

DAMAGE CONTROL

505-5-207

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The logo for the video game Ratchet & Clank. The word "RATCHET" is in a large, stylized, metallic orange font with a 3D effect. Below it, the word "CLANK" is in a smaller, metallic silver font, also with a 3D effect. A small, blue, mechanical character is integrated into the letter 'C' of "CLANK". The background is a dark blue space with a bright blue nebula or starburst effect behind the text.

LOCKED AND LOADED



SONY

INSOMNIAC

COMPLIANCE

Precautions

• This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it. • This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2. • Read the PlayStation®2 Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®2, always place it with the required playback side facing down. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been resixed with adhesives, as it could lead to malfunction.

Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well lit room, sitting as far from the screen as this case will allow. Some people experience epileptic seizures when always flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

PIRACY

The unauthorised reproduction of all or any game part of this product and the unauthorised use of registered trademarks are likely to constitute a criminal offence. **PIRACY** harms Consumers as well as legitimate Developers, Publishers and Retailers. If you suspect this game product is an unauthorised copy, or have any other information about pirate product, please call your local Customer Service number given at the back of this Manual.

See back page of this manual for Customer Service Numbers.

What is the PEGI age rating system?

Fan European Games Information (FEGI) is the age rating system for video games in Europe (except where, by law, other rating systems apply). FEGI comprises two separate but complementary elements. The first is an age rating:



The second is icons describing the type of content in the game. Depending on the type of game, there may be a number of such icons. The age rating of the game is appropriate to the intensity of the content. The icons are:-



VIOLENCE



BAD LANGUAGE



FEAR



SEXUAL CONTENT



DRUGS



DISCRIMINATION

PEGI will allow parents and those purchasing games for children to choose games appropriate to the age of the intended player. For further information visit <http://www.pegi.info>

SCES-51607

1 Player • Memory Card (9MB) for PlayStation®2 • 475KB minimum • Analog Control Compatible: All buttons • Vibration Function Compatible






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ENGLISH

SETTING UP

Set up your PlayStation®2 computer entertainment system according to the instructions in its instruction manual. Make sure the MAIN POWER switch (located on the back of the console) is turned off. Attach game controllers/other accessories as appropriate, BEFORE you switch your console on. It is advised that you do not insert or remove accessories once the power is turned on.

Now turn the console ON at the MAIN POWER switch and press the /RESET button. When the  indicator lights up green, press the  button and the disc tray will open. Place the RATCHET AND CLANK™ 2 disc on the disc tray with the label side facing up. Press the  button again and the disc tray will close. Finally, press the /RESET button again.

PLEASE NOTE: the information in this manual was correct at the time of going to print, but some minor changes may have been made late in the game's development. All screenshots for this manual have been taken from the English version of this game, and some screenshots might have been taken from pre-completion screens that differ slightly from those in the finished game.

MEMORY CARD (8MB) (for PlayStation®2)

PLEASE NOTE: throughout this manual, the term "Memory Card" is used to describe the Memory Card (8MB) (for PlayStation®2) - (SCPH-10020 E). Memory Cards (product code SCPH-1020 E) designed for use with the PlayStation® format software are not compatible with this game.

To save game settings and progress, insert a Memory Card into MEMORY CARD slot 1. You can load saved game data from the same Memory Card or any Memory Card containing previously saved games.

Auto Save





RATCHET & CLANK™ 2 has an Auto Save feature that saves your progress after you create a save game file. As you progress through the game, a special "Save" icon will appear on-screen indicating that your progress is being saved. While the icon is on screen, DO NOT remove the Memory Card or turn off your console.

Manual Save


If the Memory Card is removed or replaced, the application will

disable the Auto Save function until a manual save has been performed. To perform a manual save, access the "Save" option located on the Options Menu.




DIRECTIONAL BUTTONS - MOVEMENT

In this manual, , , ,  etc. are used to denote the direction of both the directional buttons and the left analog stick unless stated otherwise. In order to use the left and right analog sticks, the Analog Controller (DUALSHOCK®2) must be in analog mode (indicator: red).

