button, then press Cross and hold it. After the first jump, Clank, residing on Ratchet's back, busts out a helicopter move that propels Ratchet upward just enough to make reasonably tall places.

Ratchet & Clank Future: Tools of Destruction Walkthrough

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The format of the walkthrough is split based upon the different locations of the galaxy you go to. As a testament to our holy mission of providing you, our dear reader, with top-notch information, we have uncovered all the locations of the 32 Gold Bolts and 13 Holo-Plans here and are discussed within the designated walkthrough when it is most convenient to snag them. Hence, as long as you follow our walkthrough, those elusive Gold Bolts, as well as Holo-Plans, will fail to be a cause of any hardship.

Since the levels are huge and the camera functions in a 360-degree rotational fashion, we won't be giving you a strict set of directions in the sense of "go left" and "turn right" unless appropriate. We will, however, be adhering to cardinal directions (north, south, west and east) based on locations in the map (press Select to pull it out).

Level 1: Metropolis, Planet Kerwan

Number of Gold Bolts: 0 | Number of Holo-plans: 0

While doing whatever it is that they do best (besides kicking butt, that is), Ratchet and Clank receive a distress call from Qwark. It sounds like they're sorely needed at the Defense Center. Something about killer robots and lasers. Ratchet and sidekick prepare to depart to lend a hand to the captain, but experience a little engine trouble instead...looks like they're going to have to hoof it there.



All is quiet now in this starting area, but the tempo will gradually pick up as you advance through the levels. The great thing about Ratchet and Clank games is that there's hardly ever a dull moment. You'll see what we mean as you continue your play. Never fear about using up the Combuster's ammo supply. There will be plenty of ammo caches around the level to restore expended bullets. Go out of your way to smash every crate and anything destructible you see, as this is a good way to rack up a lot of Bolts and uncover Nanotechs (health restoratives) and Combuster (or any other weapon for that matter) ammo.

As expected of a beginning level, the level layout is very linear, and consequently, offers only one invariable way to go. Beat up all the enemies you come across to garner battle experience for your weapon. Get as much use as you can out of your Combuster here. Unlike the other weapons you will come across, the Omniwrench (default melee weapon) cannot be upgraded. Practice unleashing combinations of short-reach wrench strikes with the Square button and long-range Combuster shots with either R1 or the Circle button to ensure complete victory over these robotic minions. Snipe those airborne pests by zooming into what is called "Aim Mode," but watch out for their moving lasers!



Eventually, you come upon a triangular-shaped green pad called a Meteor Pad, which if you press Cross while standing on it Ratchet will be launched skyward into a new area. You will be seeing the Meteor Pad several more times throughout the level, and you have no control of Ratchet while he soars through the air.



When you come to the grind rail, hop on it to start grinding, but be sure to leap to the adjacent rail as soon as you can before plummeting to your untimely death. Glide down the long rail with well-timed jumps over the gaps and the wedged-in electrified cogs. The short but wild grind brings you to more baddies and to yet another Meteor Pad. Up you go as always.



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Level 1: Metropolis, Planet Kerwan (cont.)

Number of Gold Bolts: 0 | Number of Holo-plans: 0

After slogging through the hostile masses, spy the sky bridge further ahead. The bridge begins to crumble. Run across the unstable bridge, fighting for your life and side-stepping holes, to a pavilion crowded with more enemies. Wring the room for all it's worth for extra Bolts and such goodies from the crates before leaving to grind another set of rails.



This time, however, you will be grinding against oncoming trains. Leap out of the way to one of the other rails to avoid nasty collisions, but you will want to stay on the center one to arrive safely at the end. Ride a few more Meteor Pads and slaughter all those who dare to oppose you. Keep moving as the ground beneath Ratchet begins to give way, causing him to dive right into traffic. Use the Sixaxis to steer Ratchet to safety by actually tilting the entire controller, although a few bumps won't necessarily kill (leaves big bruises though).



Finally arriving at the Defense Center, Ratchet tries to contact Captain Qwark through the intercom but to no avail. Instead, the duo ends up fleeing from the area grind-style with a pair of hovercrafts hot on their tail. Jump to the other rail to avoid the searing lasers. After narrowly avoiding a gruesome death by train and lasers, leap to the far right rail to continue the grind until a giant warship joins the high-speed chase. Its lasers shoot out from three different cannons, and you can predict which of the cannons is about to unleash one when the tip of it glows bright yellow. Flip to another rail to get safely out of the way.



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Level 2: Gelatonium Plant, Planet Cobalia

Number of Gold Bolts: 1 | Number of Holo-plans: 0

Welcome to Planet Cobalia, home of the wet, wild and exotic. Hate insects? You'll love this level. This swamp-like environment is host to an assortment of interesting inhabitants that won't shy away from eating the cuddly wombat alive. Be careful about getting your feet wet in the murky waters of the swamp; once you get in, you will likely not get back out alive unless you're quick to get out. That goes for any watery landscape from this point onward.

Begin the exploration of this alien planet by heading forward and smacking the feisty little creatures that eagerly scamper toward you. These are easily taken care of with one quick swing of the wrench. The oversized centipedes, on the other hand, will take more than one light rap on the noodle to subdue. The gigantic crawler likes to raise its head in preparation for launching a big wad of acidic mucus. Avoid this splash of bodily fluid whenever possible. Deliver a few good whacks to the abdomen when close enough or fire off Combuster shots.



When you reach a sizable gap, leap off the edge, perform a double jump and hold down the cross button to utilize Clank's Heli-spin move, which keeps Ratchet aloft long enough to clear the gap. If he falls, no matter; there are steps leading back up. Across the gap, though, is a tall ledge. Thankfully, Ratchet's natural agility will be of considerable aid here. Press and hold R2 to crouch, then press the cross button to reach the top of the ledge, where you'll catch glimpse of a fearsome-looking beast. Luckily, it's only passing by and will fly off soon afterward without so much as a second glance at the heroes.

Tip	You never know whether you will be able to make it across a certain gap. That's why Clank's Heli-spin move is so useful! Use it often when you're hopping from platform to platform.
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Spot the abandoned building in the distance. The front entrance of the building, however, is teeming with foes: a slew of midget monkey things and centipedes to contend with to be more precise. Before pushing inward into the building, look to the left of the entrance to find a tall ledge, which you can just reach by high-jumping to it. A stockpile of Raritanium eagerly awaits ownership, but not before disposing of the pests nearby.



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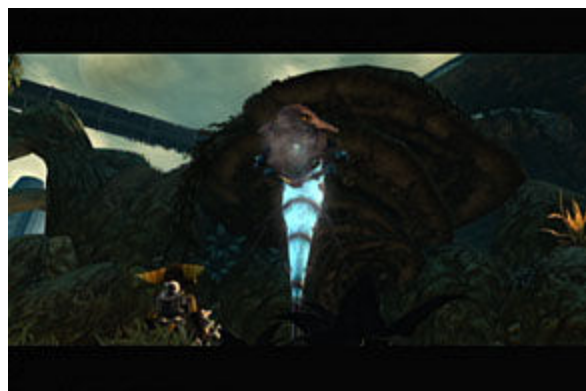
Level 2: **Gelatonium Plant, Planet Cobalia** (cont.)

Number of Gold Bolts: 1 | Number of Holo-plans: 0

Inside the building, punch through the high wall of stacked crates and splatter the creepy crawlies. To your dismay, you soon come to a dead-end, but the walls are stationed close enough together that you can kick jump upward and gradually pop out at the top. Jump onto the side wall and repeatedly press the cross button to put Ratchet's athleticism to good use as he propels himself upward. When you reach the top of the shaft, you find yourself overlooking the swampy section of the planet. Glide to the large platform in the center without touching the questionable water, then perform a little platform-hopping to safely traverse this treacherous swamp.



This takes you to the front of another building, where you will be forced to splatter a few alien buggies. Proceed inside and kick jump up another vertical shaft to a room fully furnished with crates. Jackpot! Smash the box in the center for the aptly-named Jackpot power-up, which will increase the amount of Bolts collected.



Beyond the building is a swampy area, but one that boasts a more feisty and bigger foe, a Basilisk. This Basilisk looks big and scary, but it's something just short of a pushover. It can withstand a brutal beating to be sure, so lock-on and pummel it to oblivion with a combination of Combuster shots and wrench-bashing when it gets close enough. Side shuffle around to avoid its ram attacks, the laser spits and the occasional blue energy balls. There will be an ample supply of ammo to keep your weapon fully-charged, so feel free to go all out. After this encounter, these Basilisks should no longer be unique, ferocious creatures, but rather common foes.



The toasted creature leaves behind a Leviathan Soul, which is a sort of barter item for Bolts. Located in the bustling epicenter of Cobalia, the spaceport features your first weapons vendor, from which you can purchase new or upgrade weapons if you can afford the appropriate costs. If you're short on Bolts, there are plenty of Bolt crates stationed around the port; beware about smashing red-colored crates directly as these explode on contact. If you rub up against one or inadvertently knock one over, the circle of light in the center will turn red, indicating an imminent explosion.

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Level 2: Gelatonium Plant, Planet Cobalia (cont.)

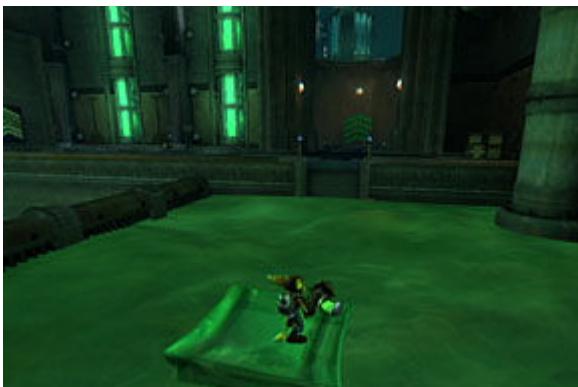
Number of Gold Bolts: 1 | Number of Holo-plans: 0

Soon you meet a shady character who agrees to give you a lift on his ride only if you provide services of your own in return. Handed a **Gelanator**, you are tasked with restoring power to the Gelatonium Plant.



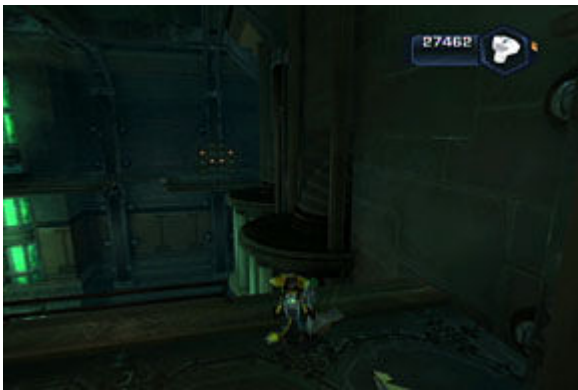
Make haste into the plant and fill the Gelanator at the gel station to open access into the rest of the plant. The Gelanator is an interesting weapon with the ability to solidify gels into bouncy cubes. These cubes can be stacked up to three times and when jumped on, Ratchet is propelled upward. The bigger the gel cube, the more bounce!

Try it out at the first ledge. Plop down a gel cube and use it as a trampoline to bounce up and over the ledge. The second ledge will require a double-stacked cube. Cross the gel pool by creating gel platforms on the surface and hopping across, or if you're feeling daring, skip across the surface by tapping the jump button repeatedly to prevent Ratchet from drowning in the viscous goo.



Another function of the Gelanator is encasing enemies within the gel cube. Across the pool, you'll come across such enemies that will require a little imprisonment before you can go about with your normal business. These enemies are quite the nuisance as they are programmed to eat away any gel cubes you form. They can't be defeated, but can be momentarily dazed via smacking or frozen in the gel cube.

At this point, there are two ways to go: to the left and northward. The left ledge, which can be reached by way of a fully stacked cube, takes you high above the room. If you look to the left, you can hop across some platforms to the other side, where you will find some Raritanium.



Backtrack a bit and head north this time, which leads to a room occupied by frenzied monkey creatures. Walk up the vertical gravity ramp (no worries about falling off) and latch onto the crank with the Square button. Keep turning the crank until the doors below open up.

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Level 2: **Gelatonium Plant, Planet Cobalia** (cont.)

Number of Gold Bolts: 1 | Number of Holo-plans: 0



The next room features a strong gel current rushing to the left. This makes formation of gel blocks on the surface a bit tricky. You must direct gel blocks a little to the right, so you have some wiggle room to jump on it before the cube is swept away. The second ledge requires a fully stacked gel cube to generate the proper amount of bounce. Shoot a cube right smack dab in the middle of the pool and jump on it to boost you into the air and float over the pool.



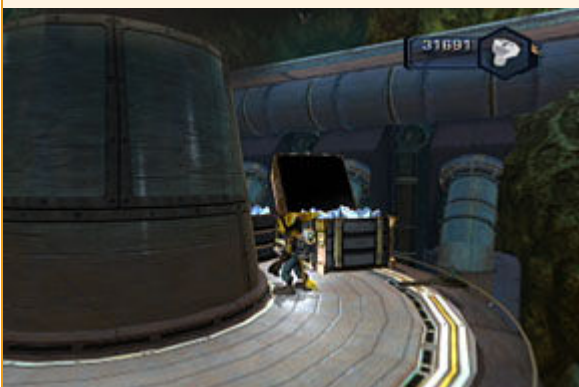
The upcoming room features a floor switch, which can be turned to connect the gravity ramps together, allowing you to reach the crank at the top. Turn this crank to open the doors and make the plant fully operational. Empty the Gelanator at the station to proceed out of the plant. If you feel like doing a little shopping, you can visit the Armor, Device and Weapon Vendor, all situated around the spaceport. Speak with the smuggler standing by his ship. Despite his appearance, he holds fast to his word and will give you a lift off of this planet.



Gold Bolt



You may have caught a glimpse of the Gold Bolt in the cut-scene before leaving the Gelatonium Plant. This coveted object can be gotten to by performing a little platform hopping. There's a ramp near the ship that leads to some crates. Once at the edge, hop across the rotating platforms to more platforms until you reach the **Gold Bolt** at the end.



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Level 3: Stratus City, Planet Kortog

Number of Gold Bolts: 2 | Number of Holo-plans: 1



After a freefall from the sky, during which you need to keep Ratchet away from incoming purple missiles via Sixaxis, you'll be hooked into encounter after encounter with Tachyon's henchmen. There is a stash of Raritanium to the left of the top of the stairs. The armored foes from earlier have upgraded considerably and now wield shields that can withstand frontal assaults from your weapons. Strip away the annoying shield with a Fusion Grenade and attack the vulnerable and helpless coward behind it.

Further ahead stands a slight challenge: a huge artillery machine with enormous wheels shooting an endless barrage of bullets holds its ground within the green-glowing gazebo. Luckily, within also rests a powerful companion: the **Shock Ravager**, which deals out crackling electric punishment within a short-range. To deal with the gatling gun menace, leap over its straight line of gunfire and get close to dole out some shocking pain with the Shock Ravager. If you're having trouble getting close enough, toss Fusion Grenades at it.

Before heading up the stairs, head around to find a passage under the staircase and some Raritanium at the end of the passage. At the top of the stairs, jump up to grab hold of the zipline and sail down the long cable to the platform below, where you are introduced to another one of your numerous neat gadgets: the Swingshot. Jump toward the hovering, glowing capsule in the air and press and hold the Circle button to extend a connecting cord and swing over to the platform. Use the Swingshot anytime you see one of these capsules. Ratchet will hold on for as long as the Circle button is held.



The final platform calls for a little creative improvising. There are no Swingshot capsules in sight, so what you do is hitch a ride on the yellow, moving transport instead. As it nears, leap off and quickly hook yourself to it. *Hold* on to the button until there is a platform for you to be safely dropped off.



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Level 3: **Stratus City, Planet Kortog (cont.)**

Number of Gold Bolts: 2 | Number of Holo-plans: 1

You quickly find that you are not alone on this platform, as another gatling gun enemy and aerial baddie assail you in earnest. Stock up at the Weapons Vendor and head to the edge. Latch onto a random Swingshot capsule and fling Ratchet forward three times in a row to the opposing platform. After dispatching flying baddies, head to the tall wall where you will be instructed to climb some ledges, but such an exercise won't be necessary. In lieu of climbing ledges, gently ease Ratchet onto the rust-colored pipe running alongside the very edge of the platform. For some odd reason, you will be able to safely circumvent the boxes to the other side.



Nab the Raritanium nearby and hop atop the boxes to the top. Prepare yourself for another piping hot serving of attacks from our big-wheeled friend. Stay away from the electrically charged pool in the middle. You can hop on top of the high crates to the left by high-jumping (crouch and jump up twice). From this vantage, you can pick off the enemies below with little trouble.



