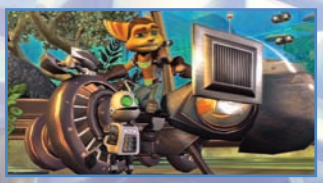
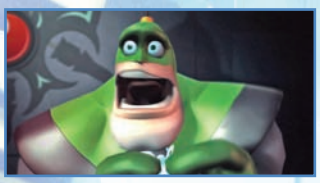


METROPOLIS

A PLEA FOR HELP!

Our intrepid galactic heroes have traveled from one end of the galaxy and back, battling countless creatures and enemies while keeping the universe safe. Never one to back down from a threat, a desperate call for help from Captain Qwark at the Planetary Defense Center snaps Ratchet & Clank back into action!







PLANET KERWAN

WEAPONS

- Combuster
- Fusion Grenade

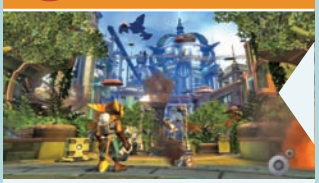
GADGETS

- Swingshot
- Heli-Pack
- Thruster Pack
- Hydro Pack
- Gravity Boots
- Grind Boots



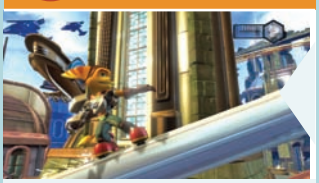
MISSIONS

1 GO TO THE PLANETARY DEFENSE CENTER.



Qwark needs Ratchet & Clank's help at the Planetary Defense Center! Fight past the invading army and help Qwark defend the city.

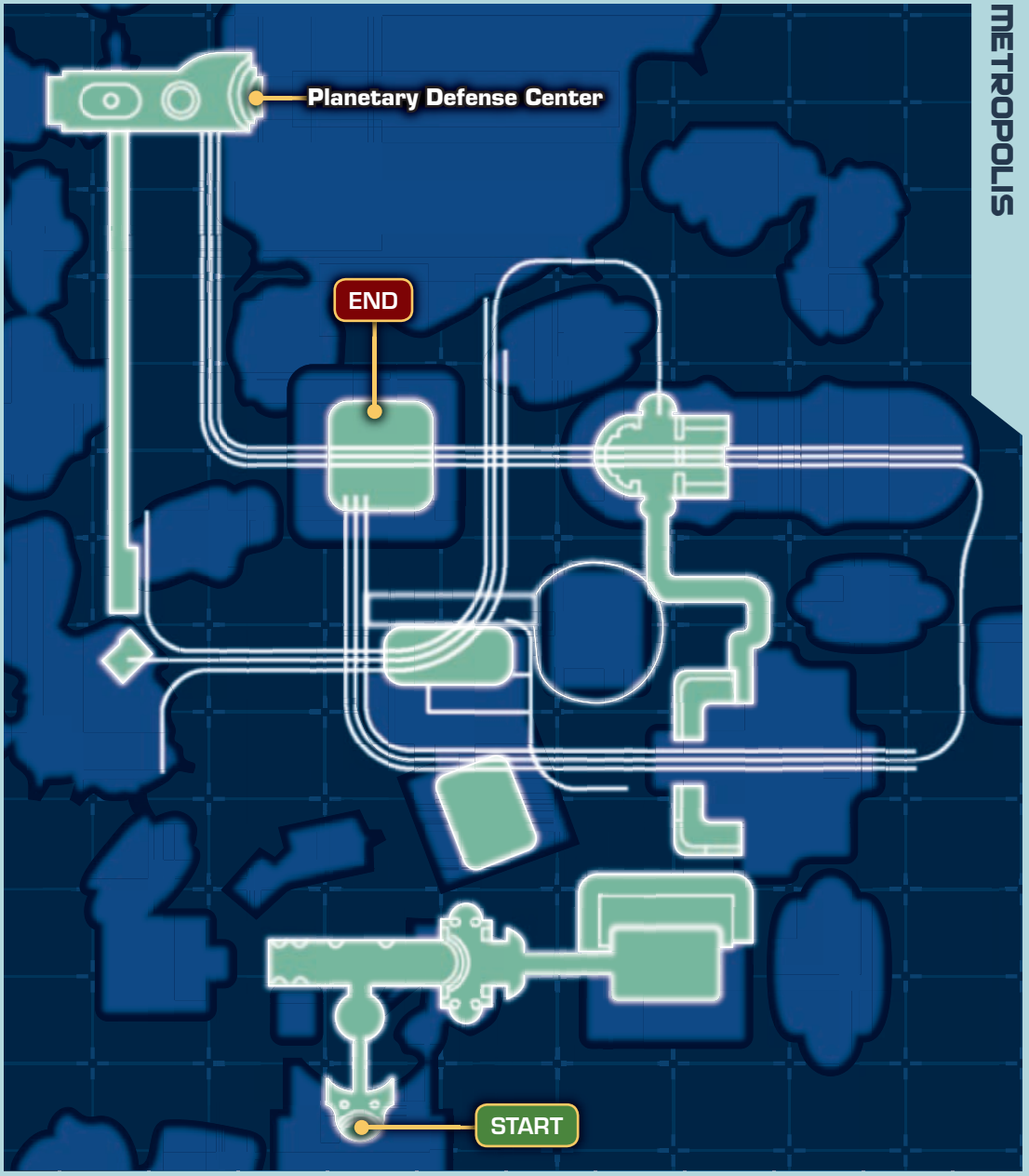
2 ESCAPE ON THE MAG RAIL.