GETTING STARTED

The Title Screen will be displayed. Press the  button to access the Main Menu.




MAIN MENU

Press  or  to select either New Game, Load Game or Options and press the  button to confirm.

NEW GAME

Press  or  to highlight an available save slot and press the  button to create a new save profile and advance to the action. If prompted to create a RATCHET & CLANK™ 2 save file, choose Yes and press the  button.

LOAD GAME

Press  or  to highlight an available save slot and press the  button to load a previously saved game.

Loading a Saved Game

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

Loading an Original RATCHET & CLANK™ Save File

RATCHET & CLANK™ 2 allows you to load information from the original RATCHET & CLANK™ game. At a certain point in the game, you will be prompted to insert a Memory Card containing a previously saved RATCHET & CLANK™ game into either MEMORY CARD slot 1 or 2.

Upon inserting the Memory Card, the game will scan for an original save file and if one is present it will be possible to carry it over. If a new Memory Card has been inserted into Memory Card slot 1, the Auto Save function will be disabled until a Manual Save has been performed.

■ OPTIONS

Adjust and review various options including language settings and the vibration function of your Analog Controller (DUALSHOCK®2).



Abercrombie Fizzwidge:

"Ratchet. After comtabulating calculations, Megacorp has selected you to become one of our most glorified Commandos! After how you infentissimally took down the Blarg and Chairman Drek, it was a unanimous vote. By now, you know the Bogan Galaxy is in dire sustinance of your help in getting back our highly classified, top-secret experiment from that dupliiferous thief. There's no time to waste! This matter is of unequizical interputide! Use this Megacorp Commando Guidebook to get you up to speed."

Welcome to Megacorp's Commando Guidebook

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



Abercrombie Fizzwidge:

"Ratchet, my boy, being a Megacorp Commando means you will have to decorilliate yourself to stupendiferous amounts of on the job training! I have taken the liberty of highlighting some of the moves you'll be executing out in the field."

Controls

■ MENU CONTROLS

START button

↑/↓/←/→

X button

A button

SELECT button/R3 button

start/pause game/access main menu

highlight menu item

select menu item

previous menu

open map screen



— drop from ledge

(double tap) quick
switch between last

switch between last
two hand items

(hold) + ↑, ↓, ←, →
weapon quick select

swing wrench

press three times
multi-stroke



ADVANCED COMMANDO MOVES

- (hold) + left analog stick - strafe
- (hold) + \times + \leftarrow/\rightarrow - flip left/right
- (hold) + \times + \downarrow - back flip

(hold) + \oplus comet strike

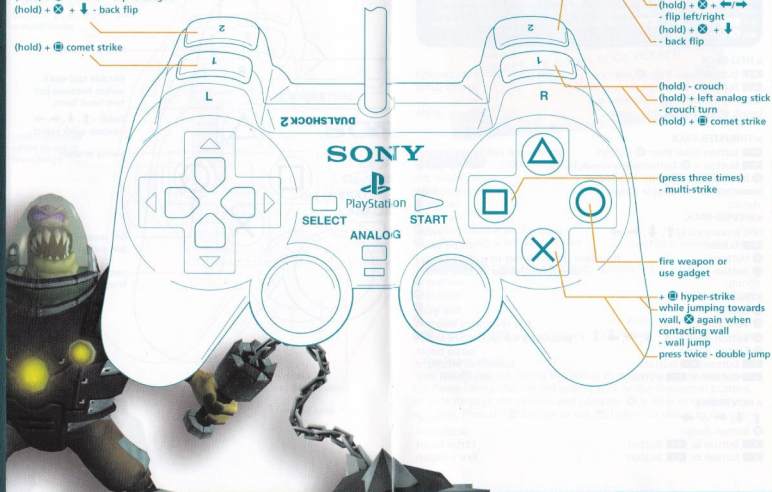
- (hold) + left analog stick - strafe
- (hold) + \times + \leftarrow/\rightarrow - flip left/right
- (hold) + \times + \downarrow - back flip