Swing over to the other rooftop with an electric pool and smash through the crates to find a Gelatonium station. Fill the Gelanator and create cubes to reach the top of the adjacent higher metal crates. Spy the stash of Raritanium in the distance, perched way up high. Hey, the Gelanator can help you with that! Swingshot again to another platform. There, you'll find red-colored orbs on the ground. Color these blue by stepping over them. All three lit orbs cause a bridge to extend across, proving a way forward.

With the aid of the Gelanator, go crate-smashing without forgetting to tag the treasure chest brimming with Raritanium. Locate the zipline at the top of the last metal container on the right.



Anybody else intensely creeped out by those Zonis (little black robo-dudes)? As fortune would have it, Clank gets decked out in some new threadz. You can now take flight with these new Robo-wings, so long as you find a green launch pad. Like the one here. Step on it and take to the skies. Follow the predetermined path as indicated by purple rings through which you must fly. If you deviate from the lain out course, you'll be forced to restart.

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Level 3: **Stratus City, Planet Kortog (cont.)**

Number of Gold Bolts: 2 | Number of Holo-plans: 1

Keep a steady hand, as the Sixaxis can be very sensitive and make flight control quite laborious. If you fail enough times (not like we did or anything...), you'll be given the option to utilize the conventional analog control instead. Fly through a series of purple rings as we said before to be directed to the Hall of Knowledge. Later on, you can come back and soak in the sights of Stratus City from the air.



Finally arriving at the Hall of Knowledge, you can stop by the Weapons Vendor for some recommended upgrading. Be careful about avoiding the underwater mines. As you proceed through the Hall, a familiar fiend drops in and the corridor soon echoes with the roar of machine gunfire. Find cover behind the pillars and pop out to take shots at it. Beyond the destroyed remains of your enemy, you find a flooded room with a bunch of mines adrift at the water's surface.

The immediate goal here is to light up the three red orbs located in three separate alcoves in quick succession. Waiting too long between each activation causes the lit orb to return to dormancy. Remember that you can fix a speed boost underwater by pressing R1.



The submerged door in the center of the pool will open when all three orbs are activated. This duct leads to yet another water-filled room, but one with a crank in the middle and an odd-looking device flanking it. Turn the crank, and the purpose of the device soon becomes apparent. The device emits a signal that summons all the jellyfish-like creatures to the surface. The partially exposed heads act as platforms on which you can hop to reach the yellow ladder. Before that, though, you might want to take a look around under the water for some treasure.

Gold Bolt

There's another high ledge you can't quite reach without the aid of the jellyfish creatures. Stand atop a jellyfish and high jump to the ledge to grab hold of the edge. Lift Ratchet up and claim the **Gold Bolt** at the very end.



Dropping down from the ventilation shaft, Ratchet and crew finds themselves amid angry Tachyon supporters. Pack the Shock Ravager and go to town. Down the flying enemies outside the windows using the Combuster. Following the chaos, a cut-scene takes place, signaling the end to the level.

Gold Bolt

With the Robo-Wings, the rest of Stratus City is open to exploration. There lay hidden many rare treasures, such as a **Gold Bolt** and Holo-plan (see below). The Gold Bolt is located on an almost circular building in the center of the map.

Holo-Plan

The Holo-plans are found within the diamond-shaped structure just south of the Gold Bolt. Break through the southern most crates to find the plans.

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Level 4: Lombax Ruins, Planet Fastoon

Number of Gold Bolts: 0 | Number of Holo-plans: 0

The intergalactic butt-kicking team arrives at the ruined remains of the brilliant and revered Lombax race. Swingshot across the chasm to initiate a cut-scene. As fortune would have it, Ratchet comes upon a derelict ship and vows to salvage the beauty. While in seemingly good shape, it lacks a few crucial components required for full operation—six components to be exact. Unfamiliar enemies abound: huge club-wielding and grenade-chucking duck creatures call this place home. These foes also can take a bigger beating than the ones you've encountered thus far, so be ready to build up your weaponry. Time to scavenge this place for those parts.

Component 1: Southeast of the ship are a series of platforms that wrap around to the first Lombax Flight Component. Zip back down after getting it.



Component 2: Found deep within a flooded cavern. Swim through the underwater pathway and surface at the indicated position on the map in the screenshot to find it. Further exploration of the cavern nets you some Raritanium. To exit, bash the rocky pillars and swim back out the way you came.



Component 3: Northern place of the map features a gravity ramp that you can walk up. Follow the path to a balcony, where you'll find the Lombax Flight Component along with some baddies.

Component 4: In the northeastern edge is a Swingshot capsule that helps you cross the chasm to a land mass in the northeast. Careful, though, as this place is thronged with the planet's hostile inhabitants. Find the Lombax Flight Component nestled in a shallow dirt hole.



Component 5: Perched atop a spiraling tower in the center of the map. Jump to the enormous broken cog and follow it to the top. Grab the Lombax Flight Component, as well as a Jackpot power-up and sweet, sweet Raritanium. Zip down and drop down once more.



Level 4: Lombax Ruins, Planet Fastoon (cont.)

Number of Gold Bolts: 0 | Number of Holo-plans: 0

Component 6: The last component is stowed away deep within a Raritanium mine, the entrance through which only Clank can fit. Send Clank in to fetch it. During this segment, you maintain total control of Clank, whose offensive abilities (or lack thereof) are mostly hoisted upon the shoulders of his imaginary little buddies, the Zonis. Aside from standard movement and the impressive ability to slow time (R1), Clank's abilities are largely due to Zonis' lending him their power. Access the Quick-select menu to utilize the following abilities (as they become available):

Follow	This summons any nearby Zonis to your side.
Levitate	Allows Clank to levitate for a short period of time. Useful for traversing large gaps.
Manipulate	Commands Zonis to repair things and do general slave work.
Charge Up	Give power to otherwise inactive devices.

The Manipulate and Charge Up abilities are limited to uses in their designated areas. In other words, you can't use these at any time.

Tip	A Raritanium mine should be teeming with large, crystallized forms of the ore. Don't miss the opportunity to collect more Raritanium while you're in here!
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To begin, select Follow from the command menu to gather up the Zonis in the vicinity. Step on the glowing blue orb to open the door and rush through. Open the next door in the same fashion as the previous, but this time you must slow time in order to reach the door in time. You may stay in this distorted space and time for as long as you'd like. The next obstacle presents itself as a huge chasm, which can be surmounted thanks to the Levitation.



The following room features walls of pistons that collide together. Avoid getting caught between these furious machines by slowing time and running through as they retract. One of the gaps requires careful timing with a combination of Levitation and slowing time. You soon encounter some live enemies to deal with, but the Zonis prove to be powerful little buggers. Leave the dirty work to them as you pretend to be useful.

Soon enough, you encounter sets of fast-moving conveyor belts covered in spikes—electric ones at that. Slow time as usual to cross this death trap. Then stand near the tripod of blue lights and choose Manipulate, which will spur the Zonis into elevator-repairing action. Ascend to the top and command your loyal legion of Zonis to repair this elevator as well. That Clank...what a slave-driver. Use their prowess again at the big door to batter it down.



Crossing the last spike-laden belt demands some slowing of time, returning normal time to let the spikes pass, and then hovering over the last gap. Afterwards, color the three red orbs, the last of which is covered by debris. Have the Zonis lift up the debris to unveil it. Proceed through this final door to find the last Lombax Flight Component. Ride the elevator down and re-unite with Ratchet.

If you've gathered all six components, you should receive a confirmation message of this accomplishment. Take them to the ship to get it up and running again.



| [Metropolis](#) | [Gelatonium Plant](#) | [Stratus City](#) | [Lombax Ruins](#) | [Vorax Asteroid Belt](#) | >>

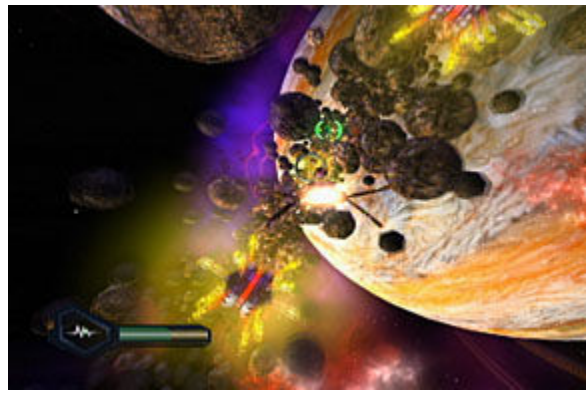
Level 5: Vorax Asteroid Belt

Number of Gold Bolts: 1 | Number of Holo-plans: 0



Now that you hold the reins to a working spacecraft, you can go back and revisit any area you have completed thus far, or continue forth to the next. The next destination is Planet Mukow. En route to the planet, however, Ratchet and Clank are intercepted by dastardly space pirates who pursue the duo with dogged perseverance. The space pirates chase them to the Vorax Asteroid Belt, where the game immediately shifts gear to a whacky and fun old-school style shooter.

Here, you need to employ some ace shooting techniques to neutralize the looming threats. The ship, the Starship Aphelion, you've recently acquired on Fastoon is actually outfitted with hard-hitting weapons of its own. Press the R1 button to fire single laser beams; press and hold L1 for multi-target missile lock and release to unleash multiple missiles. You'll experience a bit of downtime between each missile use. The ammo supply is endless, so your only worry is shooting things in front of you. The ship also provides smooth maneuverability with which to outmaneuver oncoming lasers. Press L2 or R2 to perform barrel rolls.



A few other things to keep in mind: the blue rings floating in space restore the ship's health as indicated in the lower-left corner of the screen. Throughout the level, you will also encounter non-hostile space objects, such as a white triangular-shaped object and purple-ish round things with an iridescent glow called Bonus Targets (apologies for the lack of a better description). Hitting these fetches you Raritanium and a Gold Bolt at the end of the level, respectively. There are five Bonus Targets in all—catch 'em all to unlock that **Gold Bolt**. (Note that Skill Points and Gold Bolts do not reveal themselves until after you beat the end boss.)



After much fun and games, the big cheese of space pirates makes his dramatic appearance in a huge craft that looks very much like an iron mask. Simply press and hold down the R1 button to put constant heat on the enemy ship. Fly along the edges of the screen to dodge the giant saw projectile. The second attack comes at you in a salvo of missiles—barrel roll to avoid these. The third and final attack is composed of a high energy, continuous beam emanating from within the ship's exposed core. This beam will follow you around the screen, so be sure to keep mobile at all times.

Once the boss of sorts is eliminated, Ratchet and Clank can continue their voyage to Planet Mukow uninterrupted.

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Level 6: Imperial Fight Festival, Planet Mukow

Number of Gold Bolts: 2 | Number of Holo-plans: 1

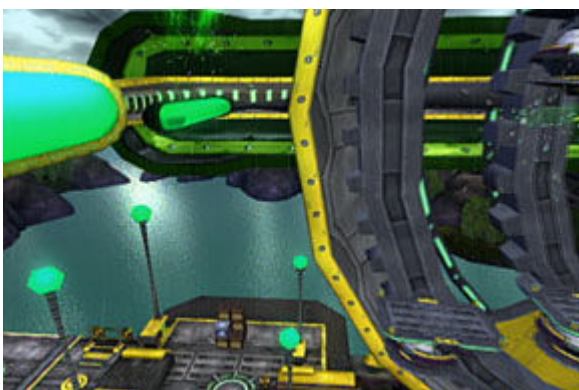
We are aware there are more Gold Bolts than the number indicated here, but two of them cannot be attained with your current abilities. Worry not, gamer, we will be sure to cover them when we return here later.



Not much progress can be made without first seeking out six Imperial statues, which are shaped like miniature Tachyons and recognizable by its distinguishable blue aura. You need these to enter the Trail of Turning Terror. All six can be found within the vicinity. They can be found in the following places: on top of the Imperial fountain, among the bushes and flowerbeds near the fountain, to the right of the Trail of Turning Terror entrance, atop the festival's entrance (high jump up the adjacent platforms to reach it), by the fountain along the paved pathway, and the last is situated at the base of a monument on the northern isle.



You now have the chance to brave the Trail of Turning Terror to the west. Through the treacherous trail (that wasn't so bad), get a quick ride to the opposite platform via one of the rotating Swingshot capsules and hop on Meteor Pad to join in on the screaming good time. Hitch a ride on the Ferris wheel and hop off to the platforms to the right for some Raritanium and a **Holo-plan**.



Get back on the Ferris wheel and ride it for about three-quarters of a revolution—just 'til you end up on the left side, where you can leap off to the platform below. As you're riding the Ferris wheel, steer clear of the spurting green flames. New, exciting enemies await at the steps below. Avoid getting too close to the electric-covered robot and polish it off from a distance.

Gold Bolt

After heading down the steps, make your way to the north of this area to a pathway marked by yellow lines. This pathway leads you to a rocky outcropping, over which you can just see the Gold Bolt sitting among some Raritanium. Jump the fence to reach it.



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Level 6: Imperial Fight Festival, Planet Mukow (cont.)

Number of Gold Bolts: 2 | Number of Holo-plans: 1

Run through another rotating tunnel booby-trapped with buzz saws to find a shiny pair of **Charge Boots**. Oh, happy day!

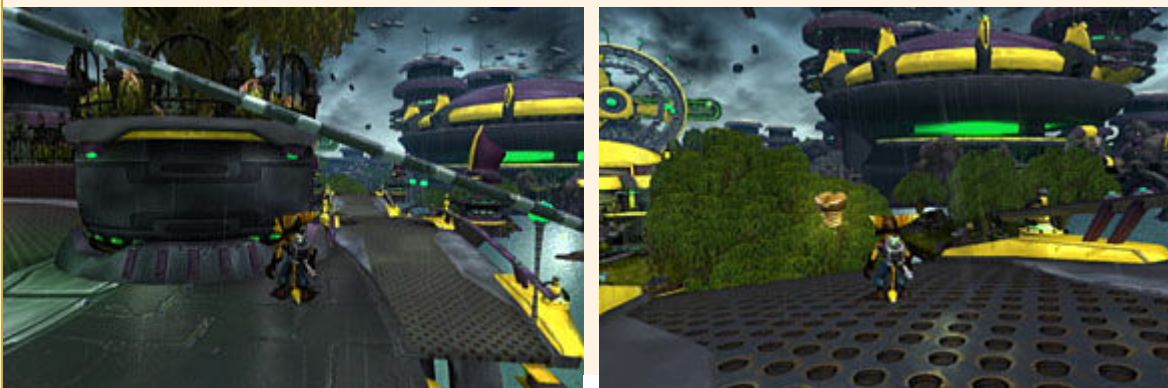
Located on the far eastern island is the Challenger Entrance, which will take you right to the fight arena. Head to the far east and kick jump up the wall. Activating the orb at the top causes the door to slowly descend, as well as sic two electric robots on the poor chap. Close-quarter combat with these guys leaves little room for error—getting too intimate will result in electrifying discipline. You might want to rush through the door and use the Meteor Pad forthwith.

After launching yourself upward to this new area, climb atop the roaring fountain and get onto the ledge that's partially hidden by tall shrubbery. Here you will find more Raritanium among other goods.



Gold Bolt

Before zipping down the line, look off to the left to find a broken catwalk. Float down to it and follow it through some fire-breathing statues to the very end, to lay your hands on this **Gold Bolt**. Drop down from here. Don't worry; it's a short trip back to where you left off.



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Level 6: Imperial Fight Festival, Planet Mukow (cont.)

Number of Gold Bolts: 2 | Number of Holo-plans: 1

Take the zipline down. The rest of this portion offers only one pathway to go, making it difficult to lose your way. Along the way, of course, you will encounter stiff resistance by Tachyon's evil forces. It's important to stop at the Weapons Vendor before entering the arena to stock up on ammo and fully replenish Ratchet's health.

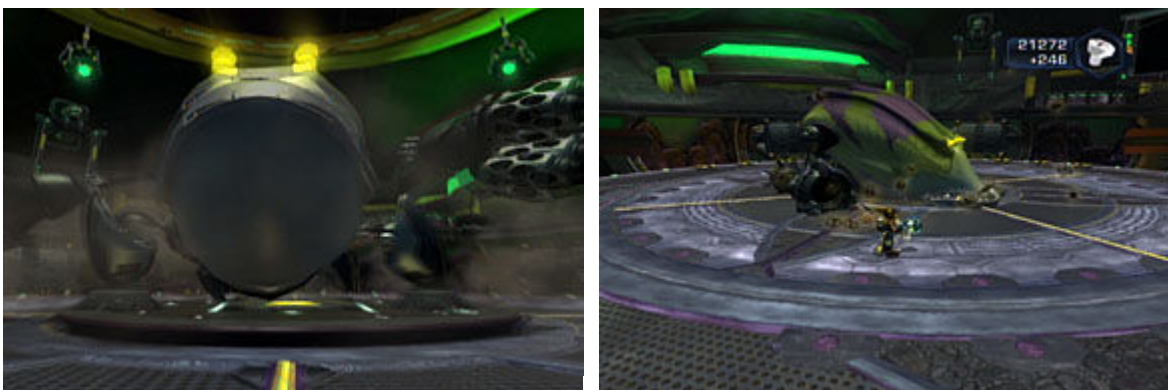
Ratchet enter the Rogar Tournament, but under a clever disguise. The crowd cheers him on as they prepare themselves to witness the chaos and mayhem that is about to ensue. The objective of the tournament is to survive a total of three nonstop rounds, in which Ratchet faces off against wave after wave of enemies. The enemies vary slightly, but fall in a similar manner: use every weapon you have at your disposal. Keep your distance from the mine-like enemies, which pose the greatest threat. An abundance of ammo crates stationed around the arena will keep your ammo supply fairly healthy.