It appears that the invading army is after Ratchet. Escape on the Mag Rail and look for a way to lure the army off the planet.

ENEMIES

- Drophyd Sentry
- Drophyd Trooper
- Tesladrone
- Tachyon Gunship
- Tachyon War Ship
- Tachyon Walker





Metropolis Needs You!

1 Mission: Go to the Planetary Defense Center

It seems a galactic hero's work is never done. Ratchet, the fearless and fuzzy Lombax, and Clank, his thoughtful and metallic companion, have once again been called into action. The bustling city of Metropolis is under attack by a deadly space armada and Captain Qwark needs help. The first order of business is to head into the city and get to the Planetary Defense Center where a defenseless Captain Qwark is waiting.

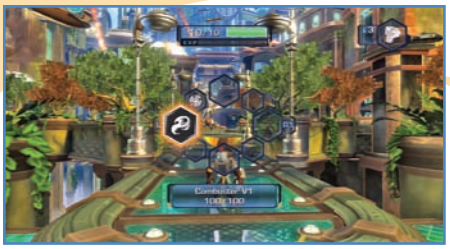


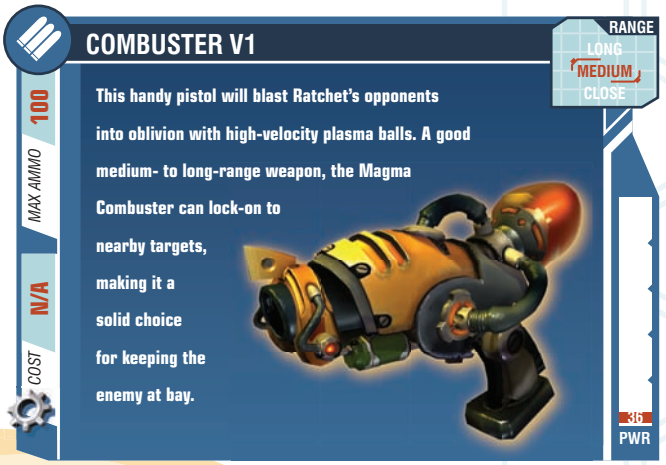
Bolt Busting

For those familiar with the series, it's common knowledge that you can destroy certain items in the environment for bolts (the currency of the universe, of course). So take some time to whack away at anything and everything that looks destructbile. Every bolt counts!



A quick glance at Ratchet's weapon inventory (press the ► button, then select WEAPONS) shows that he has two weapons at his disposal. You can access these weapons on the fly by using the Quick Select System. To access the Quick Select menu, press and hold the △ button. With the menu on-screen, use the left analog stick or directional buttons to highlight a weapon, then release the △ button to equip it.