- (hold) - crouch
- (hold) + left analog stick - crouch turn
- (hold) + \oplus comet strike

(press three times)
- multi-strike

fire weapon or
use gadget

- + \oplus hyper-strike
while jumping towards
wall, \times again when
contacting wall
- wall jump
- press twice - double jump



MEGACORP ADVISORY

■ Learning how to take evasive action is imperative. When your weapon has targeted an enemy, you can flip left, right or backwards while firing and avoid their return fire. You can even pull off these moves while strafing from side to side. To execute these advanced moves from a stationary position, press and hold the **R1** button while pressing the **X** button and left analog stick or directional button left, right or backwards. To flip while strafing, hold down the **L2** button or the **R2** button while moving in any direction and press the **X** button to flip.

■ HELI-PACK

R1 button (hold) then **X** button boost jump (while stationary)
R1 button + **X** button (while running) stretch jump
X button (hold) after performing a boost, stretch or double jump glide

■ THRUSTER-PACK

R1 button (hold) then **X** button boost jump (while stationary)
R1 button + **X** button (while running) stretch jump
X button (hold) after performing a boost, stretch or double jump glide

■ HYDRO-PACK

Left analog stick/**↑**, **↓**, **←**, **→** swim
R1 button turbo swim
X button resurface (press harder to surface faster)
○ button dive (press harder to dive faster)

■ FIGHTER SHIP

X button fire guns
○ button fire secondary weapon
△ button (hold) + **↑**, **↓**, **←**, **→** secondary weapon quick select
□ button (hold) turbo boost
L1 button/**R1** button barrel roll left/right
L2 button or **R2** button straighten ship

■ HOVERBIKE

↑, **↓**, **←** or **→** steer
X button (hold) accelerate
R1 button or **R2** button turbo boost
L1 button or **L2** button fire weapon



COMMANDING CLANK

left analog stick walk/run
 right analog stick camera rotate/pan
□ button punch
X button jump
X button (hold) after jumping glide
△ button (hold) + left analog stick Microbot command menu

COMMANDING GIANT CLANK

□ button punch
X button jump
△ button (hold) fire missiles
○ button bomb strike special attack
L2 button or **R2** button (hold) + **↑**/**↓**/**←**/**→** strafe

■ The Pause Menu

Press the **△** button during the action to pause the game and access the Pause Menu. Use the left analog stick or the directional buttons to cycle through the options and press the **X** button to confirm your selection. Press the **△** button or the **△** button to return to the game.

WEAPONS

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

Megacorp weapons come with the built-in ability to upgrade themselves with continual use. The upgrade bar underneath each one shows its current level. When the bar is completely filled, it will instantly be upgraded into its second, more powerful form. Use the Weapons Menu to choose and equip a weapon. Use the left analog stick to cycle through them and press the **X** button to confirm your selection. It is also rumoured that certain weapons can be enhanced with black market weapon Mods. While Megacorp can neither confirm nor deny the existence of such Mods, they are said to enhance certain weapons in a variety of different ways.

GADGETS

Sometimes, the only thing keeping you from falling into a pit of Umbrian Snagglebeasts is a well-placed Swingshot. The Gadgets Menu is where you will see the current gadgets in your inventory. Highlight the gadget you want to equip, then press the **X** button to confirm your selection.

MEGACORP ADVISORY

- Some gadgets, such as Foot Items, will automatically be equipped when they are required.



QUICK SELECT



Weapons management is the key to galactic survival. A great Commando will always have the right weapon ready for the right situation. Select your eight favourite weapons or gadgets and equip them by using Megacorp's new and improved Quick Select system. Use the **L1** button and the **R1** button to cycle through the current weapons and gadgets in your Quick

Select System, or use the left analog stick to highlight the others in your inventory. To swap out or add a weapon or gadget into your Quick Select System, first highlight the one you want to replace with the **L1** button or the **R1** button, then select the new one with the left analog stick. Press the **X** button to confirm your selection.