The last round pits you against Crushto, a large mechanical frog with a penchant for missiles, machine gunfire and manipulation of the surrounding air. The missiles can be avoided quite easily by maintaining constant motion. Occasionally, the robotic amphibian will spray a steady stream of bullets across the arena floor—leap over this.

Brace yourself when Crushto pauses to take a deep breath: he will either suck in the air around him, creating a powerful vacuum, or exhale with great force, sending you tumbling off the arena floor. If the former pans out, Ratchet will become a tasty snack for the beast.

To avoid both of these attacks, move in the opposite direction of the air. For example, if he inhales the air around him, tilt the analog stick away from him. Conversely, if he attempts to blow you away, tilt the analog stick in his direction.



Upon defeat, you reign champion of the Rogar Tournament and receive a **Heli-Pod** as a prize. In addition, you have the option to attempt the arena's many other challenges for various prizes. Exit the arena when you've had your fill and test out the new Heli-Pod on the yellow loops to leave.



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Level 7: Nundac Asteroid Ring

Number of Gold Bolts: 1 | Number of Holo-plans: 1

Lo and Behold, it's the Smuggler again. Small...er, galaxy. While such a double-crossing scumbag can't be so easily trusted given the last time you decided to strike a deal with him, there's also no other lead with which to guide you. So, you're left no choice but to go about hunting for those requested Souls.

The Nundac Asteroid Ring is sectioned off into several neighboring asteroids—each of which contains at least one Leviathan Soul to harvest—that are all interconnected through these special transport systems. The first one is located nearby to the west, called the Cannon Alpha. But first there's one Leviathan on the northeastern floating isle that requires extinction. Hopefully, you've been upgrading your weapons and using them equally. If so, these guys will hardly be much of a challenge, although be careful about slipping off the rocks into the black, bottomless voids of space.



Afterward, activate Cannon Alpha and aim it at Cannon Beta to get zapped to it. The Meteor Pad here launches you straight to the second Leviathan.

Gold Bolt

At the Meteor Pad's location, there is a Swingshot capsule that will carry you to an isolated platform, where you'll find the **Gold Bolt**.

Cannon Beta connects to many of the different other cannons scattered through out the asteroid belt. From here on out, whichever Cannon you decide to arrive at is at your own discretion. You need only three Leviathan Souls to bargain for the access codes from the Smuggler, but it also wouldn't be too much of a hassle to gather up more Souls for your own lucrative purposes. Here's a brief description of what you will find at each Cannon:

Cannon Zeta

One Leviathan.

Cannon Gamma

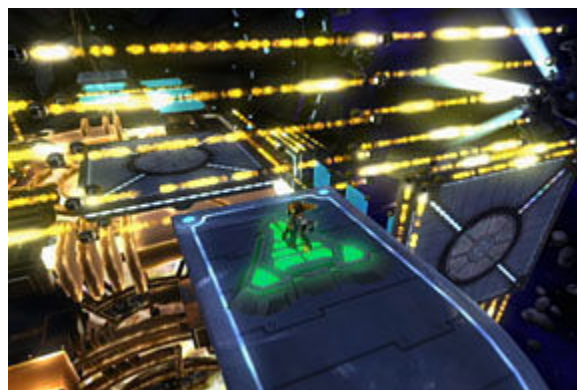
Two Leviathans.

Cannon Epsilon

Here you need to borrow some Gelatonium from the gel station and place a gel cube just to the right of the gel station. This will allow you to reach the high ledge above, where you can eliminate the Leviathan residing here. Peer out to the northwest to spot a land mass containing Raritanium in the distance. It can be accessed if you plop down a fully stacked gel cube and use it to gain adequate height to float over to the platform.

Cannon Delta

Device and Weapons Vendor have set up shop here alongside the two Leviathans. The second Leviathan is gotten to by way of Swingshot over to the lone platform in the southwest. After attaining this Soul, Swingshot again to the platform east of you to find a **Holo-plan**.



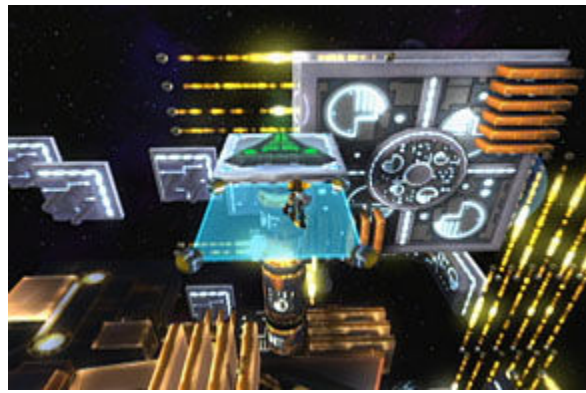
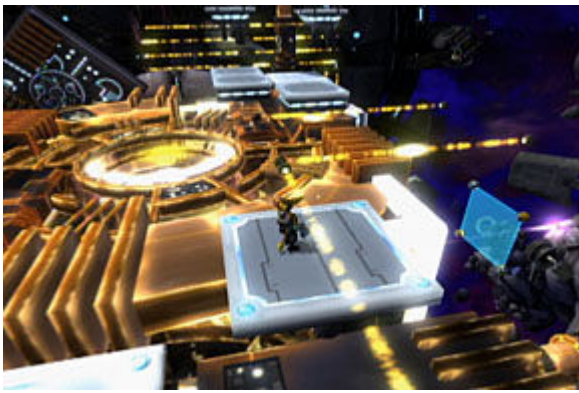
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Level 7: Nundac Asteroid Ring (cont.)

Number of Gold Bolts: 1 | Number of Holo-plans: 1

With everything said and done, ride the shuttle to the space station. The shuttle takes you just outside of it in the Gravity Cube, so there's a bit of classic platform-hopping with a twist involved. The moving platform here takes you to a series of other moving platforms. It's crucial that you not go about this portion in urgency as one small slip-up will only serve to set you back further. Take it slow and time your jumps. Jump over the yellow lasers—you might want to consider rotating the camera around to better see them.

Don't rest on the blue semi-transparent, squared platforms for too long either, as they will disappear under your feet over a short period of time. Successfully overcoming this space obstacle of doom leads you to an elevator that deposits you right into the Apogee Station.



While the interior of the Apogee Station doesn't throw hand-eye coordination challenges at you, station security, however, will meddle with your infiltration of the place. Equip the Shock Ravager to make short work of the enemy personnel foolish enough to oppose you. One of the enemies, a rotating sentry that releases constant fire, can be dealt with by outrunning its slow laser sight and inflicting some Shock Ravager damage.



Deeper into the station is a crank that controls the door to a water reservoir. Turn this crank open it and swim through the aqueduct. You wind up in a beautiful lush courtyard of an ornately designed mansion. The entrance is rigged with moving security lasers. Time their movements and slip through an opening.

On the second level of the entrance hall, a closed door bars access to the passage beyond. On the intercom voice's command, turrets spring up from hole in the ground in small groups to eliminate the intruder—happens to be you. Destroying all of the turrets will open up the door. Head out and involve yourself in the destruction of more baddies.

Outside, climb the ladder highlighted in blue lights. Armed with a new gadget, the Geo-Laser, you now have the ability to burn through solid earth—provided it is weak enough to drill through that is. The Geo-Laser will emit a slow, pulsating beep and point in the direction of a possible weakened wall. As you near the intended target, the beeping grows ever louder and more rapid. Using the Geo-Laser's detector to guide you, you stand before a chunk of high wall, where you are prompted to press Triangle to use the Geo-Laser.



In this first-person perspective, guide the laser over every circle marked with an "X" through them to successfully break

down the wall. After regaining control of Ratchet, return to the ship via the teleporter and plot the way to Ardolis.

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Level 8: Pirate Base, Planet Ardolis

Number of Gold Bolts: 3 | Number of Holo-plans: 1

Acting on the Talwyn's tip, Ratchet and Clank head for Planet Ardolis, home of an enormous pirate base camp. From the get-go, they will encounter hordes of despicable pirates who are all only too eager to have a taste of Lombax blood. Up ahead is a split in the path. Choose first to go west, although it doesn't really matter.



Use the Heli-Pod to lift up the grind rail from below. As you grind along, be sure to switch rails when presented the chance. At the end of the short grind, resort to the Heli-Pod again to bring up submerged platforms that tilt as uneven weight is placed on it and eventually crash back into the water after some time.

Raise the door with—you guessed it—the Heli-Pod. Interested in getting some surplus Raritanium? You bet you are. High-jump atop this opened door and use it to boost Ratchet to the chest teeming with Raritanium on the left. Now proceed inside and dispatch the huddled group of pirate scum. There's a door here that shudders a bit as if something is trying to open it but can't. Ignore this for now and heave open the door further down to uncover some more Raritanium! Return to the previous door and lift it up.



Doing so unleashes strong gusts of wind—ones powerful enough to cause the raised ship to set sail. Hop onboard the discovered ship (use two Heli-Pods to bring it above water) and wait for the wind to carry it away. Look for Swingshot capsules to Ratchet's left and swing away to some Raritanium, then leap off the edge and float to the platform below in the south. From here, Swingshot to the docks.

At the docks, aim for the two Heli-Pod swirls to lower a bridge, allowing you cross over.

Continue forth and scale the high ledge to the **Armor Magnetizer**. This item's passive ability (meaning you don't have to

use it to take advantage of its ability) offers greater attraction for Bolts in Ratchet's armor in order to better gather Bolts from farther away.

Gold Bolt

Instead of getting off the lowered bridge, wait for it to ascend back up. This grants access to the deck of the ship, where the **Gold Bolt** lies.

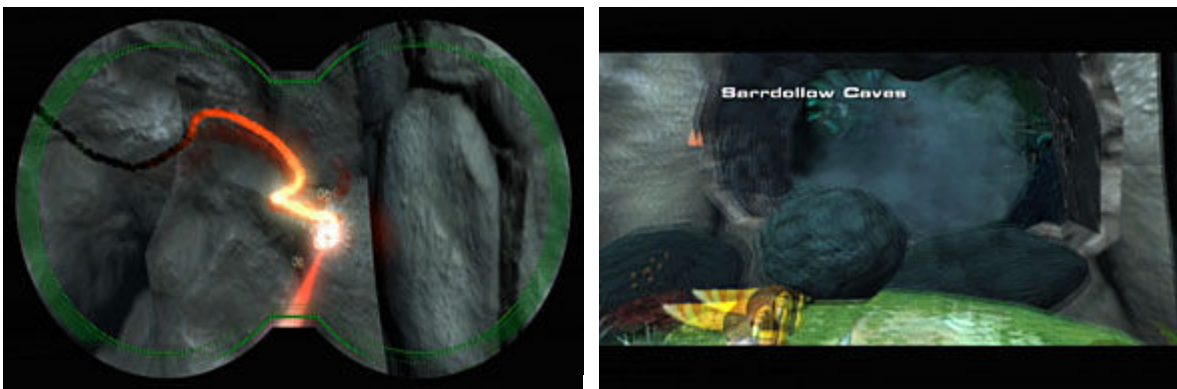


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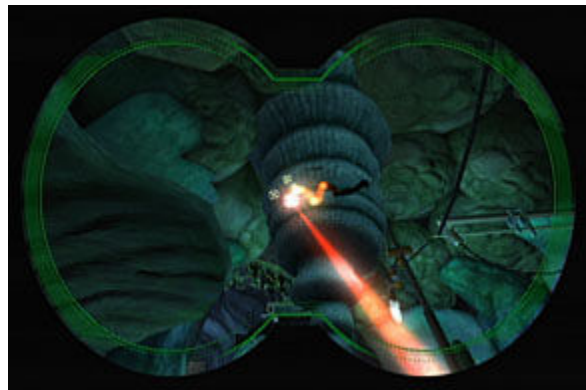
Level 8: **Pirate Base, Planet Ardolis** (cont.)

Number of Gold Bolts: 3 | Number of Holo-plans: 1

The door nearby returns you to the starting point of the level, but this time take the road north. This path leads eventually to what appears to be a dead-end. Fear not, the Geo-Laser breaks into action and detects a breakable wall. Pummel through the wall to gain entry into the Sardallow Caves.



The damp cave serves as a comfortable home to an odd strain of bat-like creatures, some of which are deep in slumber along the ceiling of the cave. These creatures will not hesitate to attack should they sense danger imposed upon their peace. Trudge up a small incline to and hop some platforms to a shield-toting pirate. Lash out with the Shock Ravager to make short work of this twit.



The Geo-Laser hints of another wall to blast, so head to the waterfall to borrow the Geo-Laser's might. You discover that instead of a wall, you are to cause a stalactite embed itself in the earth and serve as a platform from which to reach another platform. This naturally causes unrest among the pirates, who will begin trickling in to put you down.

Summon the Geo-Laser once again to blow right into the heart of the pirate base. Ratchet's sudden intrusion, of course, doesn't sit well with the base's occupants, so get ready to whoop a lot of butt. With a large number of aggressors to dance with, use multi-target gadgets such as Nano-Swarmers, Plasma Beasts, Fusion Grenades, Groovitrons, to name a few. After clearing this room, proceed through the opened door. (The door marked by a talking skull is a Pirate Doorkeeper who will not let non-pirates gain. You can return here once you have the Holo-Pirate Disguise and nab a Gold Bolt.)



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Level 8: Pirate Base, Planet Ardolis (cont.)

Number of Gold Bolts: 3 | Number of Holo-plans: 1

Deal with the shielded enemies outside and step onto the circular platform, which will launch upwards, taking you with it. The zipline here connects to the treasure room, where Ratchet and Clank narrowly escape capture. Thanks to Talwyn's help, the sneaky duo make a clean getaway to the grounds below. The trolley near the Weapons Vendor gives you a lift back to the ship, but we're not quite done with the level yet.

Dispatch the two pirates and look north to find Swingshot capsules waiting to be used. Slay the pirates on the ship and progress to another ship by the connecting zipline. Upon defeating the lowly pirates, prepare yourself immediately to do battle with two Necrophys (electric mongrels). Keep your distance and pummel them with the Shard Reaper.



Entering the pirate bar, you invite the masses inside to greet you with swords unsheathed. Oh, dear. On the east wall is a Heli-Pod swirl that you can interact with. You'll find a **Holo-Plan** there. Ride the elevator in the bar up top to reach Rusty Pete's tour ship. During the brief and exciting tour, pirates appear on deck for a good thrashing. The tour ends at the Radio HQ.



Inside you meet the final attempt at stopping you: a giant robot whose only noteworthy attack is his cannonballs. His large capacity to absorb damage is about the only feature left preventing him from being a total pushover. Unload what you wish to deal with this threat. Afterward, ransack the control room for Raritanium, then proceed forward to end the level. (Another Pirate Doorkeeper here prevents access to another Gold Bolt. Return once you've acquired the Holo-Pirate Disguise.)

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Level 9: Rakar Star Cluster

Number of Gold Bolts: 1 | Number of Holo-plans: 0



Another in-space shooter level, albeit significantly shorter. The same controls and rules apply. Hit the five Bonus Targets to unlock a **Gold Bolt**. Blue circles for health restoration—all standard fare.



The end boss, though, appears with a steadfast determination in wanting to bring you down. It has three primary attacks: blue missiles that chase you around the screen, balls that drop into the magma, causing columns of magma to erupt before you, and these blue rings of energy that can be avoided by positioning the ship in the center. Unleash flurries of your ship's lasers and missiles to slowly yet effectively sink this sucker.

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Level 10: **Lava Tubes, Rykan V**

Number of Gold Bolts: 2 | Number of Holo-plans: 1



The level begins in dramatic fashion with Ratchet and his age-old cohorts falling from the sky. Throughout the initial leg of this mission, you'll be going in cahoots with Zephyr and Cronk. The two robots will occasionally provide some useful assistance in holding off the oncoming masses of enemies, but don't rely on them too terribly for getting anything done. The overriding aim here is to stay alive, but the secondary aim is actually to breach the security barrier by first annihilating the defenders.

Swarms of enemies drop in from all angles in a heated effort to rebuff your entry. Pull out all the stops; that means setting down Nano-Swarmers, Plasma Beasts, and other mass destructive weapons to thin out the numbers. Thankfully, though, if you ever need a quick breather from the chaos, there's a Weapons Vendor just hanging out in the back. Don't shy away from paying it a visit to restock on ammo and replenish health.