There's no time to waste! Select a weapon, cross the bridge, and press the ● button to fire! In no time at all, Ratchet will encounter some enemies set on stopping him in his tracks. The small Tesladrones shouldn't present much of a problem, but the larger Troopers are another story. Some of them have huge, snapping pinchers for arms, while others have huge machine guns!

Use Ratchet's Omniwrench to dispose of a small pack of the Tesladrones. Just be cautious of their crackling appendages—one touch is all it takes and no one likes the smell of singed Lombax fur.

When fighting the Troopers, however, it's important to exercise extreme caution whenever possible. When found in squads of three or four, toss a fusion grenade in their midst to send them packing. Or, take a defensive position and blast away using the Combuster. This approach is especially effective against Troopers that are hovering in mid-air.







Squishy!

It looks like the robot bodies of the Troopers are just exoskeletons for these small, squishy creatures. They are virtually helpless without their hard, metallic shells. Make sure to finish the job with a good wrench whack and collect any bolts left behind.



The path to the left at the courtyard with the obliterated statue of Qwark is a dead end, so head to the right. Some Troopers off in the distance are terrorizing the local robot populace. From afar, let loose with a few shots from the Combuster or toss one or two Fusion Grenades.





Helpdesk: Bolt Crates



Ratchet & Clank will discover various types of crates throughout the galaxy. These wooden varieties contain bolts. Use Ratchet's Omniwrench to bust them open, then collect the booty inside.



Ammo Crates

Bust these crates open to replenish Ratchet's ammo stores. While there's no telling which kind of ammunition is stored inside, chances are it will be something you need. If you've already maxed out the ammo level for a weapon, you can't pick up any of the contents.

Nanotech Crates



Destroy these glass crates to feel the healing power of Nano energy like never before! Nanotech instantly heals Ratchet & Clank's injuries from the inside out using Nanobots. Thanks to the ever-expanding advances in Nanotechnology, both heroes can absorb Nanomites by defeating enemies, which will continually increase the maximum amount of Nanotech that Ratchet can carry. One ball of Nanotech energy refills one hit point of Ratchet or Clank's health.

LOOK BEFORE YOU LEAP

Even more Troopers are dropped onto the battlefield at the base of the bridge. All it takes is one lobbed Fusion Grenade to obliterate them in their tracks.

There is a Meteor Pad on the other side of the bridge. Step onto these glowing green pads and press the ⊗ button to send Ratchet flying into the air toward his next destination.







The battle becomes heated when the fuzzy Lombax lands on the ground. Now is as good a time as any to become familiar with strafing tactics and learning how to take evasive action. For more information, please refer to the "Helpdesk: Strafing" tip box.

Helpdesk: Strafing

Even a heroic Lombax must take evasive action from time to time. To make Ratchet strafe left and right, simply press and hold the L2 button in conjunction with the left stick. In addition, Ratchet can flip left, right or backwards to avoid enemy fire. To execute these moves, press and hold the L2 button and press the ✕ button while moving the left stick left, right or backward.



Grind Boots

These are Ratchet's trusty old Grindboots, which were used way back during his first adventure. Ratchet can use these boots to slide along specially designed rails, dodging obstacles in a frantic fight for his life.



Precision Aiming

While some of Ratchet's weapons will loosely lock-on to a nearby enemy or target, it's possible to manually aim for precision firing. To do so, press and hold the L1 button and aim with the right stick. To fire, press the R1 button or the ● button. While in this perspective, you can continue to move (albeit more slowly) by using the left stick. Manual aiming is good for long-range targets or instances where Ratchet is not threatened by nearby enemies.



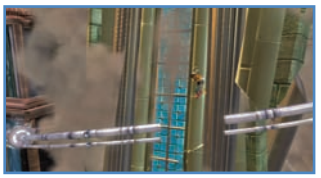
Jump off the next Meteor Pad to reach a higher level where the battle wages on. Up top, toss a Fusion Grenade to clear the area, then hop onto the mag rail to automatically use Ratchet's Grind Boots to ride it to the next destination.