ITEMS

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

HELP

Confused? Lost? Can't tell the difference between a Mutant Muckdweller and a B2 Brawler? Head over to Megacorp's Help Menu brought to you by the Helpdesk, where you will find all of the pertinent information to keep you informed and on the right track:

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

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

CONTROLS: Selecting this option will show you which buttons do what.

MOVES: You've got an extensive array of acrobatic moves. Check in here to get a refresher on your Commando training, including wall jumps, swimming, and using your OmniWrench 8000.

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

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

SHIP: The Ship menu will clue you in on the variety of interesting and quite useful ship items you'll find on your adventures. If you need to know what a ship item does, head over here for the details.

■ OPTIONS

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

MAPS

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

GALACTIC MAP

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

■ MAP SCREEN

Once on the Map Screen, you will be able to perform a variety of functions, including viewing the Mission Screen, replaying transmissions and scanning the Planet Map.

■ PLANET MAP

The first map you will see is the current planet you are on. Press the left analog stick in any direction to scan all areas of the map. Press the right analog stick up or down to zoom the map in or out. The arrow on the map represents your current location and the direction you are facing. Question marks on the map indicate areas of interest. Sections in grey indicate areas you have yet to explore, while sections filled in yellow indicate areas you have already been. Press the **LT** button or the **R1** button to cycle through the available maps.

■ THE MISSION SCREEN

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



Abercrombie Fizzwidget:

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

MEGACORP ADVISORY

■ Gadgetron produced a unique product that could show hidden areas on maps not generally open to the public, but it was destroyed in battle. Perhaps there is another such item available in the Bogan Galaxy? Returning to planets previously visited is a good way to grab more Bolts. Make sure to participate in our sponsored events while you're there!

Weapons And Gadgets

Megacorp manufactures everything; from hair products and pet toys to intergalactic missiles with face recognition technology. Our weapons have the ability to upgrade themselves, using a form of Nanotechnology. With continued use, a standard weapon can be upgraded to a much more powerful and devastating one. Below are just a few of the many weapons and gadgets you will come across as you explore the Bogon Galaxy. Make sure to pay a visit to a Megacorp vendor near you to buy the latest in weapon technology.

MEGACORP ADVISORY

■ Still attached to that Bomb Glove? Miss the satisfying thud the Walloper made? Five of the original Gadgetron weapons can be attained free of charge if you have a Memory Card with an original RATCHET & CLANK™ saved game on it. A special Gadgetron vendor found somewhere in the Bogon Galaxy can provide you with these weapons, and they are free as long as they were acquired in the first game and saved to Memory Card.



Weapons



■ OMNIWRENCH 8000

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

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



■ GRAVITY BOMB

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

■ **CHOPPER**
Slice, dice and do it twice! The Chopper shoots out razor sharp discs that will seek out and ricochet off enemies and objects, making Grelbin mincemeat out of them in no time flat! With use, the Chopper can be upgraded into the Multi-Star, which splits into two stars after hitting an enemy, taking this bad

boy to a whole new level of projectile mayhem.





■ SWINGSHOT

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

■ ELECTROLYZER

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



■ DYNAMO

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

■ TRACTOR BEAM

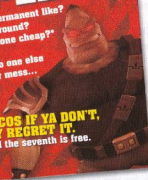
Developed by our highly respected and well-treated team of Megacorp scientists, the Tractor Beam can effortlessly move objects, large and small alike, at the press of a button. Just the job to remove an object from your path, create a makeshift platform, or just plain get a feisty Inspector-Bot to behave, the Tractor Beam is the right tool for the job! You can get it cheap from our Outlet facilities on planet Oozla.




THUGS-4-LESS!

Need a problem taken care of... permanent like?
Sick and tired of gettin' pushed around?
Want a "SPECIAL" job done and done cheap?
Then you need **THUGS-4-LESS!**
"We take care of the problems no one else
will! We're here to clean up your mess...
or maybe make one for you...
no questions asked."