Following this skirmish, one of your teammates will leave explosives at the door, set up to detonate on a timer. The next area becomes another intense battle site. This time, the finale will not go out with a bang. Instead, near the end of the battle, four turrets emerge from the east wall and begin raining missile hell upon our heroes. They periodically retract into their little holes and alternate coming out between attacks. The weapon of choice here would be the Predator Launcher, but anything hard-hitting would be adequate. With the last turret destroyed, the elevator kicks into operation and lifts you up to the Rykan spaceport.



The peace and quiet, a stark contrast to the prior scenarios, of the spaceport come as a refreshing relief for the battle-worn. No enemies about here; just Vendors and the kind Smuggler. He must be stalking you or something. In speaking with him, you learn that he possesses the item necessary for you to cover more progress. Being the Bolt-hungry scoundrel he is, he would be willing to part with the Gyro-cycle for a mere 5,000 Bolts.

Tip	Short on Bolts? No matter, you can hop on the ship to revisit some old areas and strike it rich. The Imperial Fight Festival, for example, is the perfect way to earn extra Bolts.
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Level 10: Lava Tubes, Rykan V (cont.)

Number of Gold Bolts: 2 | Number of Holo-plans: 1

Holo-Plan



On the east side of the spaceport is a big metal crate. Get atop it and grab hold of the ledge under the thick yellow tubes. Shimmy over to the left. Eventually this takes you to this normally inaccessible separated eastern segment of the spaceport. You'll notice a crate protected by a green barrier of some sort—we'll get to this soon enough. Jump onto the center platform, then high jump and float over to the top of an adjacent crate. This sets you up for dropping you into the crate protected by the green barrier. Here, use the Heli-Pod to boost you upward, allowing you to leap over to some crates. The **Holo-Plan** is hidden amongst these crates.

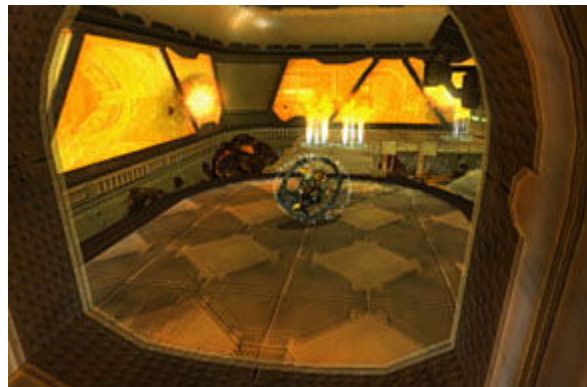


Gold Bolt

Hidden not too far from the acquired Holo-Plan is this Gold Bolt. To reach it, proceed to the northern most building, out of which gushes forth a few enemies. Head around to the back of the building to find a beam you can grab onto. Shimmy over to the alcove on the left to grab the **Gold Bolt**. Afterward, locate the gravity ramp on the far west to access some Raritanium as well as a zipline that is linked to the spaceport.



Once you've obtained the **Gyro-cycle**, plant yourself in the launch pad near the Smuggler and wait to be shot skyward. You enter the Lava Refinery and now control Ratchet on the Gyro-cycle. The only thing you need to take note of is that the Gyro-cycle's momentum can easily push you over the edge of narrow catwalks should you decide to be reckless. First hit all three red-colored orbs on the floor to open the door.



You travel through a tube with flames and shards of Raritanium. Generally, Ratchet can take a few hits from the flames, but not too many. Besides, if you want to secure a Skill Point, you need to advance through this portion completely unscathed. Take your time when navigating through the winding and narrow catwalks because, as we mentioned a few moments ago, it's easy to fall off into the lava.

Gold Bolt

When you regain control of the fuzzy hero after the cut-scene, exit the building and head to your immediate right to a stash of Raritanium. Rustle the nearby tall grass for a hidden **Gold Bolt**.

<<	18	19	20	21	22	23	24	25	>>
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<< | [Outpost L51](#) | [Return to the Flight Festival](#) | [Kreeli Comet](#) | [Zordom Prison](#) | [Verdigris Black Hole](#) | >>

Level 11: **Outpost L51, Planet Sargasso**

Number of Gold Bolts: 4 | Number of Holo-plans: 1

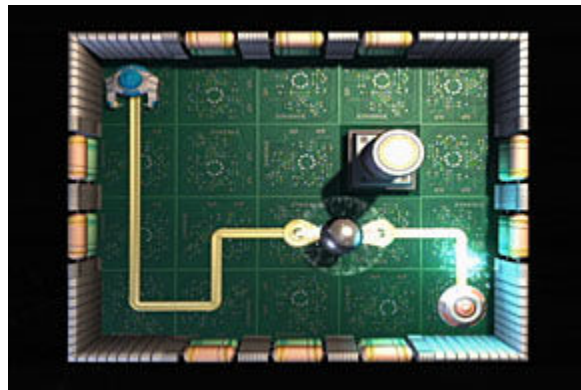
Sargasso is a huge planet and is composed of several islands separated by large bodies of water. When the time comes, you'll be able to explore more of the vast, prehistoric land, but for now you're grounded on the main island in the southeast. Past the Weapons Vendor is (gasp!) the Smuggler. Seriously, he's just toying with your mind now. And (gasp again!) he has just what you need, a Decryptor, to further your progress. As usual, however, he'll need a little...Soul-related persuasion. You'll need to harvest three souls to convince the Smuggler to loosen his grip on the Decryptor.



This time around Leviathan Souls are to be extracted from more ferocious creatures native to this land. This creature carries the characteristics of the fabled Tyrannosaurus Rex and is called a Grunther. There are a total of sixteen Grunthers on Sargasso. The first Grunther resides just beyond the Smuggler in the wide expanse ahead. Throw down a Nano-Swarmer and get to work on bashing this thing silly. If you've been diligently fortifying your weapons, it won't take long for the Nano-Swarmer to best the beast. The second is located not too far from the first; the final ambushes you at the end of a cave in the southeast of the isle.



After receiving the Decryptor, use it on the nearby panel to tap into the system and hack it. Each time a Decryptor is used, the screen switches to a magnified view of a circuit board, in which an electric spark begins its journey from one end of the board. The goal is to gently nudge a metallic ball to a disconnected line in order to bridge the gaps in the circuit lines, allowing the spark to successfully travel through to the endpoint. You can only bridge the gaps of those lines marked by hollowed circles at the tip. If you fail, you can try over and over again 'til you get it right.



Tip	When you've filled in a gap with a ball, you can press the Cross button to keep the ball in place to prevent it from rolling all over the place.
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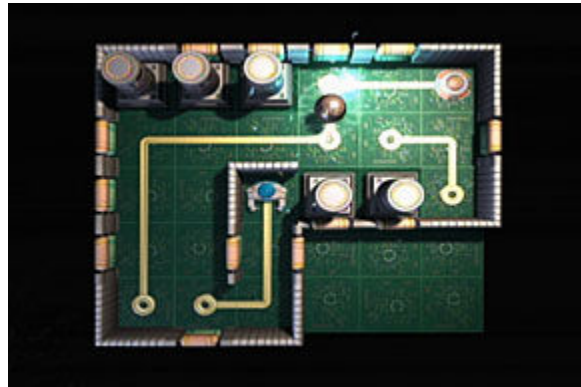
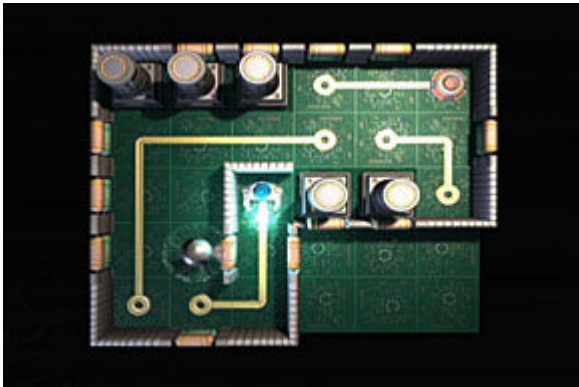
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Level 11: **Outpost L51, Planet Sargasso** (cont.)

Number of Gold Bolts: 4 | Number of Holo-plans: 1

For this first hack, simply ease the ball up into the open space between the two circuit lines. A successful override of the system unlocks the Robo-Wings, and consequently opens up exploration for the rest of the level. You must first follow the Zoni to the Kerchu Outpost and use the Decryptor on the main door after dealing with the pesky guardian.



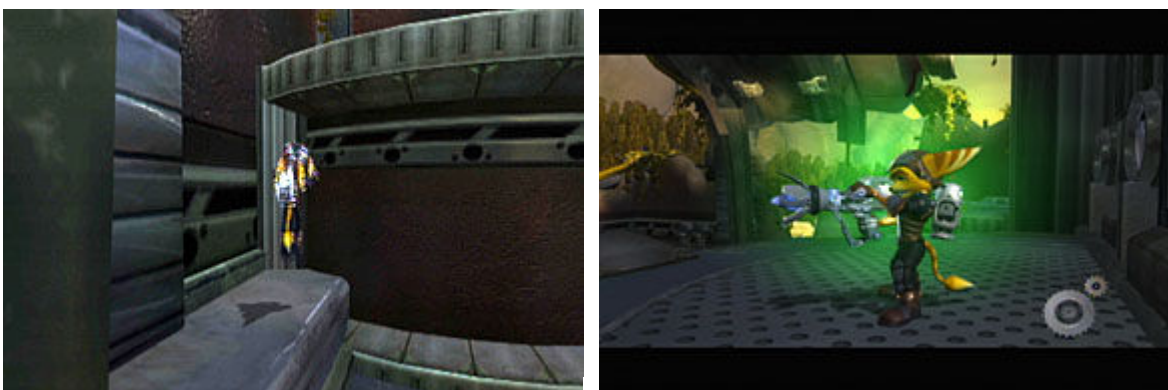
Inside the gel plant, you'll encounter a formidable new opponent: one who curls up into a ball and rams you like nobody's business. Keep on your toes and put it in its place with lashes from the Shock Ravager. Fill the Gelanator and then create gel cubes to make your ascension up the plant, leaping over platforms and forming even more cubes to help reach higher places. Unload the gel at the station at the very top to exit.

Gold Bolt

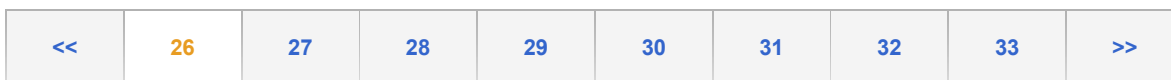
On the balcony, peer left and down to make out the glimmering Gold Bolt sitting at the base of the silo. Float down to it to claim it.



Stomp out the roving ball enemies and color the three red orbs blue, which will summon a moving platform. Ride it to another platform and perform a little more platform-hopping above the water to a large door. Override the security system to enter. Inside, take care of the enemies with Fusion Grenades and good old explosive firepower. Then stake a Nano-Swarmer to the mound of dirt in anticipation of the rabble that swarm in afterward.



High jump to the platform near the mound and turn the crank 'til the door re-opens, then hop one over to the **Alpha Disruptor**. Head back the way you came in to discover a new path has been lain out for you. Across the way you'll arrive at the stomping grounds of a grouchy Grunther. Lay it to rest quickly and step on the three red orbs to activate a moving platform. Some Raritanium can be found behind the orange silo nearby.



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Level 11: Outpost L51, Planet Sargasso (cont.)

Number of Gold Bolts: 4 | Number of Holo-plans: 1

Enter the Lombax Testing facility to witness a cut-scene, then exit for more Grunther-slaying. This pretty much calls an end to your presence on Sargasso. However, your unquenchable thirst for those Gold Bolts should be reason enough for you to extend the stay and explore the rest of Sargasso via the skies.



Gold Bolt

An enormous but harmless dinosaur called a Troglosaur stands idly munching contently on air in the south. As you approach it, notice the red orb situated on the ground under its belly. Up until now, these orbs have always come in sets of three. It's no different this time, actually. The remaining two orbs lay hidden under its rear feet, which it lifts up in a predictable sequence. Wait until its left foot rises, then tap the orb, immediately going to the one underneath its right foot. Finally, light up the one under the belly to open entry into the canyon wall for the **Gold Bolt**.



Holo-Plan

Climb the back of the same Troglosaur by heading around to the tail and jumping on it. From its backside, glide over to the nearby rooftop and smash the crates for a **Holo-Plan** within.



Gold Bolt

Fly to the southwest isle and search for a Troglosaur there. The **Gold Bolt** lingers on its back.



Gold Bolt

Head to the platform as indicated in the screenshot. The **Gold Bolt** sits among enemies.



[<< | Outpost L51 | Return to the Flight Festival | Kreeli Comet | Zordom Prison | Verdigris Black Hole | >>](#)

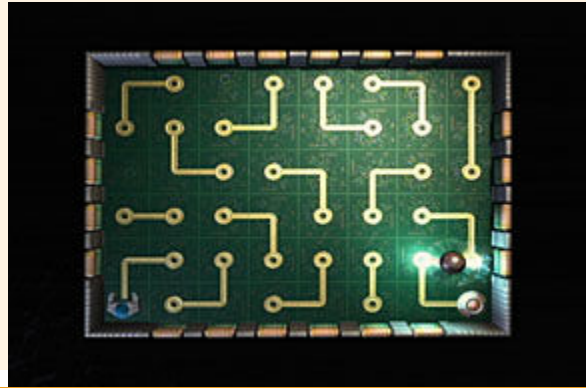
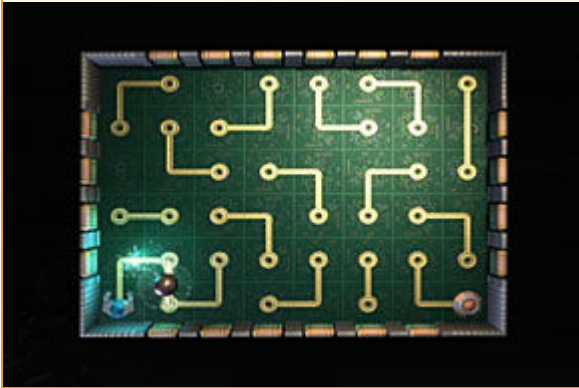
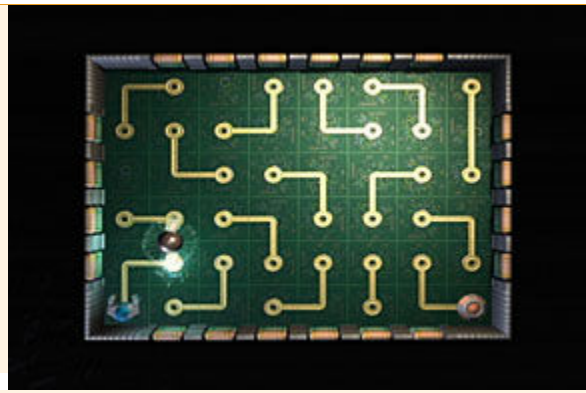
Level 12: **Return to the Flight Festival, Planet Mukow**

Number of Gold Bolts: 2 | Number of Holo-plans: 0

A desperate plea from Qwark urges Ratchet and Clank to return to Planet Mukow.

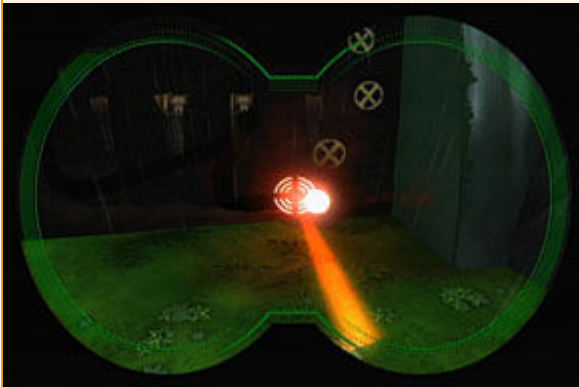
Gold Bolt

When you enter the festival's front gates, hang a quick right to a barrier made up of interchanging yellow and purple dots (lines, whatever). With the Decryptor in hand, you can now override the security system to suspend the barrier. The "puzzle" here is actually a little more complex than you've experienced so far, but not terribly difficult. Keep trying and redirecting the spark until a successful override is achieved. Afterward, kick jump to the top to claim the **Gold Bolt**.



Gold Bolt

Make your way to the arena via the Challenger Entrance instead of cutting across via the boat. Things should play out in a similar manner as the first time. After taking the zipline, inspect the east wall and, using the Geo-Lasers, penetrate the rocky pillars to find this **Gold Bolt**.



A new tournament has risen, and Ratchet is left no choice but to enter it in order to have a word with his "friend." The Magnetum Tournament tries hard to provide a challenge by installing dangerous contraptions around the arena, such as rotating buzz saws, and imposing a 5-minute time limit. Oh, and don't forget about the enemies. At this point, though, such trivial matters should cease to slow you down. Set up Nano-Swarmers and Plasma Beasts—you know, the usual—to dish out the damage. You can even use some fancy footwork to lure your foes into the mechanical death traps located around the arena.