DAILY GRIND

Grinding along these mag rails isn't as easy as it looks. Not only must you contend with oncoming traffic and pursuing enemies, many of the rails are lined with electrified conduits. It some cases, the rails end abruptly with deadly drop-offs. The first such drop-off comes right away; be prepared to jump from the mag rail on which he's riding to the one on the right.





Around the corner, Ratchet encounters a series of crackling conduits and broken sections of the mag rail. Although huge buildings are toppling all around him, just stay focused and jump when a hazard approaches.

Back on solid ground, the enemy assault gets more intense. Switch between the Combuster, Fusion Grenades, and the Omniwrench to dispose of the foes. Use the Combuster to target enemies from afar, draw on the Fusion Grenade to take out groups from mid-range, and swing the Wrench to disable the small Tesladrones.





Inside the tunnel, Ratchet stumbles onto a Gunship that is facing the opposite direction. This presents a perfect opportunity for a quick kill using precision aiming.

Ratchet encounters another Gunship and more Tesladrones in the next area. After clearing the area and picking up the bolts, step onto the Meteor Pad to access a higher area. Note that the purple Meteor Pads automatically send Ratchet flying.





Take Cover!

Look for areas with rubble or obstructions and use them for cover. While not all objects are stable, most will provide some measure of safety. Use this chance to employ some precision aiming before the cover is blown to bits!



DEADLY CROSSING, PART 1

Around the corner, the Gunship barrage continues. A bombing run carpets the curved sky bridge with explosions, sending chunks of the overpass crumbling to the ground and making it highly unstable. Equip the Fusion Grenade and head across it at a steady pace (do NOT stop while while lobbing projectiles at any enemies), as the bridge will start to crumble behind Ratchet. Fail to move swiftly and the bridge will take Ratchet & Clank with it.





DANGER CHAMBER

The room on the other side of the crumbling bridge is packed with enemies. Be prepared to encounter waves of Tesladrones and some hovering Troopers near the exit. A good strategy to use here is to run in and duck back out in hopes of luring some Tesladrones away from the Troopers. When the threat dies down a bit, run in and strafe back and forth to dodge the Troopers' fire and return fire of your own.

When the coast is clear, take some time to pick the room clean. There are lots of bolt crates in every nook, cranny, and corner. When you're finished, hop onto the mag rail for an exhilarating ride up to dizzying heights.



MAG RAIL MADNESS

As Ratchet grinds along the mag rails, a series of mag trains barrel down on him. Just keep an eye on the rail ahead to know when the next train—or hazard—is approaching.



1. Jump to the right or left as soon as possible to avoid the first train.



2. Next, jump back to the center rail to avoid the two trains on either side.



3. After the two trains pass, jump to the right or left rails to avoid the train coming on the center rail.



4. As soon as Ratchet lands, jump back to the center to avoid the next two on the left and right. Stay on the center rail for the duration of the ride until the rail drops Ratchet back on solid ground.



Grenade at the Ready

Quickly equip the Fusion Grenade when Ratchet hits the ground and start lobbing grenades to clear the area of Troopers.



DEADLY CROSSING, PART 2

Use the Meteor Pad to leap to the next level, take out the Troopers, then repeat the process. When Ratchet lands on the sky bridge above, he isn't on solid ground as it is already crumbling beneath him. Start running forward and don't stop for anything!

To top it off, there are several Troopers and Tesladrones blocking the path. Make liberal use of the Fusion Grenade to clear the way while continuing to move forward.



TRAFFIC TUMBLE!

The sky bridge eventually gives way from under Ratchet's furry feet, sending him plummeting down toward terra firma. During this death-defying free fall, you must steer Ratchet using the SIXAXIS wireless controller's tilt functionality.



WHERE'S STEVE?

Having reached the Planetary Defense Center, Ratchet & Clank find it mysteriously quiet with no sign of Qwark. The calm is broken by the arrival of an invading attack force, which includes a huge Walker and a massive War Ship. It becomes readily apparent that their intended target is none other than the fuzzy Lombax. Outnumbered and overpowered, the heroes have no other choice than to run!