**GIVE US A CALL COS IF YA DON'T,
YA JUST MAY REGRET IT.**
"Pay for six hits and the seventh is free."



■ COMMANDO ESSENTIALS

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

■ NANOTECH

While Gadgetron may have invented Nanotech, Megacorp has perfected it! Nanotech heals injuries instantly from the inside out using Nanobots. Recent developments in Nanotechnology will allow you to absorb Nanomites by defeating enemies, which will continually increase the maximum amount of Nanotech you can carry. Rookie Commandos will start out with only four available Nanotech slots.

■ BOLTS

Bolts are the currency of the universe, and they are what you need to purchase all those great Megacorp weapons, gadgets and ammo to keep you one step ahead of your foes. Crates are full of Bolts, and enemies always carry a few on them too, like loose change. You can also earn Bolts by competing in some of Megacorp's sponsored events...

■ BOLT CRATES

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

■ AMMO

Most weapons require ammunition but have a limited ammo-carrying capacity. Ammo can be purchased from Megacorp vendors found throughout the Bogon Galaxy or inside specially marked Megacorp crates.

■ MEGACORP CRATES

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

■ TIME BOMB CRATES

These exploding crates will start to count down if you touch them. While they might be harmful to your health, Time Bomb crates contain Bolts. Use your versatile OmniWrench 8000 and its Comet Strike feature to detonate them from a safe distance.

MEGACORP ADVISORY

■ Certain items and objects in the environment can be destroyed to reveal Bolts. Don't discriminate! Try and wreak as much havoc as you can to your surroundings to make a little profit. Time Bomb crates can be used strategically to eliminate any enemies inside their blast radius. One shot from a weapon is all it takes to set one off, saving you some costly ammo in the process!

■ ARMOUR

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

■ PLATINUM BOLTS

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



Space Combat

■ FIGHTER SHIP

The universe is a really large and dangerous place, and you'll need a good ship if you want to get around it quickly and in one piece. Megacorp produces only the best in Fighter Ship technology and you will be provided with our solid, standard issue model. You can upgrade your ship into a lean, mean shooting machine, but you will need to visit an aftermarket vendor to do so. Make sure you bring your supply of Raritanium with you, as it's the only way to pay. Space combat might be just another day's work for a Commando, but it can be dangerous and deadly if you're not prepared. While piloting your Fighter Ship, not only will you have to contend with wave after wave of enemies, but also you will need to be aware of your surroundings and familiar with the HUD (Heads Up Display).

■ HEADS UP DISPLAY



When engaged in space combat, the HUD screen will display important battle information. The bar across the top indicates your Fighter Ship's damage status. The smaller bars on the right and left beneath it indicate your Fighter Ship's shield status. The number indicator on

the top left of the HUD displays the current secondary weapon you have chosen, as well as the number of units of ammo you have left. The bar on the top right of the HUD displays the amount of boost left in your thrusters. The radar in the bottom right of the HUD shows your position in relation to your enemies' positions. The white dot represents your ship, while the red dots represent the enemies. Other pertinent information, such as the number of enemies left to shoot down, can be found in the bottom left corner.

■ Spherical Worlds

The Bogon Galaxy is teeming with planets, stars, moons and infinite numbers of uncharted constellations. During your travels as an elite Megacorp Commando, you will come across a few special planets that can be circumnavigated — you will actually be able to completely run around them while the ground and environment rotates beneath you. While the perspective might be different, your controls remain the same. To get a bird's eye view of your surroundings while on one of these worlds, press the R3 button.



Abercrombie Fizzwidge:

"I know your fellow conciliatious companion, Prank, is done with the heroics, but I think you should try and convincerate him otherwise. While I hear he is doing well in Accounting, confidently speaking, I am sure his talents are being wasted. See what you can do, my boy!"

MEGACORP ADVISORY

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

■ Commando Team-mates

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

■ CLANK

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



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

■ **Mega Games, Mega Fun, MEGA DANGER!**

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

■ **ARENA BATTLE**

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

■ **HOVERBIKE RACES**

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

■ **SPACE COMBAT**

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

GO COMMANDO



CREDITS

Created and Developed by Insomniac Games

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