Level 12: Return to the Fight Festival, Planet Mukow (cont.)

Number of Gold Bolts: 2 | Number of Holo-plans: 0



Your final opponent makes his dramatic entrance into the arena. Zorthan proves to be no more challenging than the other small fry you've dealt with. Can you guess what total ownage will involve? That's right. Start dropping down those Nano-Swarmers and supplement their destructive force with extra firepower from...well, anything else. Those Swarmers just kick so much ass that it ain't funny. Ok, it is. We're laughing at his misery. Run away from his tornado attack and leap over his lasers. This fight is in the bag.



For your complete victory, you receive the **Holo-Pirate Disguise**. You're done here, but if you want you can finish off some of the available challenges.

Tip	You've obtained the Holo-Pirate Disguise. You can now return to Planet Ardolis, the pirate camp, and deceive the Pirate Doorkeepers with your new swags. This way you can add two more Gold Bolts to your collection.
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Level 13: Kreeli Comet

Number of Gold Bolts: 1 | Number of Holo-plans: 1

Those pirates have extended their dominion across the galaxy to the remote Kreeli Comet and have taken the liberty of occupying the space around the super computer IRIS that you need to access. Things certainly seem to complicate themselves whenever you're around. Luckily, you've got that nifty pirate disguise. While it's certainly fun to be prancing about under their noses, there are a few drawbacks. In Ratchet's disguised form, his mobility is greatly slowed (he is limping on a wooden leg, after all), and he is not able to carry out any offensive maneuvers.



For fun, perform a pirate salute by pressing the Cross button to elicit the same response from nearby pirates. Pressing the Square button will immediately remove the disguise.

Other than these uses the disguise is needed for the sole purpose of deceiving the Pirate Doorkeeper. Speak to it in pirate form, at which point the Doorkeeper asks you to get down and jiggy with it. This dance routine runs along the same idea as the game called Simon says. Whichever pirate in the background busts a move, you must point the analog stick to that pirate. For instance, if the pirate on the right breaks into dance, tilt the analog stick to the right. When all three whirl around to shake their moneymaker, wiggle the analog stick to do the same.



Put on a good show and the Doorkeeper will let you pass. After turning the crank and ascending, immediately take command of the turret and search for baddies to fry. Rail-grinding also makes a dramatic return in this level, so hop on that rail and begin the descent in style. The end of the rail melds into an area populated by a couple of pirates with one looking rather bored next to a turret. You certainly do not want to provoke the one by the turret, so strap on the pirate disguise and limp past the prattling pirates to the lone turret operator.

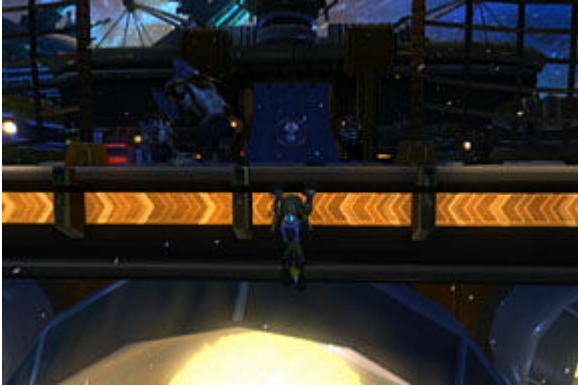
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Level 13: Kreeli Comet (cont.)

Number of Gold Bolts: 1 | Number of Holo-plans: 1

Quickly dispatch this pirate, then turn the turret onto the other alerted pirates. Lurking within the Raritanium crate is an unpleasant and rather dangerous surprise, so approach with caution. Climb the ladder rungs and shimmy to the left to find an opening you can pull into. There's another Doorkeeper here. The room goes through to another opening with a gravity ramp leading downwards.



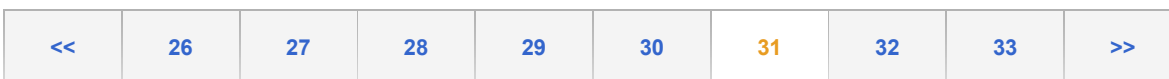
Holo-Plan

Instead of following the ramp down, glide down to the area below on the left and head to the edge. Identify the Swingshot capsule and swing to the opposite ledge, where you will find some crates. Smash these open to find the **Holo-Plan** among them.



Gold Bolt

After obtaining the Holo-Plan, impress the Doorkeeper with your dance moves and head inside to find the **Gold Bolt** hidden among the Raritanium. Then take the elevator to continue with the rest of the level.



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Level 13: Kreeli Comet (cont.)

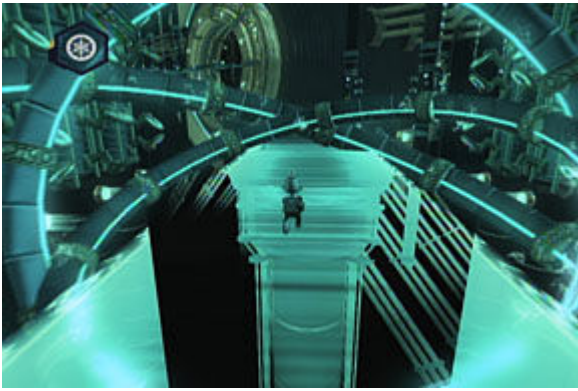
Number of Gold Bolts: 1 | Number of Holo-plans: 1

Here, your progress will be temporarily slowed by a giant robot. It's no threat to you at this point as long as you stay a safe distance from its extra parts. The poor thing is no match for the Nano-Swarmers. Moving further, you can hear a voice resounding over the entire base, commanding all available personnel to eradicate the Lombax threat. Use Nano-Swarmers and Groovitrons. Prioritize killing the turret operators before the foot soldiers. Push through to the end to find a crank. Plant a couple of Plasma Beasts around the crank in anticipation of a curious Necrophyd.



Turning the crank drops a bridge over the gap, allowing you to cross. Once across, another robot will appear, this time hanging precariously from a beam. He periodically unveils his strongest attack, which simply involves his dropping a huge spiked ball that pulsates more rapidly and after a few seconds finally explodes. Again, drop down the Swarmers to make short work of this guy. Then use the Geo-Lasers to find an alternate way across.

Not surprisingly, the underground fortress generates more baddies for you to beat up. The last Doorkeeper dwells here as well. After another snooze-fest with yet another giant robot, Ratchet finally reaches the IRIS computer. Clank elects to fix its CPU, so send him right on in.



You get to control the lovable metallic buddy, and the going, as with the last time, involves the Zonis. Proceed forth, slowing time to cross the pathway made perilous by rapidly spinning metal beams, and start rounding up your mini-army of Zonis. Select Follow from the command menu to call them to Clank's side. When you come to the hexagonal-shaped area, avoid the rippling fluid to keep from getting hurt. In order to pass the next challenge, more Zonis need to be recruited.

Three more Zonis remain dormant along the southern wall (they're kind of hard to see). Levitate over and bid them to follow, then use Charge Up to open the door. The next room's door won't budge unless even more Zonis lend their power in activating the door.



The rest of the level will continue in this predictable pattern of gathering up Zonis and using a combination Levitate and Slow Time to overcome obstacles. You definitely want to slow time as you try to bypass the electric fields. The controls for the exit door are located just before the hexagonal liquid area. At the very end, you will find the fractured CPU, which can be repaired simply by selecting Manipulate from the menu.

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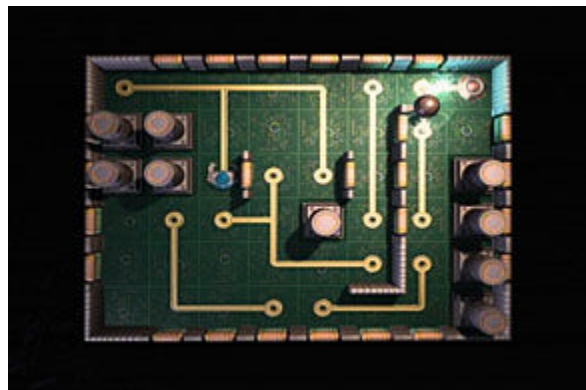
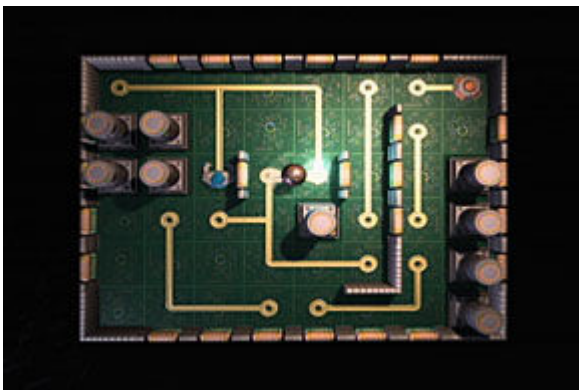
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Level 14: Zordom Prison, Planet Viceron

Number of Gold Bolts: 2 | Number of Holo-plans: 1



Much thanks and appreciation goes out to Qwark for narrating an amusing chain of occurrences that have yet to happen. We now have a vivid picture of what lies in store for us in this full-scale prison break operation. Start out by eliminating some little buggers and, with the help of keen observations, uncloak the pair of "invisible" armored dudes. You can just make out their silhouettes. Hack into the Decryptor panel. A note worthy of mention is that in these Decryptor puzzles there will now possibly be multiple sparks instead of just one, opening avenues of choices. Most of the time these extra sparks are generated to fluster the player; there's—for the most part—only one solution.



After beating this security system, the grind rail in front rotates around to join together with the other existing rails. Initiate a long grind that involves jumping many times over single, double, triple or sometimes even quadruple hurdles. Whenever you see a Swingshot capsule, latch on to swing across and continue the grind. Switch rails when you get the chance as well.

At the end of the journey, you encounter a new kind of security befitting of a prison: red searchlights. These red lights sweep across the floor in a predictable pattern. This ain't no Metal Gear Solid, so don't expect this to be over-the-top difficult; simply avoid the red splash of light whenever possible, although if you do happen to stumble into it you'll quickly learn your lesson when an invincible robot opens fire on your clumsy behind.



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Level 14: Zordom Prison, Planet Viceron (cont.)

Number of Gold Bolts: 2 | Number of Holo-plans: 1

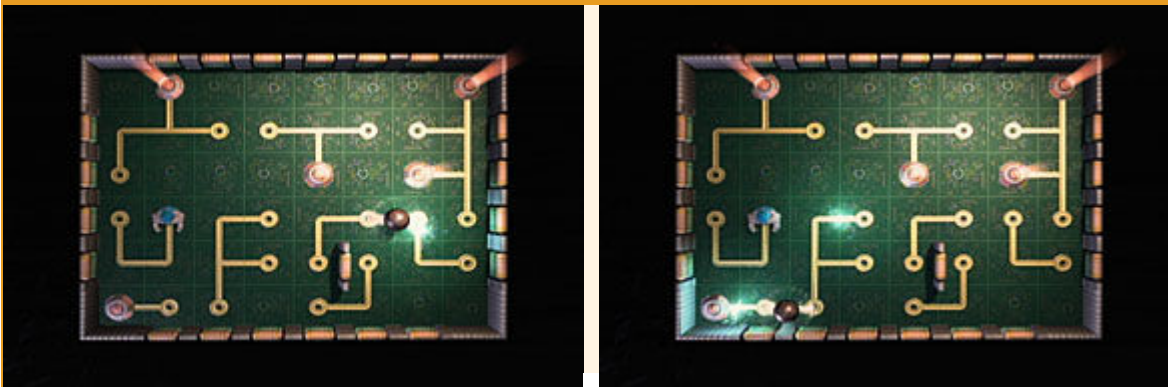
At the top of the gravity ramp is a crank to turn, but this one is lightly protected by a single searchlight. The invincible robot is conveniently placed in a direct line of fire as if it knows you will mess up. As the searchlight brushes over the crank to the left, turn the crank until an elevator platform nearby responds. Before taking it, though, stock up on some Raritanium located behind the robot.

Ride the elevator up and run up the gravity ramp here. Here you will dive into some hand-eye coordination exercises, during which you must jump over electric wires while ducking away from wandering searchlights. This can be somewhat of a challenge, but the searchlights travel in such a wide radius that there's bound to be some margin of space to squeeze through. You arrive in the Sector 2 Cell Block. Here, use the Decryptor to stretch a bridge across to the center platform, which is currently occupied by two large robots.



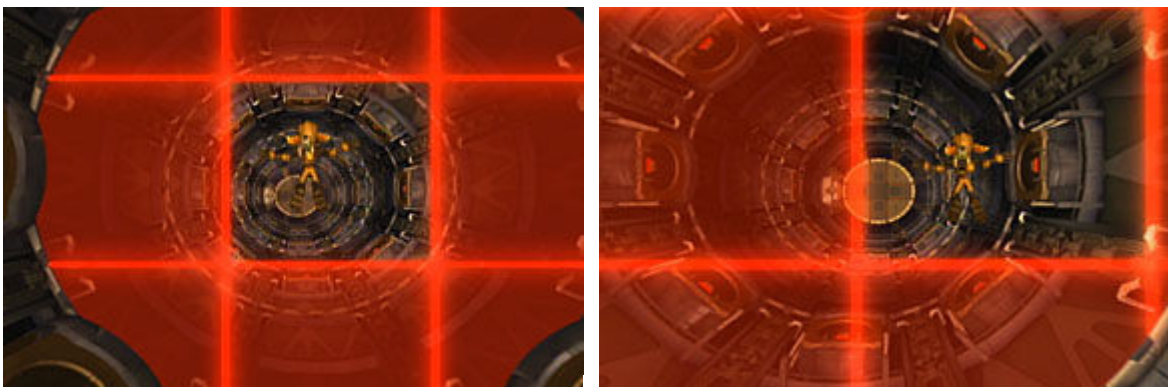
Locate the Swingshot capsule and use it to cross to the opposite platform. Two cloaked enemies here. The first cell block houses strange alien creatures, the likes of which we wouldn't want to meet face-to-face. Don't worry about getting whipped in the face with their reaching tentacles.

Gold Bolt



Override the security system in the left alcove at the end of the cell block. This hack differs slightly from the rest you've seen so far; there are now more than two endpoints you must reach in order to successfully complete the hack. Afterwards, take the activated elevator to the second floor, where you will pass by more groping cellmates to the **Gold Bolt** at the very end.

Before proceeding, you must solve the Decryptor puzzle featured at the end of the cell block. Jump in to the revealed hole afterward to begin the descent Mission Impossible style. Laser grids appear in layers of the shaft, each one with an opening through which Ratchet can pass. Once you've reached the bottom, you've got a couple of baddies to kill and another Decryptor puzzle to hurdle. This one is a teeny bit more tricky. Just remember to connect it southward at the southwest endpoint instead of connecting it eastward.



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Level 14: Zordom Prison, Planet Viceron (cont.)

Number of Gold Bolts: 2 | Number of Holo-plans: 1

Solving this one frees Talwyn from her prison. In previous years, escape from Zordom had been unheard of, but now with an escapee and her partners-in-crime running rampant among the prison security shifts in to a state of even higher alert. Now's a good time to bail. As expected of a jailbreak, there will be plenty of prison wardens to attend to. Follow Talwyn and finish off anything that presents itself as an obstacle. Even the elevator ride down won't be peaceful. At the end of the elevator ride, Talwyn and Ratchet split ways to find alternate escape routes.



Proceed forward and stamp out the remaining resistance. Later on, you enter a room featuring a closed door and five lids along the wall. Each lid will spit out an enemy, so be ready for anything. Head through the door when it finally opens after some time and stumble down the gravity ramp, at the end of which you bump into yet more agitated foes. Hide behind the cement barricades for cover.

Holo-Plan

Before boarding the hovercraft to return to the ship, tear apart the crates located not too far from the hovercraft to find another piece of the Gadgetron's **Holo-Plans**.



Everyone's favorite Captain Qwark has taken it upon himself to probe Tachyon's secret database for the coordinates of the next destination: Planet Jasindu. Go Qwark! Meet you there, adventurer.

Gold Bolt

This Gold Bolt involves a much more long-winded and challenging approach to procure. Beginning from the drop-off point of the hovercraft, activate the Heli-Pod platform to be lifted onto the next couple Heli-Pod platforms. This pattern breaks when you notice a platform already being held up by an existing Heli-Pod. Use the Alpha Disruptor in Aim Mode to blow it up, causing the platform to slide back towards you. Then Heli-Pod up to the door.



Gold Bolt

Located within the room are two lowered ramps marked with Heli-Pod swirls at the bottom's tip. When these ramps are raised via Heli-Pods, you have a very short amount of time hop back up the steps and traverse the room before the Heli-Pods give out and send the ramps back to their original positions. You want to hit the farther Heli-Pod from far away and tag the closer Heli-Pod as you're turning to clamber back up the steps in order to beat the time constraint.