Helpdesk:
Automatic Weapon Upgrade

Depending on how much you've used the Fusion Grenade and the Combuster, they should be nearing an automatic upgrade. All weapons come with the built-in ability to upgrade themselves based upon their continual use. The upgrade bar underneath each weapon displays its current level. When the bar is completely filled, it is upgraded into its next, more powerful form. In addition to a stronger payload, many upgraded weapons come with the ability to hold more ammunition. All of Ratchet's weapons start at V1, but are capable of reaching V5.



You must decide which weapons you want to concentrate on upgrading versus others; however, it's a good idea to attempt to maximize each one so they will be adequately powered when you need them.



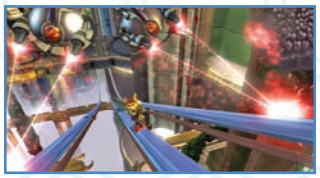
Free Falling

As a galactic commando—and sometimes reluctant hero—Ratchet is no stranger to free falling into the heat of battle. To help guide him to safety and avoid oncoming objects and projectiles, just tilt the controller in the direction you want him to move. In this case, do your best to steer Ratchet through the mid-day congestion of traffic.

A Hasty Escape

2 MISSION: ESCAPE ON THE MAG RAIL

The only way out of this sticky situation is to escape via the connecting mag rail, but the invading force is right on Ratchet's heels. No sooner does Ratchet set his grind boots on the rails, incoming Gunships start firing.



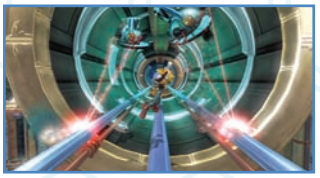
1. Jump from the middle rail to either the left or right, then leap back to the center almost immediately to avoid the incoming lasers from either side.



2. Moments later, the camera perspective switches to behind Ratchet just in time to deal with a barrage of oncoming trains. Quickly jump to the left to avoid the center train.



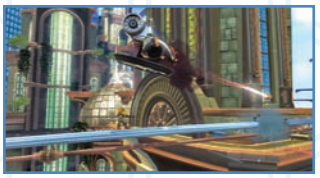
3. Jump back to the center to avoid the two on either side, then jump to the left or right to avoid the next one.



4. There's no rest for the weary. Jump back to the center to avoid the laser-shooting Gunships.



5. Next, go to the right to avoid the trains along the left and center rails. Finally, go twice to the left to the far left rail to avoid the next two trains.



6. The perspective changes once again, giving Ratchet a side view of the bombing Gunship poking holes in the rail. Leap over each break in the track, then prepare for a final run from the encroaching War Ship.

The Final Push

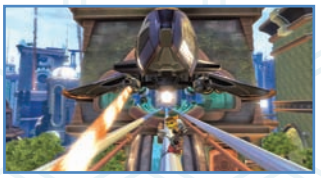
The massive War Ship has three laser-firing cannons attached to its underbelly. Watch for a static electric charge to appear from the cannon before it fires to anticipate where the blast will come from.



1. The first blast comes from the center cannon; jump to either rail to avoid getting hit.



2. The next laser attack comes simultaneously from the left and right cannons, so quickly jump back to the center rail. Next, jump twice to the right to avoid the next two blasts from the left and center cannons.



3. As soon as Ratchet lands on the right-hand rail, jump back to the center to avoid the next blast. He should land back on the rail just as the center cannon dissipates.



4. Next, without a moment's hesitation, jump to the left rail to avoid a blast to the center rail. The final three blasts go from left to right. Jump from the left to the center, then to the right, then back to the center to avoid each one.

Behold! Emperor Percival Tachyon

Out of the frying pan and into the fire, Ratchet & Clank find themselves surrounded by Troopers as the War Ship lands and their mysterious leader emerges. Set atop a huge mechanical Walker is a small but nasty-looking creature who goes by the name of Emperor Percival Tachyon, Crown Prince of the Cragmites and would-be ruler of the galaxy. It seems he has a beef with the Lombax—all Lombaxes that is—except that Ratchet is the last of their race. Tachyon declares his only gripe is with the "treacherous furball" and that if Ratchet submits to a grisly death, no one else will be harmed. With other plans in mind, the two engineer a hasty escape in Tachyon's Warship.