There's a hidden room in here as well. Pick up the Heli-Pod closer to you and use it to leap across to the round door to the left of the room. Another Heli-Pod will hoist up the door. Once through, the Geo-Laser can be put to good use. Melt the wall to reveal a secret room filled with Raritanium. Great find!

When you've managed to cross the first room and are in the second room, lift up the Heli-Pod door and turn the crank to cause a huge fan to pop out from the ground. Give life to the platform in front of it and start the precarious journey across the sky. Remember that the Heli-Pod has a short lifespan, so renew the Heli-Pod constantly on the platform when needed. The goal here is to keep the platform aloft and redirect its course by hooking a Heli-Pod to its appropriate swirl located to the left of the big red generator. The generator releases a strong gust of wind that blows the platform in a different direction, at which point you repeat the same procedure except this time the generator is on the right side.



The short ride comes to an end at another platform with a crank. This one pulls out another fan from the ground, but before immediately boarding the Heli-Pod controlled platform, un-holster the Alpha Disruptor and aim it at the red generator in the distance. Aim specifically at the hovering Heli-Pod and blast it away, then confidently take the platform there. You will be brought to the final platform, on which sits this troublesome **Gold Bolt**.

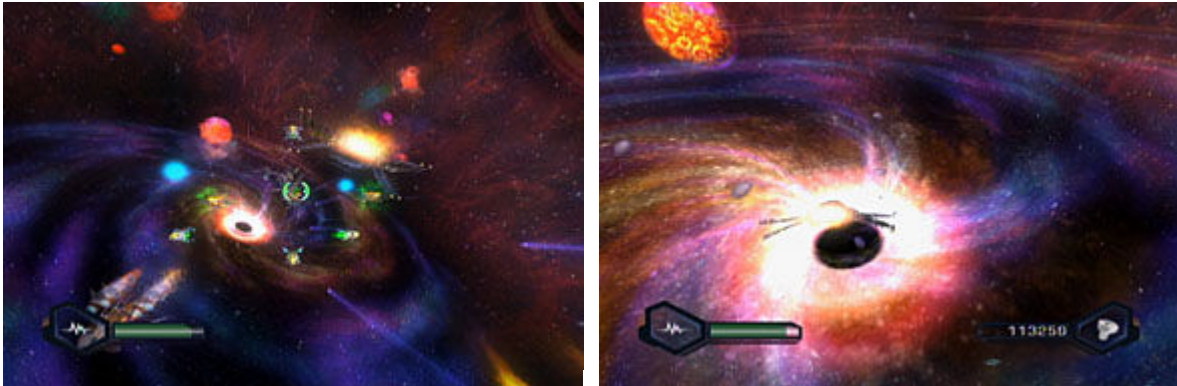
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<< | [Outpost L51](#) | [Return to the Flight Festival](#) | [Kreeli Comet](#) | [Zordom Prison](#) | [Verdigris Black Hole](#) | >>

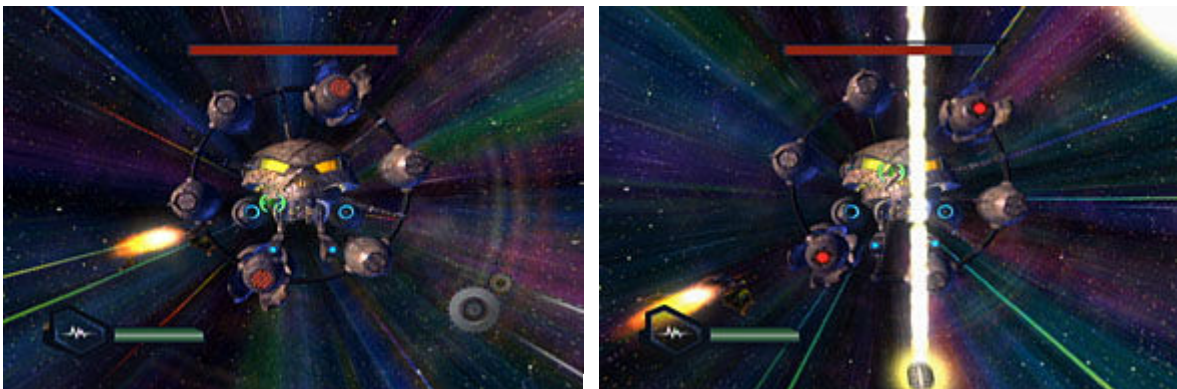
Level 15: Verdigris Black Hole

Number of Gold Bolts: 1 | Number of Holo-plans: 0

The last flying level of the game. Enjoy it while it lasts. Same controls, same rules, same game. When you coast through the mine field and ice field, be sure to keep constant fire in front of you, as one too many space collisions will leave Aphelion in a battered condition unfit for battle against the level's boss.



The last boss does carry some competence—at least more so than the last two encountered in space. He has one attack that's more tricky to avoid. In essence, watch for thick beams of energy lasers launched in every which angle at you. Avoid using the barrel roll to evade these because barrel rolling tends to sacrifice a certain degree of controllability; simply use the analog stick instead. Other than that attack, he shoots missiles and a scary laser.



<<	34	35	36	37	38	39	40	41	>>
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<< | | [Kerchu City](#) | [Slag's Fleet](#) | [Cragmite Ruins](#) | [Meridian City](#) | [Lombax Ruins Revisited](#) |

Level 16: Kerchu City, Planet Jasindu

Number of Gold Bolts: 2 | Number of Holo-plans: 1

Ratchet's sworn enemies (well, one of them anyway), the Corsair pirates, have beaten him to Kerchu City and are currently wrecking havoc upon the unguarded city. An elevator close to the ship descends into the Underground Gelatonium Facility. You can choose to tackle through it now or later. For the sake of better flow for the walkthrough, we decided to put it in the backseat. Kerchu City is in a grip of crisis and requires your assistance now!



After numerous run-ins with Ratchet and co., these vile villains have learned to beef up both their defenses and offenses against Ratchet and his diverse arsenal of pirate-destroying weapons. This time around they soak up considerable more damage and can reciprocate equally in kind. If you haven't already been religiously upgrading your weapons, now would be a good time to revisit old levels and build up your punching power.

Beginning on the outskirts of the besieged city, you can travel across the island toward the northwest to come across the first of many pirates. By chance, they happen to be already engaged in a heated gunfight with a fire-spitting robot and won't notice your approach. You must deal with the robot after dispatching the pirates, though. Continue through to a wide, grassy area, which quickly fills itself with violent activity brought forth by assailing pirates.



Holo-Plan

Before proceeding past this grassy clearing, search for a ledge in the northern part of the area for Raritanium and crates containing this **Holo-Plan**. This ledge can be found if you go immediately to the right when you first enter the area.

<<	34	35	36	37	38	39	40	41	>>
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<< | Kerchu City | Slag's Fleet | Cragmite Ruins | Meridian City | Lombax Ruins Revisited |

Level 16: Kerchu City, Planet Jasindu (cont.)

Number of Gold Bolts: 2 | Number of Holo-plans: 1

On the road further ahead is a big derelict tractor, out of which comes pouring an assortment of whooping and hollering pirates. They won't have much to whoop about when they discover what's in store for them. Head in and out the opposite opening when it's cleared out and continue down to a trio of pirates, one of whom has been assigned to turret duty.

Gold Bolt

When you first emerge from the abandoned tractor, bust a quick left to a rocky side path. This detour leads to what appears to be a dead-end, but you can actually high jump atop the roof of the vehicle. This point then leads to a beaten path that carries you straight through some pirate strongholds and finally to the **Gold Bolt**. Pocket the shiny object and zip back down to resume.



Hop aboard the awaiting ship, which takes you to the city's front gates. A few steps into the gate, and you stumble upon three troublesome adversaries. These guys tuck and roll, attempting to crash headlong into Ratchet at high speeds. They remain unstoppable until they succeed in damaging you, are destroyed themselves, or suffer a particularly nasty burn from one of your more powerful weapons. Stay on the move and keep out of their line of sight.

Another fire-breathing robot stands on the catwalk ahead. One shot from the destructive Alpha Disruptor deals instantaneous death so that you can be on your merry little way. To your dismay, an enemy drop ship appears before you and deploys more reinforcements. Squash this petty troop with everything you've got. After this, continue through the corridors and descend on the moving platforms 'til some Swingshot capsules loom into view.



Misconstrued as a threat, Ratchet winds up running for his life on a grind rail from a gigantic robot that is piloted by a cute little Kerchu. During the actual grind, you need only to worry about leaping over gaps and obstacles. Sliding off the rail, Ratchet faces one huge robot hell-bent on sealing his demise. The Kerchu robot uses his huge balled fists to pound

down on the catwalk around him, creating a harmful tremor that spreads in a small radius, and slams them into catwalk as well. You can either allow him to completely destroy the catwalk you're standing on and resume the fight on a more stable foundation, or finish him off on the catwalk.



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<< | [Kerchu City](#) | [Slag's Fleet](#) | [Cragmite Ruins](#) | [Meridian City](#) | [Lombax Ruins Revisited](#) |

Level 16: **Kerchu City, Planet Jasindu** (cont.)

Number of Gold Bolts: 2 | Number of Holo-plans: 1

With more freedom to move around, the robot is much more manageable, but at the same time its competency increases in the absence of restrictions. Unleash the Nano-Swarmers and the standard batters to fell this machine. By now, the Nano-Swarmers *should* be built up enough to make short work of this walking behemoth provided you've given it regular use. If not, the Swarmers will at least keep the minions at bay while you can focus firepower on the boss itself rather than on the additional foes.



Its defeat will enable Ratchet and Clank to move on to the next planet in pursuit of that loathsome Captain Slag. If you haven't already trekked through the Underground Gelatonium Facility near the beginning of the level, now would be a good time to do so if you're interested in obtaining a mildly useful item.

Take the elevator near the ship down to the entrance of the Gelatonium Facility, where there stands a gel station to fill up at. Through the door, place a gel cube at the base of the ledge to the right (when you first enter) to grab some Raritanium. Scour the rest of the cavern for Bolts and such before aiming for the island in the middle of the gel pool, and then crossing to the opposite platform.



Step on the pressure plate to open the door and double tap the R2 to speed through. Turn the crank and form a cube on the crank, just out-of-reach of the gel chompers, and sail to the opened doors. Across this gel pool is an electric barrier that charges up intermittently every ten seconds or so. Anything standing in the barrier when it activates will get fried; that includes gelatonium. When the barrier goes down, immediately plop down a cube and bounce up to the door.

In this large chamber, turn the crank in the eastern alcove to slide open the door in the north.

Gold Bolt

Bounce to the western alcove near the middle of the gel pool. Find the glowing metal piece hiding behind one of those yellow gelatonium extractors.

Dominated by four gel eaters, the next room can be somewhat of a pain given the limited space. Incapacitate the gel eaters, then immediately go to work on stacking a medium-sized gel cube with which to shoot up to the high ledge. If you slowly ease past the electrical barriers ahead, you will be able to stand at the very edge of the pool with the electric wires just lightly grazing Ratchet's fur. Form platforms made of gel to traverse the pool to the exit.



When you reach another pressure plate surrounded by gel eaters, daze a few of the ones closest to the plate and then weigh down the plate with a triple-stacked gel cube. This should give you a bit of time to rush through the opened doorway before the cube falls apart. Once through, lay your hands on the **Armor Magnetizer**, then empty the Gelanator to leave.

<<	34	35	36	37	38	39	40	41	>>
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<< | Kerchu City | Slag's Fleet | Cragmite Ruins | Meridian City | Lombax Ruins Revisited |

Level 17: Slag's Fleet, Ublík Passage

Number of Gold Bolts: 2 | Number of Holo-plans: 1



This will be the last you'll see of the pirates; we'll miss them. No time for slackening your sharp-shooting now! Especially since you've inserted yourself deep in their territory, expect to meet some of the pirate's finest and most ruthless combatants. Just ahead is a single pirate on guard duty. He stands next to a docked vessel, which transports you to another pirate-ridden area.

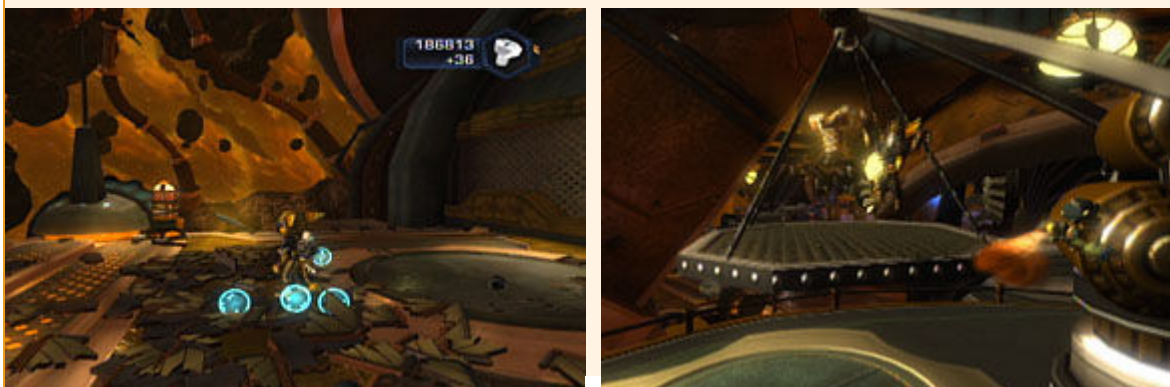
As you proceed through the masses, your progress is thwarted by an intimidating-looking robot. As we should all know by now, size doesn't mean anything. Avoid the loose tumbling cannonballs and crush this problematic sentry with, you know, stuff. Then pose as a pirate to pass the test of the Pirate Doorkeeper.



Even after the door opens up, keep the pirate get-up on and approach the relaxed guy at the turret to get the preemptive strike on him and his buddies. There's a crank here that needs a-turnin'. You can handle that, right?

Holo-Plan

Next to the turret, along the edge, is a hard-to-see gravity ramp that turns and bends into a remote area of the fleet. The first set of crates holds the **Holo-Plan** inside.



[<<](#) | [Kerchu City](#) | [Slag's Fleet](#) | [Cragmite Ruins](#) | [Meridian City](#) | [Lombax Ruins Revisited](#) |

Level 17: Slag's Fleet, Ublík Passage (cont.)

Number of Gold Bolts: 2 | Number of Holo-plans: 1

Gold Bolt

After nabbing the Holo-Plan, head forward until you come upon a large vessel occupied by a single pirate. The brave lad attempts to put up a fight, but he's no match for your might. Use the Heli-Pod to lift the platform upward. Suspended on a hanging platform is the **Gold Bolt**. Now take the zipline back to the previous area.

The previously turned crank generates a bridge on the opposite side. This leads to a small crew of pirates huddled around a magma bit. After exterminating these guys, this circular platform immediately becomes a battleground onto which pile swarms of enemies, both weak and powerful. You first must deal with a robot similar to that encountered a few moments before, followed by shielded pirates, suped up Necrophys and common foot soldiers. Only when every last enemy has been ground to dust will a new path open up.



More shield-wielding cowards with a turret at the back of the assault line. Drop a Nano-Swarmer and take cover, popping back out only when the screaming has stopped and the dust has settled. Past the Weapons Vendor, the Heli-Pod platform helps you board a ship that begins to move. As the ship drifts away, enemy vessels will catch up and fly at the side of your ship, launching projectiles from three different cannons. The goal is to destroy the three cannons of each enemy ship that approaches while warding off pirates that board the ship. There will be three enemy ships in total.

The white circle targets on the ground reveal where the cannon projectiles will land, so use those as reference to avoid

the splash damage. Stay around the middle of the deck and drop Swarmers and a Mr. Zurkon to take care of the pirates. Focus your killing intent on the cannons. Weapon of choice here is the Alpha Disruptor.



The somewhat smooth voyage ends when the third ship goes down. The fun doesn't stop there though. Upon docking, a welcoming party of Necrophyds eagerly run up to greet you. The Doorkeeper here grants access into a large warehouse filled with pirates. With the pirate disguise still intact, unleash a surprise attack upon the closest turret operator and take control of the turret yourself to wipe out the entire room, including the second turret operator in the distance. The final Doorkeeper at the end of the room leads you to a showdown with the nefarious Captain Slag, but first...

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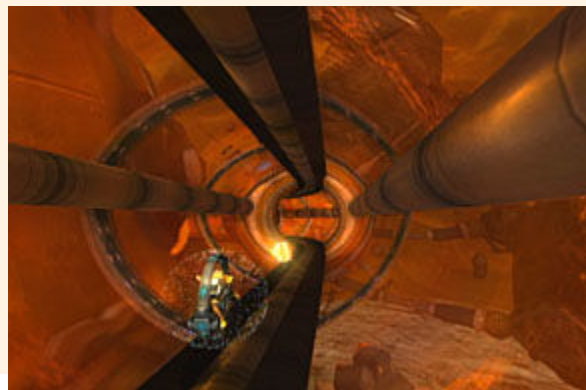
<< | Kerchu City | Slag's Fleet | Cragmite Ruins | Meridian City | Lombax Ruins Revisited |

Level 17: Slag's Fleet, Ublik Passage (cont.)

Number of Gold Bolts: 2 | Number of Holo-plans: 1

Gold Bolt

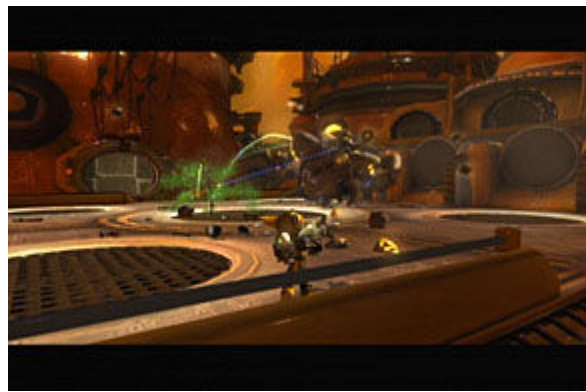
To the left of the final Doorkeeper is a gravity ramp that goes up to the ceiling and around, dropping you off on a previously inaccessible balcony in the same room. Proceed through the opening to clash weapons with a Necrophyd and activate the Gyro-cycle for a leisurely ride through a network of tubing. Scoop up the **Gold Bolt** during the ride. Easy peasy.



To retrieve what was originally rightfully yours (and to finish the level), you need to best this knucklehead in a battle of wits. Again (and we can't stress this enough), if you've been polishing up your weapons, this should be a relatively easy fight. Keep in mind that the Captain commands a legion of brain-dead lackeys and can call them to his aid at any time. You can predict when such a time comes because the good Captain will rocket jump away from weapon's reach and turn loose his blood-thirsty henchmen. Mr. Zurkon or Groovitron balls will keep these pigs at bay.



The more commonly used attack is of the projectile-shooting nature with Slag's launching blue projectiles in great abundance. Lock-on strafe and leap over these as they approach. His third attack involves a white-colored tremor emanating from the point of impact created by a huge hammer. Simply jump over this too. Turn the heat up by laying out Swarmers, Plasma Beasts, and other fun tricks.



Trounce this buffoon and claim the **Treasure Mapper**. Now you must head for Planet Reepor in pursuit of that crazy Qwark.

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<< | [Kerchu City](#) | [Slag's Fleet](#) | [Cragmite Ruins](#) | [Meridian City](#) | [Lombax Ruins Revisited](#) |

Level 18: Cragmite Ruins, Planet Reepor

Number of Gold Bolts: 2 | Number of Holo-plans: 1

The level begins with Operation Halo Jump, a freefall to the surface of Reepor. On touchdown, Ratchet immediately engages in a long, grueling survival mission against waves upon waves of murderous enemies. On the bright side, Zephyr and Cronk will be by his side to provide meager cover fire and comic relief. This time even Talwyn gets caught up in the thrill of the battle. As with a previous similar mission, the objective here is to slog through the endless onslaught until the supporting characters find a way to force entry into the base. And also like before, you'll have the added convenience of having a Weapons Vendor to refuel your ammo and health when needed.



As usual, take out the Nano-Swarmers and other multi-target weapons for the big guys with lanky feet and lash out against the shielded enemies with the Lightning Ravager. Be sure to vary your attacks. This is a good way to increase the efficiency of your weapons. Soon enough, Cronk will respond by disabling the western force field. Follow the team in to the cannon control room and light up the three red orbs, allowing Cronk to begin work on hacking the cannon controls.

While he's hard at work, return to the center of the battlefield and fight your way to the eastern cannon control room. Zephyr will remain behind to work on hijacking the controls here. With Talwyn left by your side, head back outside to bravely face the incoming drop ships.



Holo-Plan

Located outside to the left of the entrance to the eastern cannon controls is a platform with neatly stacked crates. Carefully jump to the platform and pry open the crates to find the plans.



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<< | Kerchu City | Slag's Fleet | Cragmite Ruins | Meridian City | Lombax Ruins Revisited |

Level 18: Cragmite Ruins, Planet Reepor (cont.)

Number of Gold Bolts: 2 | Number of Holo-plans: 1

Eventually, Cronk and Zephyr successfully hijack the cannons and prepare to blow open the entrance. Moving forward, you encounter an Obsidian Enforcer. Search the side rooms on each side of the elevator for Bolt crates and Raritanium. After eliminating another Obsidian sentinel, Talwyn leaves your side to find another viable path inward. Do your part by tracking down the Geo-Laser activation point. The highest response is in front of the mass of black wall, near the lone boulder.



After an unfavorable turn of events, Clank finds himself alone. Time to control Clank. Up ahead are some scary-looking beasts, but thankfully, these guys are total pushovers despite Clank's inadequacy in open combat. Slow time and deliver some metallic punches. Round up the Zonis near the corner and borrow their powers to lift up the fallen boulders barricading the path ahead.

Select the ability "Charge Up" at the end of the walkway to swing a bridge around to Clank's position. Use either Manipulate or Charge up to cross the series of platforms. When you come to more Zonis asleep on a ledge, use Levitate to reach them and gather them up before returning to the walkway. Manipulate, then Charge Up at the next Zoni beacons. Levitate over to the rock busting with those creepy creatures and Manipulate to re-arrange the boulders.



Switching to Ratchet, who finds himself in a similar predicament, carefully jump across the platforms. Without Clank, he doesn't have the Heli-spin ability associated with Clank, so the Gold Bolts will be unattainable for now. Continue forth to run into a new kind of enemy. These vicious creatures are Cragmites. You will meet two kinds: one that spews purple projectiles and another bigger, more beefy type that unloads three huge green projectiles. The latter is capable of killing you within a few hits, so they are not to be taken lightly. Upon death, both Cragmites explode into a half dozen or so smaller creatures.



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<< | [Kerchu City](#) | [Slag's Fleet](#) | [Cragmite Ruins](#) | [Meridian City](#) | [Lombax Ruins Revisited](#) |

Level 18: **Cragmite Ruins, Planet Reepor (cont.)**

Number of Gold Bolts: 2 | Number of Holo-plans: 1

However powerful they may be, they still are not totally invulnerable to Ratchet's supreme weapon power. Leaning on the side of caution, you can choose to set loose the Swarmers upon these guys, which are still super effective, and wait it out behind some proper cover.

Within the next room are two nests, out of which protrude these claw-like devices that starts popping out enemies. Good time to earn massive amounts of Bolts and weapon experience. Through the next set of doors, you face more Cragmites; when vanquished, stalactites collapse to the cave floor in a standing position, allowing you to use them as platforms to cross.



Swingshot across to a final platform, where a large number of Cragmites will really give you a hard time. Kill them all as well as a final, more formidable Cragmite to progress. Returning the ship, a cut-scene ensues that reunites the bummed Ratchet with his long-time pal, Clank. Now that Clank is back, it's time to retrieve a few missed Gold Bolts.

Gold Bolt

From the ship, head back the way you came and hop across to the second fallen stalactite. There, pan the camera around and search the south (your left) wall near the bottom to find a platform with a Heli-Pod suspended just slightly above the questionable water that fills this cavern. Float down to the low platform and raise it with a Heli-Pod. Follow the path to the **Gold Bolt**.



Gold Bolt

Backtrack some more until you reach the Weapons Vendor. Look behind this Vendor to see a series of large flat stones stacked on top of one another. They essentially form steps to a much higher platform, on which sits the **Gold Bolt**.



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<< | Kerchu City | Slag's Fleet | Cragmite Ruins | Meridian City | Lombax Ruins Revisited |

Level 19: Meridian City, Planet Iglia

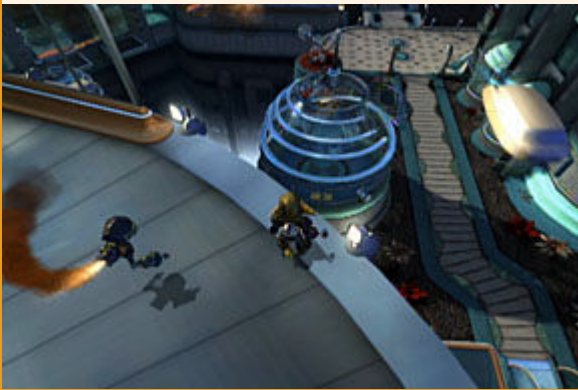
Number of Gold Bolts: 2 | Number of Holo-plans: 1

Meridian City is under attack by the revived Cragmite menace. Head into the war-torn city and high jump over the wall. You soon meet some Cragmite-provoked resistance. A gravity ramp nearby leads up to a Weapons Vendor. Your destination is clear (literally): the glass building in front of you.



Gold Bolt

This Gold Bolt hovers above a dome-shaped glass building below. While standing outside the glass building, spot it by looking to the right and down. You should see the gleam of the gold reflecting off the glass rooftop. Glide down to it and make your way back up to this point again afterward.



Within the glass building, you battle a couple of baddies, one of which mans a heavily armored robot and fires relentlessly from a distance on the other side. Climb the ladders to traverse the pit in the center and dispose of the threat.

Holo-Plan

The Holo-Plan can be found among the crates on the transparent catwalk to the right when you first enter the glass building.

Press down on the pressure switch to disable the red force field and trudge down the gravity ramp. The grounds here teem with more Cragmites—you'll never be safe from them! Once you head under an archway into a wide hall, a big armored robot presents itself as an obstacle between you and the elevator leading to the next area. The robot will begin to shower the floors with bullets; duck behind a pillar and send out Nano-Swarmers to finish it off.



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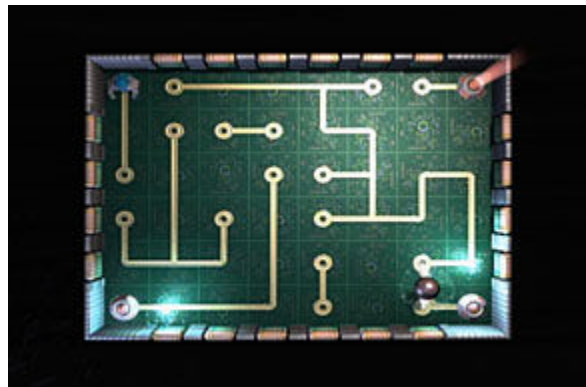
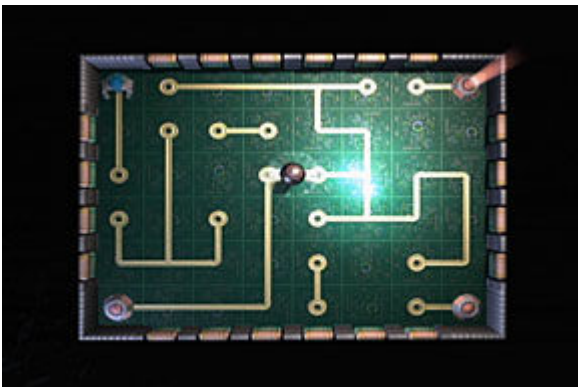
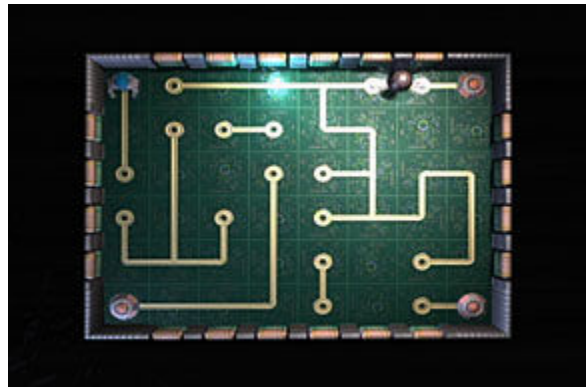
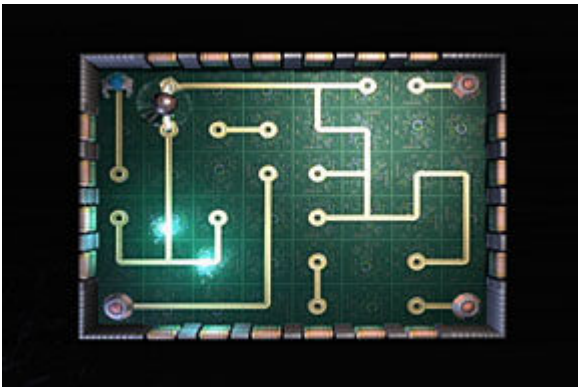
<< | Kerchu City | Slag's Fleet | Cragmite Ruins | Meridian City | Lombax Ruins Revisited | >>

Level 19: Meridian City, Planet Igliak (cont.)

Number of Gold Bolts: 2 | Number of Holo-plans: 1

Gold Bolt

Smash apart the crates in the first southern alcove. This should provide a better view of the Gold Bolt sitting by the side of the glass dome building ahead. Hover over to it and after stashing it away, hug the side of the building and walk along the metal rim to make it back to safer grounds.



Hacking the doors here is required in order to gain access to the Meridian City spaceport. A myriad of foes will wait in anticipation of your arrival at the spaceport's steps. The goal now is to find a Gyro-cycle launch pad located in the spaceport somewhere. Two options to go at this point: west and north, according to the map. The north exit leads back to the ship, so north is ruled out unless you need to visit the Weapons Vendor. Going west, on the other hand, takes you

to a Device and Armor Vendor as well as the sought after Gyro-cycle launch pad.

After soaring through the air, you land in a hazardous construction zone wrought with collapsible walkways. When you light up all three orbs to open up the next launch pad, be sure to hold down the Cross button to super-charge past the crumbling bridges. This ride shortly draws to an end after this bit.



Take flight on the Robo-wings, navigating past frantic traffic, falling signs, among other dangers. The final stretch of the journey transitions to a fight with a tough group of Cragmites. Overpower these guys to free the lovable green-clad superhero from his horrible prison. A little birdy notified Clank that Tachyon can be found on Fastoon, so that's where we will be heading next.

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<< | [Kerchu City](#) | [Slag's Fleet](#) | [Cragmite Ruins](#) | [Meridian City](#) | [Lombax Ruins Revisited](#) |

Level 20: Lombax Ruins, Planet Fastoon (Revisited)

Number of Gold Bolts: 1 | Number of Holo-plans: 1



Appropriate for the final level of this game, the mission starts apace with an obligatory skydive in to the Lombax ruins. Again, but for the last time, Ratchet and his buddies crash headlong into the hotbed of conflict. The overriding objective is to destroy five mounted cannons all scattered around the ruins.



- Cannon 1** To the north, atop a balcony, of where you first landed. You can either aim up and shoot it in Aim Mode, or climb the nearby gravity ramp to reach it.
- Cannon 2** South of where you landed.
- Cannon 3** On the northeast edge.
- Cannon 4** Ascend to the top of the spiraling tower in the center and zip to this one. Approach with caution, however, as it is guarded by a big, brutish Cragmite. It's best to release a Nano-Swarmer, and roast some marshmallows behind the rubble.
- Cannon 5** Stationed at the northeastern land mass, which can be accessed via Swingshot. Before you can destroy it though, you must lay down the law on a staggering number of Tachyon's forces with powerful allies among them, the Cragmites. This part can be rather difficult. Pack the most devastating weapons paying no mind to your dwindling ammo supply. Keep a lock-on and strafe around, somersaulting over projectiles and careful not to be knocked off balance by an errant bullet. Ultimately, you want to focus on roasting the Cragmites as quickly as possible.

With the anti-aircraft cannons eradicated, Talwyn can land safely on the planet to provide support. Meet her at the courtyard and prepare to slaughter more Cragmite scum and more of Tachyon's lackeys. Eventually, Talwyn will attempt to hack the controls to the bridge. When she does, she requires protection (who doesn't) from the incoming reinforcements. She's a rather slow-worker, so you will need to hold your ground for a good minute or so.



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<< | Kerchu City | Slag's Fleet | Cragmite Ruins | Meridian City | Lombax Ruins Revisited |

Level 20: Lombax Ruins, Planet Fastoon (Revisited) (cont.)

Number of Gold Bolts: 1 | Number of Holo-plans: 1

As soon as the bridge goes down, walk it to the plateau ahead and duke it out with a massive bombardment of enemies. These baddies will surge through impassable barriers from two sides. Post Nano-Swarmers at the opening of each force field to dish out initial burst damage. Keep these Nano-Swarmers live and supplement with other sources of firepower. Remember that the Weapon Vendor stands nearby; restock if needed.

Keep the pressure on your enemies to wear down their morale, and their numbers will begin to deplete before the force fields finally disappear. In you go to come face to...ship with Tachyon who goads you to meet him at the Court of Azimuth.



Locate the gravity ramp near the TV plastered with Tachyon's ugly mug. The top of the gravity ramp boasts an unpleasant surprise. Hint: it's starts with a C and ends with -ragmite. Continue along the ramp to catch up to Zephyr and Cronk. You should be able to afford the Terraflux Armor at this point, which is the best armor you can purchase thus far without Challenge Mode. We highly recommend that you save up enough funds to complete this purchase in preparation for the upcoming boss battle.

Depress the red switch to enter the next room occupied by Cragmites, then tap into the Decryptor panel to initiate some good ol' hacking.

Holo-Plan

When you are able to take a breather from the chaos, the **Holo-Plan** is stowed away in one of the crates along the eastern wall.

Activate the three red orbs and turn the crank in the center to rotate the bridge for Talwyn. While she sets to work on hacking the security devices, you need to fend off (for the last time) overwhelming numbers of Cragmites, after which Talwyn finally re-joins the party and bids you to step on the switch.



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<< | Kerchu City | Slag's Fleet | Cragmite Ruins | Meridian City | Lombax Ruins Revisited |

Level 20: Lombax Ruins, Planet Fastoon (Revisited) (cont.)

Number of Gold Bolts: 1 | Number of Holo-plans: 1

Gold Bolt

Hold it! Before doing as Talwyn says and stepping on the switch, backtrack a few steps and head to the point where the bridge connects on the west side. Under the bridge, in a room, is the final **Gold Bolt**.

Tip

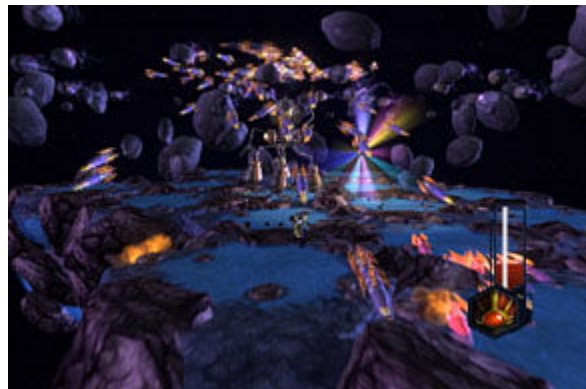
You need not be so hasty to conclude your business with the emperor. He will wait. At this point, you should have gathered all the pieces of the classified weapon's blueprints. If you want to wield a weapon of intense ass-kicking and want to make the final boss battle more easy overall, you should probably go see the Smuggler about sealing his end of the deal. If you've decided to do that, then first step on the switch to deactivate the force field so that you can bypass the agonizing battles with the Cragmites.



The final boss battle with Tachyon is sort of a big wake-up call. Unlike previous enemy encounters, this battle borders dangerously on the line between frustrating and ridiculous. Unless you're toting the RYNO IV, don't expect victory to come too soon or easily. The battle is divided into two stages. The first phase starts out easy enough with his unleashing an army of skittering crawlers and shooting the standard laser beam. Reserve the Nano-Swarmers and "big hitters" for later use and bring on the pain with such weapons as the Nitro Reaper, Predator Launcher, etc. Call out Mr. Zurkon to help you with his annoying minions so that you can concentrate on chopping away Tachyon's life meter.



About a sixth of the way into his health, the locale will change with the remainder of the fight taking place on an asteroid. Enraged, Tachyon is pulling out all the stops to put an to the adventures of our favorite fuzzy. During this second phase, he has totally different attacks. First, he flicks chunks of burning space rocks at you. Second, he leaps into the air and lands with a huge thud, creating a powerful shockwave that spreads out in a very wide radius. Perhaps the only thing that hasn't changed is that he still dispatches those tiny annoyances—have Mr. Zurkon deal with them. When you've reduced his health to a near critical condition, Tachyon ups the stakes a bit.



An insane number of missiles congregate above his head, stalling for a bit before raining down on the asteroid ground in large deployments. Meanwhile, a searing energy beam ripples from the center of Tachyon's suit and follows you everywhere. It's incredibly difficult to dodge them all, so here's the trick: right when Tachyon amasses the missiles, toss a Groovitron. Unload everything you can on him while he dances to the beat of the song.

Congratulations, friend. You've just beaten Ratchet & Clank Future. But the fun has only just begun! Now you need to conquer Challenge Mode. What are you waiting for? The universe needs saving. Twice!

Ratchet & Clank Future: Tools of Destruction Weapons

Note	The "Hidden ability" here refers to the question mark (?) on the weapons upgrade diagram.
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Combuster	
Cost	None
First available	Default
V5 Upgrade	Magma Combuster
Hidden ability	Pyrocyclic Precipitation

Fusion Grenade	
Cost	None
First available	Default
V5 Upgrade	Fusion Bomb
Hidden ability	Concussion Detonators

Plasma Beast	
Cost	15,000 Bolts
First available	Planet Cobalia
V5 Upgrade	Plasma Stalker
Hidden ability	Proximity Sensors

Tornado Launcher	
Cost	40,000 Bolts
First available	Planet Cobalia
V5 Upgrade	Tempest Launcher
Hidden ability	Gyro Turbine

Shock Ravager	
Cost	None. Found in level.
First available	Planet Kortog
V5 Upgrade	Lightning Ravager
Hidden ability	Voltage Multiplier

Predator Launcher	
Cost	25,000 Bolts
First available	Planet Kortog
V5 Upgrade	Raptor Launcher
Hidden ability	Dual Target Detectors

Shard Reaper	
Cost	35,000 Bolts
First available	Planet Mukow
V5 Upgrade	Nitro Reaper
Hidden ability	Pyrocyclic Nano-clusters

Buzz Blades	
Cost	40,000 Bolts
First available	Planet Ardolis
V5 Upgrade	Doom Blades
Hidden ability	Cesium Blade Edges

Nano-Swarmers	
Cost	65,000 Bolts
First available	Planet Ardolis
V5 Upgrade	Toxic Swarmers
Hidden ability	Zero-Kelvin Laser Diode

Alpha Disruptor	
Cost	None. Found in level.
First available	Planet Sargasso
V5 Upgrade	Alpha Cannon
Hidden ability	Anti-matter Transfluxor

Pyro Blaster	
Cost	100,000 Bolts
First available	Kreeli Comet
V5 Upgrade	Incinerator
Hidden ability	Superheated Fuel Injector

Negotiator	
Cost	200,000 Bolts
First available	Planet Viceron
V5 Upgrade	Judicator
Hidden ability	Napalm Cells

Razor Claws	
Cost	125,000 Bolts
First available	Planet Jasindu
V5 Upgrade	Shredder Claws
Hidden ability	Fission Accelerator

Mag-Net Launcher	
Cost	250,000 Bolts
First available	Ublik Passage
V5 Upgrade	Mag-Net Cannon
Hidden ability	Inductor Coils

RYNO IV	
Cost	None
First available	Collect all 13 of the Holo-Plans and give them to the Smuggler.
V5 Upgrade	RYNO 4-Ever
Hidden ability	None

Ratchet & Clank Future: Tools of Destruction Skill Points

On each level (sans the first) you will be asked to perform a specific task as hinted by the name of the Skill Point. When the condition is satisfied, a message will splash on-screen notifying you of the fulfillment. In return for your superior effort in accumulating Skill Points, you will unlock some sweet goodies. But don't dive into this thinking it's going to be smooth sailing. They're called *Skill* Points for a reason.

Planet Cobalia	
A Smashing Good Time	Condition: Destroy every crate in the spaceport and gel plant as well as the harmless consumer bots.
I Should Have Gone Down A Barrel	Condition: Within the gel plant are two rooms with waterfalls, jump into these waterfalls and drown on two separate occasions to be resurrected and get the point.
Giant Hunter	Condition: Slay all 3 Basilisks in the level.

Planet Kortog	
Wrench Ninja	Condition: Use only the wrench to best your foes here up until you reach the Robo-wings point. You'll find it much easier to accomplish this after you've already beaten the level once, so you don't have to deal with some of those particularly devastating foes that are otherwise nigh impossible defeat using only the wrench.
We Don't Need No Stinkin' Bridges	Condition: Cross the tripofd (three red orbs) using a Gelanator cube.
Surface-to-air Plasma Beasts	Condition: Neutralize 3 aerial targets using the Plasma Beasts.
Been Around	Condition: Launch from all eleven Robo-wing launch pads throughout Stratus City.

Voron Asteroid Belt	
Collector's Addition	Condition: Shoot down all the floating white triangular containers that yield Raritanium.
Mine Sweeper	Condition: Shoot 10 to 15 mines, which is more difficult done than said. Mines appear as these big spiked balls in space.
What's That R2?	Condition: Perform the barrel roll 10 times (doesn't have to be in a row).

Planet Mukow	
I Think I'm Going To Be Sick	Condition: Ride the Ferris wheel five times without taking damage from those green spurts of flame.
Fast And Firey-ous	Condition: Use the Charge Boots to traverse the bridge into the arena without a single point of damage. This is one of the more difficult and "sensitive" Skill Points to attain. You basically want to lock-on to see straight ahead, then boost through with the Charge Boots, pressing Square to skid Ratchet to a stop before the second statue. Double tap R2 to speed through again, pressing Square to stop midway again. Repeat until you charge past the fourth statue. This might take a few tries.
One Heckuva Peephole	Condition: After getting the Geo-Laser, take the long way to the arena and find the weak wall to blow open.

Nundac Asteroid Ring

Alphabet City	Condition: Blast your way via Cannon to each of the asteroids in alphabetical order. The order, however, is not as it seems. Using the Greek symbols, the order would be thusly: Alpha, Beta, Gamma, Delta, Epsilon, Zeta.
Knock You Down A Size	Condition: Perform the Comet Strike on five of those big centipede creatures.
Dancin' With The Stars	Condition: Find an asteroid on which reside at least five enemies and toss a Groovitron.

Planet Ardolis

Taste O' Yer Own Medicine	Condition: Destroy all the shooting pirates with the Combuster.
Preemptive Strike	Condition: When you first reveal the Sardallow Caves, ease inside and look up. On the ceiling hang slumbering bat-like creatures. Use the Predator Launcher and lock-on to five of them.
It's Mutiny Cap'n	Condition: Transform 5 pirates into penguins in one blast using the Transmorpher.

Rakar Star Cluster	
You Sank My Battleship	Condition: Sink the large battleships that appear on-screen by targeting the small pods that pop up from the side.
Pretty Lights	Condition: Complete the level without destroying any of the Snatchers, which are the ships that fire off a searing hot white laser.
I've Got Places To Be	Condition: Kill the boss in less than 2:30.

Rykan V	
The Consumer Is Not (Always) Right	Condition: Destroy all the consumer bots in the spaceport.
Live Strong	Condition: Complete the Gyro-cycle area in under 1:45
Untouchable	Condition: While going through the Gyro-cycle bit, avoid taking any damage by steering clear of the flames.

Planet Sargasso	
It Sounded Like A Freight Train	Condition: Sweep up 11 of the tiny, scampering creatures in one tornado.
Head Examine	Condition: Stand tall on the heads of all five Troglosaurs. Simply land on their backs and then hop to the head.
Extinction	Condition: Perform genocide on the ferocious Grunthers (T-rex-like prehistoric creatures). There are 16 of them in total.

Kreeli Comet	
Lombaxes Don't Like Cold	Condition: Keep an eye out for breakable icicles and shatter them all, including the ones near the Holo-Plan.
Mow Down Hoedown	Condition: Mow down 10 dancing pirates with a turret. This doesn't need to be done at one turret. Simply toss a Groovitron, take control of a turret and spray.
Saucy Wrench	Condition: Destroy all the campfire sauce pots (cauldrons) with your wrench.

Planet Viceron	
Dancin' On The Ceiling	Condition: Use a Groovitron while standing on the gravity ramp.
Seared Ahi	Condition: Use the Pyro Blaster to toast the flopping orange creatures that drop out of the destroyed armored suits. Scorch 3 of them.

Verdigris Black Hole

Expert Marksman	Condition: Shoot down 75% of the enemies you encounter in the level.
Can't Touch This	Condition: Don't take any damage before facing the end boss.
Pyew Pyew!	Condition: Complete the level using only the lasers (not lock-on missiles).

Planet Jasindu

Dead Aim	Condition: Look around while on the moving pirate barge and use either the Negotiator or RYNO IV to lay waste to three towers located on cliffs.
Fire With Fire	Condition: Toast two of those fire-spitting robots with the Pyro Blaster.

Ublik Passage

Six Gun Salute	Condition: Head up to the first pirate near the beginning in the pirate disguise and press the Cross button six times, each one eliciting a respectable response from the pirate.
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Planet Reepor

Gotta Catch 'Em All	Condition: When you beat the level once, return to the elevator by Ratchet's ship. You will be able to find a Cragmite enemy, which you must use the Mag-net Launcher on.
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Planet Iqliak	
Stay Still So I Can Shoot You!	Condition: Lock-on, strafe and start leaping wildly in the air. Do this ten times while battling Cragmites.
Now Boarding	Condition: Complete the Gyro-cycle area in 0:55.
Low Flying Owls	Condition: During the flight segment with the Robo-wings stoop low and fly under one of the electric barriers instead of over.

Planet Fastoon (Revisit)	
Nowhere To Hide	Condition: Shoot every environmental object that can be destroyed within the level. That means everything.

General Skill Points	
The following Skill Points can be attained from anywhere and at anytime during your travels through the galaxy.	
No, Up YOUR Arsenal	Condition: Upgrade every weapon to completion.
Roflicopter	Condition: Transform one enemy into a helpless penguin with the Transmorpher, then use the Visicopter to finish it.
Golden Children	Condition: Gather every last Gold Bolt. There are thirty two of them.

Cheapskate	Condition: Purchase a single Combuster ammo shot.
Everybody Dance Now	Condition: Force every enemy (not including bosses) in the game to break into dance. Best accomplished with the help of the Golden Groovitron, which costs an obscene amount of Raritanium but has unlimited number of uses. This Skill Point will require probably more than one playthrough. Try to get <i>everything</i> you see to dance. Not everyone or thing will get wrapped up in the disco fever induced by the Groovitron though (and some people said disco was dead...).
Chorus Line	Condition: Have 11 enemies dance together simultaneously.
Happy Feat	Condition: Morph nine enemies into penguins at the same time and toss a Groovitron to get them to start popping-n-locking.
Disco Inferno	Condition: Use the Groovitron then set everything ablaze with the Pyro Blaster.
Bolts In The Bank	Condition: Collect and sell 20 Leviathan Souls to the Smuggler.
It's Like The South Pole Here	Condition: Change 15 enemies into penguins. This doesn't need to be fulfilled with one Transmopher, but there needs to be 15 penguin suit-donning victims at the same time. We found this to be more easily done on the little guys that sprout from the ground in big numbers on Sargasso.
Say Hello To My Little Friend	Condition: Destroy 15 enemies with one RYNO IV shot.

For The Hoard	Condition: Gather every combat device.
Promoted To Inspector	Condition: Gather every gadget.
Global Thernuclear War	Condition: Purchase and acquire every weapon.
It's Even Better The Second Time	Condition: Beat the game a second time on Challenge Mode.
The Hardest Of Core	Condition: Get everything that there is to get. That means every weapon, gadget, Gold Bolt, Skill Point, etc.

Ratchet & Clank Future: Tools of Destruction Secrets

Skins

The ultimate point in collecting Gold Bolts is to acquire the Skill Point associated with getting them all. However, there is some added incentive to collecting them as well. In the Extras menu, you can trade the hard-sought Gold Bolts in for skins that you can don. Once the skin has been selected, Ratchet will appear as that character model.



Skin	Number of Bolts
Dan Johnson	6
Snowman	3
Cragmite Skin	6
Rusty Pete	6
Cronk	4
Zephyr	4
Mustachio Furioso	3

RYNO IV

A weapon so powerful that even Gadgetron had to rip the weapon blueprints to shreds and scatter them all over the galaxy to prevent them getting in the wrong hands. In capable hands though the weapon can spell instant death to any that stand in its way. To get your grubby little mitts on this bad boy, collect all 13 of the Holo-Plans and turn them in to the Smuggler on Planet Sargasso, who will gladly recreate the weapon for you provided he gets to keep the plans afterward. Not a bad bargain.

Unlockables

These Extras goodies appear in Cheats and can be unlocked by fulfilling a specified number of Skill Points.

Unlockable	Number of Skill Points
2007 E3 Trailer	25
Big Head Mode (Ratchet Only)	50
Character Concept Art	75
Big Head Enemies	100
2006 GDC Trailer	150
Tools of Production	200
Environment Concept Art	250
Wrench Replacement	300
How to Draw by Dave Guertin	350
"James the Galactic Defender"	400
Weapon Concept Art	450
Levels Are Mirrored	500
Script to Screen	600
Ratchet Paintings	750

Secret Code for the next Ratchet & Clank game

On Kreeli Comet and as Clank, take an alternate path to find a special code that you can't do anything with at this present time. The code is for the upcoming Secret Agent Clank being released on the Playstation Portable system. Not anything useful, but cool.